

10. The Substitutes and Runners
11. The Over
12. The Scoring and Time Wasting
13. The Catch
14. Dismissals
15. The No Ball
16. The Wide Ball
17. The Pitch
18. The Bat
19. The Ball
20. The Wickets
21. Protective Clothing
22. The Batsman
23. The Fielder and Fielding restrictions
24. The Bowling and the Bowler
25. The Wicket Keeper
26. Player Eligibility to Play For Another Nation

PREAMBLE TO THE LAWS

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains.

1. There are two Laws which place the responsibility for the team's conduct firmly on the captain.

Responsibility of captains

The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

Player's conduct

In the event of a player failing to comply with instructions by an Umpire, or criticising by word or action the decisions of an Umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the Umpire concerned shall in the first place report the matter to the other Umpire and to the player's captain, and instruct the latter to take action.

2. Fair and unfair play

According to the Laws the Umpires are the sole judges of fair and unfair play.

The Umpires may intervene at any time and it is the responsibility of the captain to take action where required.

3. The Umpires are authorised to intervene in cases of:

Time wasting

Damaging the pitch

Dangerous or unfair bowling

Tampering with the ball

Any other action that they consider to be unfair

4. The Spirit of the Game involves RESPECT for:

Your opponents

Your own captain and team

The role of the Umpires

The game and its traditional values

5. It is against the Spirit of the Game:

To dispute an Umpire's decision by word, action or gesture

To direct abusive language towards an opponent or an Umpire

To indulge in cheating or any sharp practice, for instance:

(a) to appeal knowing that the batsman is not out

(b) to advance towards an Umpire in an aggressive manner when appealing

(c) to seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side

6. Violence

There is no place for any act of violence on the field of play.

7. Players

Captains and Umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

The players, Umpires and scorers in a game of cricket may be of either gender and the Laws apply equally to both.

The use, throughout the text, of pronouns indicating the male gender is purely for brevity. Except where specifically stated otherwise, every provision of the Laws is to be read as applying to women and girls equally as to men and boys.

1. THE TEAM AND PLAYERS

A match will be played between two teams of 11 players, comprising:

A minimum of:

4 totally blind players (B1s)

3 partially blind players (B2s)

A maximum of:

4 partially sighted players (B3s)

Interpretation: For the sake of clarity, more than 4 B1s and 3 B2s can be included in playing XI. Maximum 8 B1s can take part in a match with 3 B2s vis a vis 7 B2s and 4 B1s can also constitute playing XI.

2. SIGHT CLASSIFICATION

B1 Players

No light perception in either eye up to light perception, but inability to recognise shape of a hand at any distance or in any direction

B2 Players

From ability to recognise the shape of the hand up to a visual acuity of 2/60 or visual field of less than five degrees in the better eye after correction

B3 Players

From visual acuity above 2/60 up to visual acuity of 6/60 or a visual field of less than 20 degrees in better eye after correction.

3. IDENTIFYING CLASSIFICATION ON THE FIELD OF PLAY

B1 players will be distinguished on the field of play by a white wrist band to be worn on the right wrist or by one white stripe on the right upper arm of the playing shirt.

B2 players will be distinguished on the field of play by a red wrist band to be worn on the right wrist or by two white stripes on the right upper arm of the playing shirt.

B3 players will be distinguished on the field of play by a blue wrist band to be worn on the right wrist or by three white stripes on the right upper arm of the playing shirt.

4. THE COMPOSITION OF THE TEAM

4.1. Each captain shall nominate 11 players including their eyesight categories in writing to the WBC Match Referee/Umpires before the toss. No player (member of the playing eleven) may be changed after the nomination without the consent of the opposing captain. The team must contain the following information as well,

- 4.1.1. Players will be nominated in their actual sight classification categories, no B1 will be nominated or play as B2 and no B2 will be nominated or play as B3.
 - 4.1.2. A 12th man from each eyesight category. Only those nominated as substitute fielders shall be entitled to act as substitute fielders during the match, unless the WBC Match Referee or in his absence on field Umpires, in exceptional circumstances, allows subsequent additions.
 - 4.1.3. A list of runners.
 - 4.1.4. The deputy (Vice Captain) must be one of the nominated members of the playing eleven.
- 4.2. Batting order: In every cycle of three in a batting order, one player from each category is to be played.

5. THE UMPIRES AND SCORERS

- 5.1. For the World Blind Cricket (Ltd) events, WBC will depute neutral Umpires in all matches. A match will have to be officiated by two Umpires and a match referee. The Umpires and referee will have to be well versed with the Current WBC (Ltd) International playing rules and MCC laws of cricket. Whereas, for the bilateral, or tri-nation series, the hosts with the consent of the participating teams will depute two Umpires and a match referee (well versed with WBC laws and MCC rules) to officiate matches.
- 5.2. Officiating Umpires must audibly call the number of runs scored after each scoring shot or sundries scored. This is in conjunction with the visual signals they make to the scorers.
- 5.3. The organisers/hosts will arrange for the scorers for the match. However a representative of both the teams participating in the match will be required to assist the scorer to identify the players and help keep the score.

6. THE BLACKOUT GLASSES & DELIBERATE BOUNCE TO B1

- 6.1. All Totally Blind (B1) Players that take to the field at any time during the match (batting, bowling and fielding) are required to wear non-transparent Black-Out Glasses as approved by WBC.
- 6.2. The Glasses are Adult sized glasses and are made of durable plastic, approved specifications are mentioned in Annex-A.
 - 6.2.1. The frame must be large enough to ensure each lens covers the eye socket entirely. The frame must fit snugly to the face of the player.
 - 6.2.2. Height of the frame: the height of the frame, that is the distance from the top of the face of the frame to the bottom of the face of the frame as per Annex-A.

6.2.3. The Lens: Both Lenses must be made of a non-transparent material, that is, Lenses must be made of a solid material, **non-transparent stickers or painted fully** that do not allow any light penetration.

6.3. Black-Out Glasses, Rules of Use,

6.3.1. All B1 Players that take the field (cross the boundary line) at any time during a match must wear WBC (Ltd) approved Black-Out Glasses.

6.3.2. All Black-Out Glasses must be presented to the Tournament/Match Referee and Umpires for inspection and approval prior to the commencement of any match.

6.3.3. Umpires are to re inspect Black-Out Glasses as players enter the field of play to ensure the Black-Out Glasses are being worn correctly.

6.3.4. Black-Out Glasses may not be removed or adjusted during the period a player is on the field of play unless permission has been granted by one of the officiating Umpires:

6.3.5. When permission has been granted, the player must face away from the pitch area whilst the Black-Out Glasses are adjusted or removed to wipe sweat away etc. The closest Umpire must again inspect that the Black-Out Glasses are being worn correctly before play recommences.

6.3.6. If the Black-Out Glasses are broken or damaged at any time, they are to be immediately presented to the Match Referee or Umpire for inspection and replacement if required.

6.4. Penalty for non compliance of the Black-Out Glasses Rules of Use:

6.4.1. If a player adjusts, removes, **scratches the lens or cause any wilful damage** to the Black-Out Glasses whilst on the field of play without prior permission from one of the officiating Umpires, an official warning is to be given to the offending player and Captain.

6.4.2 If the same player offends for a **second time** in the same match, a further penalty of 10 runs is to be awarded to the opposing team and the offending player is no longer permitted to participate in the remainder of the match/series.

6.5. The bowlers should not deliberately bounce the ball to totally Blind (B1) batsmen and if a ball (legitimate) passes (bounces) over the red line drawn on the stumps (at 8 inches high from the ground), then it will be called a dead ball. Both Umpires can call the dead ball.

7. THE RULES OF PLAY

(One day internationals)

7.1 A limited over match will be of 40 overs per side with duration of (190 Minutes) three hours and ten minutes per side including two drinks breaks of 5 minutes each after the 13th and 26th over. When calculating, after a delayed start or interruption due to adverse weather conditions, 1 over shall be deducted for every 4 and a half minutes lost.

- 7.1.1 The Umpires/match referee may add time to the innings at their discretion (injury or any other unscheduled delay) and shall inform the added time to both team captains.

WBC Events playing rules: (ODI World Cup and other competitions)

7.1.2 The World Cup/other WBC events preliminary rounds will be scheduled using a single round-robin format; each country will be scheduled to play with every other country once.

7.1.3 POINTS AWARDED

3 Points for a win

1 Point for a draw or tie

7.1.4 Any game not played due to adverse weather conditions will result in the game being declared a tie and both teams will be awarded 1 point each.

7.1.5 In the event of tied scores after both teams have faced their quota of overs, the game will be declared a draw and both teams will receive 1 point each. For a tie (see rule 7.5)

7.1.6 POINTS TABLE

The finishing place of any team on the points table will be as follows:

1. Higher number of points
2. If equal, higher number of wins
3. If still equal, net run rate
4. If still equal, result of head to head meeting.
5. If still equal, Wickets lost.

7.1.7

The top 4 teams on the points table will meet in 2 semi finals.

Team 1 will play with Team 4

Team 2 will play with team 3

7.1.8 THE SEMI FINALS AND FINAL

7.1.8.1 THE SEMI FINAL

If a Semi-Final is tied or no result, then the team that finished in the higher position in the Group stage shall proceed to the final.

7.1.8.2 The FINAL

If the Final is tied or no result, the teams will be declared joint winner

7.2 Both teams must bowl the stipulated overs, regardless of time. Penalty runs will be added for all overs that have been bowled outside the stipulated time at the rate of

= 10 runs for every B1 over not bowled and 6 runs for every B2 or B3 overs not bowled to both innings.

7.2.1 The team batting first shall have their full quota of overs available to them even if the scheduled time for the completion of the innings has been reached. The team batting second will also have their full quota of overs available to them unless, at the due time for the match to finish, the team batting second has exceeded a winning score (once penalty runs have been added). No penalty runs will be added to the score of the team batting second until the scheduled time for the completion of the innings has been reached. (See rule 7.2.2).

7.2.2 The final over of an innings must commence before the stipulated playing time has elapsed. In the event of a team failing to commence bowling the final over of an innings within the stipulated playing time, the Umpires will apply penalty runs. Before applying penalty runs the Umpires must first add any lost time to the scheduled time for the completion of the innings (see rule 7.1.1.) Penalty runs will be added to the batting team's score when the bowling team has an over or more to bowl after the scheduled playing time has elapsed. Penalty runs will be added to an innings as follows:

10 runs will be added to the batting team's score for every whole B1 over that has not been bowled within the scheduled time.

6 runs will be added to the batting team's score for every whole B2 and B3 over that has not been bowled within the scheduled time.

Umpires must inform the bowling team's Captain of the time remaining to complete the innings at the drinks breaks. A warning must be issued to the Captain of the bowling team about possible penalty runs due to slow over rates if, at any time, the Umpires feel that the required overs are unlikely to be bowled within the scheduled time. The Umpires will advise the batsmen of the possibility of penalties being awarded and a further warning will be given to the Captain of the bowling side at the beginning of the over immediately before the end of scheduled time if this is not the final over of the innings. Penalty runs awarded for overs not bowled during the scheduled time will immediately accrue to the batting side's total. If the side batting second is credited with runs in this way and this consequently takes their score past that of the side batting first then the match shall be deemed to be won by the side batting second.

Illustration: Team batting first scored 200, Team batting second has scored 195 at the completion of the second last scheduled over of the innings: If, after adding time lost, the scheduled playing time has passed and the bowling team still has one B2/B3 over to bowl to complete the required overs, the Umpires will award 6 runs to the batting team. The Scorer's will immediately add the 6 runs to the batting team's score. With the addition of the 6 runs the team batting second now has a total of 201. The Umpires will immediately call the match won. In another way, the team batting second is chasing 200 runs and has scored 192 runs while two overs remaining (i.e 9 runs required in two overs) and the Umpires feel that the last over of B2/B3 couldn't be bowled within the scheduled time, then he will inform the Fielding Captain and batmen regarding the penalty of 6 runs being awarded to batting side and when the remaining 3 runs will be achieved (whether in 2nd last or in the last over) the match will be stopped and team batting 2nd will be declared winner.

- 7.3 For a match to be valid it shall have to be a minimum of 15 overs a side.
- 7.4 If the team batting first has completed its innings and the match has to be stopped while the second team is still batting, then the match shall be valid only if the second team has batted for at least 15 overs.
- 7.5 The comparative scores of both teams up to the stage the team batting second has played (number of overs played) will be considered. The team with the better score will be the winner. If the scores are level then the match shall be declared as a tie. (For the sake of clarity the completed numbers of overs bowled will be considered and fraction will be ignored i.e. the team batting second had played 16.3 overs when the match was stopped due to bad weather etc then in comparative scores 16 overs will be considered)

8. TWENTY 20 RULES OF PLAY

8.1. Duration of each inning will be ninety five minutes (95 Minutes) including one drinks break of 5 minutes after 10 overs. There will be a twenty (20) minute break between innings. When calculating after a 1 start or interruption due to adverse weather conditions, 1 over shall be deducted for every 4 and a half minutes lost.

8.1.1. The Umpires may add time to the innings at their discretion (injury or any other unscheduled delay) and shall inform the team captains of any added time.

WBC Events playing rules: (Twenty-20 World Cup and other competitions)

8.1.2. Same as rule 7.1.2

8.1.3. POINTS AWARDED

Same as rule 7.1.3

8.1.4. Same as rule 7.1.4

8.1.5. In the event of a tied scores after both teams have faced their quota of overs, if weather conditions may permit, then one over per side eliminator (super over) (see clause 8.3) will determine the winner. If the teams are still level then the game will be declared a draw and both teams will receive 1 point each.

8.1.6. POINTS TABLE

Same as rule 7.1.6

8.1.7.

Same as rule 7.1.7

8.1.8. FINALS DAY

Finals day will consist of the two semi finals and the final

THE SEMI FINALS AND FINAL

8.1.8.1. THE SEMI FINAL

If a Semi-Final is tied, the teams shall compete in a one over per side eliminator to determine which team progresses to the final (see clause 8.2).

If following a tie, weather conditions prevent the one over eliminator from being completed, or if the match is a no result, then the team that finished in the higher position in the Group stage shall proceed to the final.

8.1.8.2. The FINAL

In the event of a tied final, the teams shall compete in a one over per side eliminator to determine which team is the winner. (See clause 8.3)

If weather conditions prevent the one over eliminator from being completed, or if the match is a no result, the teams will be declared joint winner.

8.2. Penalty Runs for overs bowled after stipulated time: Same as rule 7.2 will apply

8.3. One Over Per Side Eliminator

The following procedure will apply should the provision for a one over per side eliminator be adopted,

8.3.1. Subject to weather conditions the one over per side eliminator will take place on the scheduled day of the match at a time to be determined by the Match Referee. In normal circumstances it shall commence 10 minutes after the conclusion of the match.

8.3.2. The one over per side eliminator will take place on the pitch allocated for the match (the designated pitch), unless otherwise determined by the Umpires in consultation with the ground authority.

8.3.3. Prior to the commencement of the one over per side eliminator each team elects three batsmen and one bowler. Only nominated players in the main match may participate in the one over per side eliminator. Should any player (including the batsmen and bowler) be unable to continue to participate in the one over per side eliminator due to injury, illness or other wholly acceptable reason, the relevant Laws and Playing Conditions (see clause 10.9 below) as they apply in the main match shall also apply in the one over per side eliminator

8.3.4. The nominated players will be given in writing to the Umpires.

8.3.5. The Umpires shall stand at the same end as that in which they finished the match.

8.3.6. In both innings of the one over per side eliminator, the fielding side shall choose from which end to bowl.

8.3.7. Each team's over is played with the same fielding restrictions as apply for a non-fielding restriction over in a normal T20 International match.

8.3.8. The team batting second in the match will bat first in the one over eliminator.

8.3.9. The same ball (or a ball of a similar age if the original ball is out of shape or lost) as used at the end of the team's innings shall be used for the "extra" over.

8.3.10. The loss of two wickets in the over ends the team's one over innings.

8.3.11. In the event of the teams having the same score after the one over per side eliminator has been completed, the team whose batsmen score the most number of boundaries from its two innings in both the main match and the one over per side eliminator shall be the winner.

8.3.12. If the number of boundaries hit by both teams is equal, the team whose batsmen scored more boundaries during its innings in the main match (ignoring the over per side eliminator) shall be the winner.

8.3.13. If still equal, a count-back from the final ball of the one over eliminator shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any un-bowled deliveries will be counted as "dot" balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e including any runs resulting from wides, no ball or penalty runs.

Example:

Runs scored from	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However team 1 scored 2 runs from its 4th ball while team 2 scored a single so team 1 is the winner.

- 8.4. For a match to be valid it shall have to be a minimum of 5 overs per side.
- 8.5. If the team batting first has completed its innings and the match has to be stopped while the second team is still batting, then the match shall be valid only if the second team has batted for at least 5 overs.
- 8.6. The comparative scores of both teams, up to the stage the team batting second has played, will be considered. The team with the better score will be the winner. If the scores are level and weather conditions may permit, then teams shall compete in a one over per side eliminator (OOPSE) to determine the winner, otherwise the game will be declared a draw and both teams will receive 1 point each.

9. THE RULES OF PLAY

(Two Innings Match)

- 9.1. A match will be of three days duration.
- 9.2. A minimum of 80 overs must be bowled in a full day's play of six hours.

- 9.3. In every twenty overs bowled, at least 5 (25 per cent) overs must be bowled by B1 bowlers.
- 9.4. A team can enforce a; "Follow On" if the team batting second fails to score more than half the total of the team batting first.

10. THE SUBSTITUTES AND RUNNERS

- 10.1. A B1 batsman shall have a runner and a B2 batsman has the option of a runner. A B3 batsman does not have the option of a runner. However, a batsman who has opted for a runner cannot act as runner for another batsman.
- 10.2. A B2 batsman has the option of runner only due to his low vision; if a B2 batsman doesn't take a runner at the start of his innings, then he will not be allowed the option of a runner during this innings.
- 10.3. Any nominated runner can run for as many batsmen as the Captain chooses.
- 10.4. A runner is only allowed to change if all the other players in that Category are dismissed and its his turn to bat, the changed runner shall be from the already dismissed batsmen).
- 10.5. All other rules pertaining to the runner spelt out in the current MCC laws of cricket will be applicable.
- 10.6. When a batsman is at the striker's end his runner must not stand closer than ten feet measured from middle stump. Line markings shall be drawn to make an area which measures ten feet from the middle stump on both leg side and off side. This line is so marked to indicate that any runner for a batsman must stand beyond this line.
- 10.7. The fielding captain may ask the runner to stand on the other side of the pitch if necessary.
- 10.8. Substitute fielders shall only be permitted in cases of injury, illness or other wholly acceptable reasons. 'Wholly acceptable reasons', should be limited to extreme circumstances and should not include what is commonly referred to as a 'comfort break'.
 - 10.8.1. If a B1 fielder goes off the field, he can be substituted only by a B1 fielder.
 - 10.8.2. A B2 fielder can be substituted by a B2 or a B1 fielder.
 - 10.8.3. A B3 fielder can be substituted by a B1/B2 or a B3 fielder.
- 10.9. If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play, the Umpire shall be informed of the reason for his absence, and he shall not thereafter come on to the field during a session of play without the consent of the Umpire. The Umpire shall give such consent as soon as practicable.
 - (a) If the player is absent from the field for longer than 8 minutes, the following restrictions shall apply to their future participation in the match:
 - 10.9.1. 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 he was absent (hereafter referred to as penance time), subject to a maximum cumulative penance time of 80 minutes. If any unexpired

penance time remains at the end of the first innings, it is carried forward to the second innings of the match.

10.9.2. 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 penance time carried forward from the previous innings, subject to a maximum cumulative penance time of 80 minutes. However, once his side has lost five wickets in its batting innings, he may bat immediately.

For the purposes of 10.9.1 and 10.9.2, playing time shall comprise the time play is in progress excluding lunch intervals, intervals between innings and official drinks intervals.

However, in the event of a batsman or a fieldsman already being off the field at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, he shall be allowed to count any such stoppage time as playing time, provided that he personally informs the Umpires when he is fit enough to take the field had play been in progress.

Similarly, if at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, a player is on the field but still has some unexpired penalty time remaining from a previous absence, he shall automatically be allowed to count any such stoppage time as playing time, provided he returns to the field of play immediately after the interruption.

The restriction in clauses 10.9.1 and 10.9.2 above shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and consequently been forced to leave the field.

11. THE OVER

An over would consist of six legitimate balls, excluding wides and no balls.

12. THE SCORING AND TIME WASTING

12.1. All runs scored off the bat by a B1 batsman shall be doubled and will be credited to the batsman. For the sake of clarity, if there are more than 4 B1s playing in the side, the score off the bat of all B1s will be doubled.

12.2. If, in the opinion of the Umpire, the batting team is purposefully wasting time then Umpires will warn the batsmen and batting team captain. If there are repeated offence in the same innings, the Umpire will impose a 5 run penalty for time wasting by the batsmen and runs shall be credited in the bowling team's score.

13. THE CATCH

A "one bounce" catch by a B1 player will result in the batsman being given out.

14. DISMISSALS

A batsman can be out in all the ways as laid down in the Current MCC laws of cricket. The batsman can be given out if he is bowled, caught, lbw, stumped, run out, hit wicket, handling the ball, hitting the ball twice, obstructing the field, timed out and retired out under MCC Law 2.9.

14.1. Out Hit the ball twice

As per the MCC Law 34.1.1 “The striker is out Hit the ball twice **except B1 (totally blind) batter** if, while the ball is in play, it strikes any part of his/her person or is struck by his/her bat and, before the ball has been touched by a fielder, the striker wilfully strikes it again with his/her bat or person, other than a hand not holding the bat, **except for the sole purpose of guarding his/her wicket**”. **Runs scored in the event of a B1 batter hitting the ball twice with the bat will be nullified.**

14.2 Batsman Retiring

A batsman may retire at any time during his innings subject to (a) below when the ball is dead. The Umpires, before allowing play to proceed shall be informed of the reason for a batsman retiring.

(a) A batsmen batting with a runner may retires only if he has suffered any external injury, while the batsman batting without a runner may retire because of illness, injury or any other unavoidable cause. He is entitled to resume his innings subject to (c) below. If for any reason he does not do so, his innings is to be recorded as ‘Retired - not out’.

(b) If a batsman retires for any reason other than as in (a) above, he may resume his innings only with the consent of the opposing captain. If for any reason he does not resume his innings it is to be recorded as ‘Retired - out’.

(c) If after retiring a batsman resumes his innings, it shall be only at the fall of a wicket (subject to completion of batting cycle rule 4.2) or the retirement of another batsman.

14.3. Timed Out:

(a) After the fall of a wicket of a batsman, the incoming batsman must, unless Time has been called, be in position to take guard or for his partner to be ready to receive the next ball within 2 minutes of the dismissal or retirement. If this requirement is not met, the incoming batsman will be out, Timed out.

(b) In the event of protracted delay in which no batsman comes to the wicket, the Umpires shall adopt the procedure of MCC Law 21.3 (Umpires awarding a match). For the purposes of that Law the start of the action shall be taken as the expiry of the 3 minutes.

(C) Bowler does not get credit of that wicket.

14.4. Leg Before Wicket:

LBW:

MCC Law 36.1.2 states that 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.

WBCC Addition for Blind Cricket, pitches outside the leg line are also to be considered. The umpires are tasked with adjudging LBW by considering the impact point where the ball hit the player in front of the stumps.

14.5. Run Out dismissal: (Mankad)

MCC Law 38.3.1.1 and 38.3.1.2

MCC Law “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/her normal bowling action in the delivery swing”.

WBCC Addition: In Blind Cricket, the release of the ball is defined as the moment when the bowler calls "play." Once play is called, the bowler is no longer able to run out the non-striker under this law.

15. THE NO BALL

- 15.1. The bowling has to be underarm. At the point of delivery, the arm has to be below the shoulder. Failure to do this will result in a no ball being called.
- 15.2. The ball has to bounce once on either side of the mid pitch line before it reaches the batting crease. Failure to do so will result in a no ball being called. If the batsman advances down the pitch or takes big stride forward and does not allow the ball to take the bounce between the mid pitch line and batting crease (2nd bounce) then it will be considered a legitimate ball.
- 15.3. If while bowling, the ball bounces inside or on the popping crease then it results in a no ball being called.
- 15.4. If a bowler crosses the popping crease with his front foot at the point of delivery, a no ball will be called, and a free hit will be awarded. (In both ODI and T-20 format)

There will be a Free Hit after no balls caused by a foot-fault.

- 15.4.1. The delivery following a no ball called for a foot fault, shall be a free hit for whichever batsman 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 batsman is facing it.
- 15.4.2. 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 a wide ball.
- 15.4.3. Field changes are not permitted for free hit deliveries, unless there is a change of striker.
- 15.4.4. 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.
- 15.5. 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 a wide ball. As per M.C.C Law 24.15, when there is a no ball, a batsman can be dismissed run out, handling the ball, hitting the ball twice and obstructing the field.

- 15.6. If the bowler delivers with both hands then it will result in a no ball being called.
- 15.7. The bowler has to say “ready” to the batsman when he is set to bowl, to which the batsman has to respond by calling out “yes”, **just before the release of ball, the bowler must say “play”**. Failure to do so will result in a no ball being called. A no ball will also be called if the call of “play”, is in the opinion of the Umpire, early or late.
- 15.8. The bowler may not call the wicket keeper again for direction once the batsman has responded that he is ready, any calling by either bowler or wicket keeper after will result in a no ball being called.
- 15.9. No fielder shall dive, or lie down unless in the opinion of the Umpire they are making a genuine attempt to field the ball. Violation of this rule or amendments to Law 41 (Current M.C.C laws of cricket) will result in a no ball being called.
- 15.9.1 Totally Blind (B1) players should not be used as close-in fielding sandbags. A 5 Yard Circle will be drawn around the centre stump at each end of the pitch, this area will be known as the B1 fielder exclusion zone. B1 fielders must not field with in the 5 Yard Circle. Violation of this rule will result in a “NO” ball.
- 15.10. If in the opinion of the Umpire the bowler is deliberately taking more time between his saying “ready” and the actual delivery, with the view to confuse the batsman, then the Umpire can decide to call a no ball.
- 15.11. If the delivery bowled by the bowler strikes a fielder before it has reached the batsman, then it will be called a no ball.
- 15.12. The bowler must notify the Umpire as to whether he is going to bowl over the wicket or round the wicket and whether he is going to bowl with his left hand or right hand. The Umpire must inform the batsman of the same. Failure of the bowler to notify the Umpire would result in a no ball being called.
- 15.13. The Umpire must inform the batsman if the bowler is bowling with or without a run up. In the case of a run up, the batsman should be informed of the length of the run up.
- 15.14. Both Umpires may call a no ball.

16. THE WIDE BALL

16.1. The Current MCC laws of cricket for a wide ball shall apply, that is:

If the bowler bowls the ball so high over the wicket that, in the opinion of the Umpire it passes out of reach of the striker, standing in a normal guard position, the Umpire shall call and signal a wide ball as soon as it has passed the line of the striker’s wicket.

16.2. Balls bowled outside the wide ball lines referred to in rule (17.5) shall be called a wide by the Umpire.

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

16.3.1. The striker, by moving from his guard position, causes the ball to pass out of his reach.

16.3.2. The striker moves and thus brings the ball within his reach.

17. THE PITCH

17.1. All International matches will be played on a surface mutually agreeable to the participating teams. Preference of the WBC is always turf or synthetic grass surfaces.

17.2. The middle of the pitch has to be clearly marked with a line across.

17.3. Line markings shall be drawn to make an area which measures ten feet from the middle stump on both leg side and off side. This line is so marked to indicate that any runner for a batsman must stand beyond this line.

17.4. The pitch is 22 yards long and 3 yards wide.

17.5. Wide ball markings are made at both ends of the pitch on either side of the wickets at a distance of 3 feet from Centre Stump.

17.6. The boundary shall be a minimum of 45 yards to a maximum of 55 yards measured from the centre stump in a complete half circle from each respective wicket and should be joined by parallel lines. Sufficient boundary markings should be made to help identify the boundaries. The boundary markings shall be made using a rope of one-inch thickness or using materials such as witches' hats that protect the safety of the players.

17.6.1 For Women Blind Cricket matches, the boundary shall be a minimum of 35 yards to maximum 40 yards measured in the same way as mentioned in 17.6.

17.7. An Inner circle of 20 yards be measured from the centre stump in a complete half circle from each respective wicket and should be joined by parallel lines. These markings should be a broken white line.

17.7.1 For Women Blind Cricket matches, an Inner circle of 15 yards be measured from the centre stump in the same way as mentioned in 17.7.

18. THE BAT

The regular cricket bat to be used with standard specifications.

19. THE BALL

The ball that is approved by the World Blind Cricket Ltd shall be used in all international matches.

20. THE WICKETS

20.1. Each wicket shall consist of three tubular stumps (metal, plastic, or wood). The colour of the wickets shall be white, fluorescent orange or yellow.

20.2. Red line/ foam cushion/ plastic cover shall be drawn on the stumps (at 8 inches high from the ground) for rule 6.5 for the change of voice of ball hitting on that particular area.

20.3. Bails will not be used in International Blind Cricket.

21. PROTECTIVE CLOTHING

21.1. WBC makes helmets mandatory for 'high-risk positions' (5 Yard Circle will be drawn around the centre stump at each end of the pitch) for the fielders. When wicketkeepers are standing up to the stumps and when fielders are close to the batter in front of the wicket within 5 Yard Circle they must have to wear helmets for the safety.

21.2 Whilst fielding, all fielders are permitted to wear a helmet with visor as protective clothing.

21.3 is to be replaced as per MCC Law 25.5.2.4 that "A Runner shall wear external protective equipment equivalent to that worn by the batsman for whom he/she runs and shall carry a bat." The only exception to MCC Law 25.5.2.4 is that the runner is not obligated to wear head protection.

21.4. All runners are permitted to wear batting gloves, helmet with visor and leg guards as protection, even though the batsman may not be wearing the same.

21.5. The batsman or runner must wear abdominal guard supporter and other protective clothing under their playing uniform.

22. THE BATSMAN

22.1. A batsman while facing is required to stand on his feet with his bat held in his hand. He is free to keep the bat aloft or to place it on the ground while he bends over it.

22.2. The batsman is allowed to adapt his position once "play" is announced by the bowler.

23. THE FIELDER AND FIELDING RESTRICTIONS

23.1. No fielder shall dive, or lie down unless in the opinion of the Umpire they are making a genuine attempt to field the ball. Violation of this rule or amendments to Law 41 (Current MCC laws of cricket) will result in a no ball.

23.1.1 Totally Blind (B1) players should not be used as close-in fielding sandbags. A 5 Yard Circle will be drawn around the centre stump at each end of the pitch, this area will be known as the B1 fielder exclusion zone. B1 fielders must not field with in the 5 Yard Circle. Violation of this rule will result in a "NO" ball.

FIELDING RESTRICTIONS (ODI)

23.2. Fielding restrictions shall apply for the aggregate 40% of the overs of each innings in two (2) Powerplay blocks, a minimum of 6 fieldsmen together with the bowler and wicketkeeper must field within the inner circle mentioned in rule 17.7 (i.e. maximum three fieldsmen permitted outside the fielding restriction area at the instant of delivery).

23.2.1. The Fielding restrictions shall apply in two (2) Powerplay blocks, 1st block of Powerplay Overs of 25% of the total number of overs (i.e. First 10 overs in usual 40 overs game)

23.2.2. The 2nd block of 15% of the overs (i.e 6 overs in usual 40 overs game)

23.3. During the first mandatory block of Powerplay Overs (in an uninterrupted innings, the first 10), there must be a maximum of three (3) fieldsmen permitted outside the fielding restriction area at the instant of delivery.

23.4. During the non Powerplay Overs, no more than five fieldsmen shall be permitted outside the fielding restriction area.

23.5. Subject to the provisions below, the Powerplay Overs shall apply for total 16 overs per innings to be taken as follows: a) The first block of Powerplay Overs (block of 10 overs for an uninterrupted match) shall be at the commencement of the innings.

b) The second block of Powerplay Overs (block of 6 overs for an uninterrupted match) shall be taken at the discretion of either of the batsmen at the wicket between 11th and 30th over.

c) A batsman must nominate his team's Powerplay, no later than the moment at which the Umpire reaches the stumps at the bowler's end for the start of the next over.

d) Once a batsman has nominated a Powerplay, the decision cannot be reversed.

e) Should the batting side choose not to exercise their discretion, their Powerplay Overs will automatically commence at the latest available point in the innings (e.g. in a 40 over innings, this will begin at the start of the 31st over).

23.6. In circumstances when the number of overs of the batting team is reduced, the number of Powerplay Overs shall be reduced in accordance.

23.7. Each block of Powerplay Overs must commence at the start of an over.

23.8. If play is interrupted not during the Powerplay overs, then on resumption, it is necessary to determine how many remaining Powerplay overs should be allocated.

23.9. Any Powerplay overs already taken, prior to the interruption, will be deemed to have been from the initial allocation followed by the batting side's allocation. The decision of the batting side as to when to take any remaining Powerplay overs is made in the usual way. A match starts as 40 overs, is interrupted after 12 overs and reduced to 33 overs. (The first 10 overs have been Powerplays (PP); the next two were not.) The new PP allocation is 8+5, so there are 3 overs left for the batting side. These must start no later than the 31st over in order to be completed by the 33rd over.

23.10. If play is interrupted during the first Powerplay and on resumption the overs required to be bowled in that Powerplay have already been exceeded, then the second Powerplay will be assumed to have been taken immediately and will continue until it is completed. The fielding restrictions relating to the second Powerplay take immediate effect on resumption.

23.11. If, following an interruption, on resumption the total number of Powerplay Overs for the innings has already been exceeded, then there will be no further Powerplay deliveries bowled in the innings. Note that this is the only circumstance under which the Powerplay status can be changed during an over. Illustrations, A 33 over innings is interrupted after 8.4 overs, and on resumption has been reduced to 21 overs. Powerplay overs are 5+3. All Powerplay overs have been completed. Non-Powerplay restrictions take effect immediately and do not need to wait until the end of the over.

23.12. If following an interruption while a Powerplay is not in progress, it is found on resumption that the recalculated number of Powerplay Overs remaining exceeds the

number of overs to be bowled in the innings, then the Powerplays will commence at the start of the next over, with fewer than the scheduled number of Powerplay Overs being bowled in the innings.

23.13. At the commencement of the second block of Powerplay Overs, the Umpire shall signal such commencement to the scorers by rotating his arm in a large circle.

23.14. The Umpire shall also indicate to the fielding captain before any signal is made that the batting side has chosen its Powerplay.

23.15. At the instant of delivery, no more than 5 fielders are permitted on the leg side

23.16. In the event of an infringement of any of the above fielding restrictions, the both Umpires shall call and signal 'No Ball'

FIELDING RESTRICTIONS (T-20)

23.17. For the first 6 overs of each innings only 2 fielders shall be allowed to field outside the inner circle.

23.18. In circumstances when the number of overs of the batting team is reduced, the number of Fielding Restriction Overs 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.

min 5 overs	1 over restriction
5 to 8 overs	2 overs restriction
9 to 11 overs	3 overs restriction
12 to 14 overs	4 overs restriction
15 to 18 overs	5 overs restriction
19 to 20 overs	6 overs restriction

23.19. If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required numbers of Fielding Restriction Overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.

23.20. In the event of an infringement of any of the above fielding restrictions, both Umpires shall call and signal 'No Ball'.

23.21. For the remainder of the innings a maximum of 5 fielders shall be allowed to field outside the inner circle.

23.22. At the instant of delivery, no more than 5 fielders are permitted on the leg side

24. THE BOWLING AND THE BOWLER

24.1. Minimum 40% of overs bowled in a limited over game (one day 40 over/Twenty-20 overs) must be bowled by a Totally Blind B1 bowler. i.e in 40 Over One-day, minimum **16 overs** and in T-20 **minimum 8 overs** must be bowl by a Totally Blind B1 Bowler.

24.2. No bowler shall bowl more than 1/5th or 20% of the total number of stipulated overs in the innings.

24.3. Where the total number of overs in an innings is not divisible by 5, then the maximum number of overs that can be bowled by a bowler shall be determined by dividing the total number of overs by 5 and adding one over to bowler's quota, to make up the remainder overs. For example in ODI, if the total number of overs is 37, then two bowlers can bowl a maximum of 8 overs, while the others can bowl a maximum of 7 overs.

24.4. In the event of a bowler being unable to complete an over, another bowler will bowl the remaining balls. The incomplete over shall be counted as on over when it comes to counting the number of overs bowled by each of the bowlers who shared that particular over.

25. THE WICKET KEEPER

As Current MCC laws of cricket.

26. PLAYER ELIGIBILITY TO PLAY FOR ANOTHER NATION

26.1. All players must be a resident of the Country for **one year (365 days)** and have not played any International Cricket for any other Nation for the same period.

26.2. If any player wishes to change, for a second time their eligibility to play for another Nation, the current ICC rules would take precedence over WBC rule.

All Players must notify the WBC executive of their wish to make a change. The WBC executive, will then notify all member Nations.

BLACK OUT GLASSES DESIGN & SPECIFICATIONS:



Frame Height:
60 mm (Minimum)
6.25 cm
2.5 Inches



Lens:
Fully blackout, made of a solid material, non-transparent stickers or painted fully.

Frame Side:
Totally covered.

Stripe:

Adjustable head belt, to adjust the tightness to head size.

Cushion:

Inner pads must have a cushion of a foam etc

