**ICC No ball rules-**

The umpire will call a no ball if:

• The heel of the bowler's front foot lands on or in front of the popping crease (the front line of the batting crease).

However, the front foot can be raised over the line as long as the heel does not go beyond the popping crease.

• \*\*\*very important to note this rule - as many does not know at all. The bowler's back foot is touching or outside the return crease.

• A full toss - a ball which does not bounce - from a seam bowler reaches the batsman at waist height.

• The bowler does not notifies the umpire of a change in their mode of delivery.

• \*\*\*If the ball bounces more than twice before it reaches the batsman, or rolls along the ground towards him.

• \*\* If the ball pitches outside of the pitch or mat it is a no ball

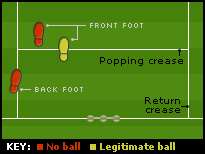
• Bowler breaking wicket in delivering ball by hand or leg or by anything falling from the bowler that touched the stump is a no ball

• Leg umpire\*\*\* If the wicketkeeper encroaches beyond the stumps before the ball has been struck by the batsman or has passed the stumps.

• Leg umpire\*\*\* More than two fielders are positioned on the leg side behind square.

• The umpire deems the bowler to be bowling dangerously and unfairly.

\*\*\*\* When No ball has been called, neither batsman shall be out under any of the Laws except 34 (Hit the ball twice), 37 (Obstructing the field) or 38 (Run out).



In the above image foot landings with red color are no balls.

**Bouncers:**

• If the ball bounces over the shoulder height of the batsman standing upright - it is a bouncer.

• If the ball bounces over the head height of the batsman standing upright - it is a bouncer and also a wide in limited over cricket game

• Second bounce over shoulder or over head in an over will be declared as a no ball - not a wide. A free hit will be awarded to the batting team

**Beamers:**

• Any ball slow or fast reaching the batsman standing upright at waist or above is a no ball

• A free hit will be awarded for any no ball

**Mankading**: This rule is still a important one, now more than ever to restrict the batsman from stealing a run

If the non-striker is out of his/her ground from the moment the ball comes into play to the instant when

the bowler would normally have been expected to release the ball, the bowler is permitted to attempt to run him/her out.

Whether the attempt is successful or not, the ball shall not count as one in the over.

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

The rule also states that there is no need for a first warning to run out a batsman by mankading.

**Short Run**:

A run is "short" if either, or both, batsmen fail to make good their ground in turning for a further run. Although such a "short" run shortens the succeeding one, the latter, if completed, counts.