

Farmington Cricket Club(FCC)

Based on ICC Twenty20 Rules and Regulations

Version 1.3.2

(Last Updated May 5, 2024)



1. PLAYERS

1.1. Number of Players

1.1.1. A match is played between two sides. Each side shall consist of 11 or 12 players depending on tournament playing conditions, one of whom shall be captain.

1.2. Nomination of Players

1.2.1. Each captain shall nominate 11 players or 12 players depending on tournament playing conditions in writing to the FCC Match Umpire before the toss. No player (member of the playing 11 or 12) may be changed after the nomination.

1.2.2. All the players getting declared in the Playing 11 or 12 should be in the Playing field before the end of 1st innings of the game, if not the player will not be considered a part of the Playing 11 or 12 and will need to be removed from the declared player list.

1.2.3. A maximum of 3 substitute fielders can be nominated verbally to the umpire, nominated substitute fielder would not get the game count added to their tally of games played in the tournament. A declared substitute fielder should be a player from within the Team Roster for the particular tournament.

1.2.2.1 **Playing 11 Conditions** - only one substitute fielder can come in for a maximum of 5 overs, unless otherwise deemed necessary by the umpire.

1.2.2.2 **Playing 12 Conditions** - a substitute fielder is allowed only if there is a second instance of a player getting injured or needing to be substituted for other acceptable reasons as deemed necessary by the umpire. In all other scenarios, the fielder changes should be within the Playing 12.

1.2.4. Only those nominated as substitute fielders shall be entitled to act as substitute fielders during the match, unless the FCC Match Umpire, in exceptional circumstances, allows subsequent additions.

1.2.5. All those nominated, including those nominated as substitute fielders, must be eligible to play for that particular team and by such nomination the nominees shall warrant that they are eligible.

1.2.6. In addition, by their nomination, the nominees shall be deemed to have agreed to abide by all the applicable FCC regulations pertaining to Michigan Cup and in particular, the Code of Conduct for Players, the Anti-Racism Code for Players and Player Support Personnel, the Anti-Doping Code and the Anti-Corruption Code.

1.3. Captain

1.3.1. The deputy must be one of the nominated members of the playing 11 or 12.

2. SUBSTITUTES

2.1. Runners

2.1.1 A runner for a batter when batting is not permitted. The umpires shall have discretion to allow, for other wholly acceptable reasons, a substitute fielder to act for a nominated player, at the start of the match, or at any subsequent time.

2.2. Players 'Ready to Play' Condition

2.2.1 A Player satisfies the 'Ready to Play' condition as long as they are present in the Playing field or Team dug out at the start of the Game Time.

2.2.2 The 12th player satisfying the ready to play condition are allowed to participate in the game with Bat or Ball with immediate effect, as long as they are present in the Team Dug out area or in a location within the ground where the umpire can confirm their presence.

2.2.3 In Playing 12 condition, Captain can switch fielders at any given time within the declared 12 players. Captain's are not required to inform the umpires or opposition regarding switching of the fielder in Playing 12 Conditions. Captain's can choose to inform this as a courtesy, but are not required to do so and will not incur any penalty such as no ball for not informing the switch.

2.2.4 In the event a player is part of multiple FCC Matches at the same time in the same location, the player will need to report to the umpire's of both the games prior to the start of the match to be considered in 'Ready to Play' condition in both the games. The player's captain also should inform the Umpire/opponent captain regarding the same scenario prior to the start of the match.

2.3. Players 'Running Late' or 'Leaving Ground' Condition

If a fielder fails to be present on the field or team dugout area with their side at the start of the match or at any later time, or leaves the ground during a session of play, the umpire shall be informed of the reason for the player's absence, and the player 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. If the player is absent from the field:

2.3.1. The player shall not be permitted to bowl in that innings after return until he/she has been on the field for at least that length of playing time for which the player was absent in the ground.

2.3.2. The player shall not be permitted to bat unless or until, in the aggregate, the player has returned to the field and/or the player's side's innings has been in progress for at least that length of playing time for which the player has been absent in the ground.

- 2.3.3. The restriction in Clauses 2.2.1 and 2.2.2 above shall apply only to player's showing up late to the ground or leaving the ground during the game. It will not apply if the player has been waiting as the 12th player satisfying the 'Ready to Play' condition or 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. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness).
- 2.3.4. Game stoppages due to rain or light, or any other playing condition will not be counted as accounted time for the player's return to Bat/Bowl. The player has to satisfy the aggregate overs condition to be eligible to Bat/Bowl.
- 2.3.5. **Scenario 1** - Team is bowling first. Player comes late by the end of the 9th over. The player can come to the field. The player cannot bowl until $9+9 = 18$ overs. The player can bowl the 19th or 20th over. During batting, the player can bat anytime.

Scenario 2 - Team is bowling first. Player comes late by the end of the 11th over. The player can come to the field. The player can't bat and bowl for 11 more overs. The player cannot bowl at all. During batting, the player can bat after 2 overs.

Scenario 3 - Team is batting first. Player comes late by the end of the 9th over. The player cannot bat until $9+9 = 18$ overs. The player can bat in the 19th or 20th over. If the innings didn't last until the 18th over, the player couldn't bat at all. During bowling, the player can bowl anytime.

Scenario 4 - Team is batting first. Player comes late by the end of the 11th over. The player cannot bat and bowl for 11 more overs. The player cannot bat at all. During bowling, the player cannot bowl until the end of 2nd over.

2.4. Fielder leaving the field

- 2.4.1. For Playing 11 Condition, 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'.

3. THE UMPIRES

3.1. 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:

- 3.1.1. The umpires shall control the game as required by the Laws (as read with these playing conditions), with absolute impartiality and shall be present at the ground at least thirty minutes before the scheduled start of play.
- 3.1.2. FCC shall establish a 'Panel of Umpires' who shall be paid.
- 3.1.3. FCC shall appoint the main umpire to stand in each T20 League match or both umpires for Playoff games. Such umpires shall be selected from the 'Umpires Panel'.
- 3.1.4. The FCC Match Umpire shall not be from the same team as the participating teams.
- 3.1.5. Neither team will have a right of objection to an umpire.

3.2. Change of Umpire

- 3.2.1. An umpire shall not be changed during the match, other than in exceptional circumstances, unless he is injured or ill.

3.3. Fitness for play/ Suspension of play

- 3.3.1. The safety of all persons within the ground is of paramount importance to the FCC. In the event that any threatening circumstance, whether actual or perceived, comes to the attention of any umpire (including for example weather, pitch invasions, act of God, etc.), then the 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, FCC Match Umpires, the head of the relevant ground authority, the head of ground security and/or the police as the circumstances may require.
- 3.3.2. The umpires shall be the final judges of the fitness of the ground, weather and light for play
- 3.3.3. Suspension of play for adverse conditions of ground, weather or light
- 3.3.4. In the event of power failure or lights malfunction, the provisions relating to the delay or interruption of play due to bad weather or light shall apply.

4. THE BALL

4.1. Approval and control of balls

- 4.1.1. FCC shall provide cricket balls of an approved standard for the match and teams are requested to maintain spare used balls for changing during a match, which shall also be of the same brand, if deemed necessary.
- 4.1.2. FCC shall be required to advise the Teams of the brand of ball to be used in the match(es) at least 15 days prior to the start of the match(es).
- 4.1.3. The Batting team shall provide the ball to be used at the start of the innings from the supply provided by the FCC.
- 4.1.4. The umpires shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place. 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 or any other disruption in play. Where day/night matches are scheduled in series white balls will be used in all matches (including day matches). Each fielding team shall have at least one new ball for its innings.
- 4.1.5. Tee Ball A1228T (Outdoor) - 2 New Balls/innings
Tee Ball A1217B (Indoor) - 3 New Balls/innings
Leather Ball - 1 New Ball/innings

4.2. Ball lost or becoming unfit for play

- 4.2.1. In the event of a ball during play being lost or in the opinion of the umpires, being unfit for play through normal use, the umpires shall allow it to be replaced by one that in their opinion has had a similar amount of wear.
- 4.2.2. In the event of the ball becoming wet and soggy as a result of play continuing in inclement weather or it being affected by dew, or a white ball becoming significantly discolored and in the opinion of the umpires being unfit for play, the ball may be replaced for a ball that has similar amount of wear, even though it has not gone out of shape.
- 4.2.3. If the ball is to be replaced, the umpire shall inform the batter and the fielding captain. Either batter or bowler may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise will be final.
- 4.2.4. The ball to be replaced should be of the same brand and type as supplied by the FCC prior to the start of the tournament.
- 4.2.5. The Team's always have the option of purchasing additional match balls from Kushi Cricket Store. In the scenario, the ball gets lost/torn and considered unplayable within the first 2 overs of the usage of the ball, the team is allowed to

change to a new ball with the umpire's consent. This new ball would not count towards the maximum new balls allotted per innings.

5. THE BAT

5.1. The Blade

5.1.1. The blade comprises the whole of the bat apart from the handle shall consist solely of wood

5.2. Damage to the ball

5.2.1. 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.

5.2.2. Any material placed on any part of the bat, for whatever purpose, shall similarly not be such that it could cause deterioration greater than normal wear and tear caused by the ball striking the uncovered wooden surface of the blade to the ball.

6. THE WICKETS

6.1. Size of stumps

6.1.1. All three stumps must be exactly the same size.

6.1.2. Spring steps shall be used for Tee Ball tournaments(outdoor and indoor) and Hard Ball tournaments (Indoor), while regular stumps to be used in Leather Ball tournaments (Outdoor).

7. CREASES

7.1. Measurements

7.1.1. 66 feet from wicket to wicket

7.1.2. 4 feet POPPING AND RETURN creases

7.1.3. 3 feet markings from middle of middle stump to be placed as a guideline to the umpires for calling of wides on the off side of the batter.

8. INNINGS

8.1. Number of innings

8.1.1. All matches will consist of one innings per side, each innings being limited to a maximum of 20 overs unless specified for other tournament formats. All matches shall be of one day's scheduled duration.

8.2. Length of Innings

8.2.1. Innings should be completed in 80 minutes (Outdoor) / 75 minutes (Indoor).

8.2.2. 10 minutes (Outdoor) / 5 minutes (Indoor) innings break.

8.3. Uninterrupted Matches

- 8.3.1. Each team shall bat for 20 overs unless all out earlier.
- 8.3.2. 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. The interval shall be reduced as needed and the second session shall commence at the scheduled time. The team batting second shall receive its full quota of 20 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.
- 8.3.3. If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs unless all out earlier.
- 8.3.4. If the team fielding second fails to bowl 20 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, if possible. In a situation where extension of play is not possible, the result would be declared based on the rules of D/L method.
- 8.3.5. Tournament specified penalties shall apply for slow over rates.

8.4. Delayed or Interrupted Matches

- 8.4.1. Delay or Interruption to the Innings of the Team Batting First
 - 8.4.1.1. When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 15 overs per hour in the total remaining time available for play.
 - 8.4.1.2. 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 10 overs have to be bowled to the side batting second, subject to a result not being achieved earlier.
 - 8.4.1.3. As soon as the total minutes of playing time remaining is less than the completed overs faced by Team 1 multiplied by 4, then the first innings is terminated.
 - 8.4.1.4. 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 15 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 the interval 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.

8.4.1.5. 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.

8.4.1.6. Penalties shall apply for slow over rates.

8.4.2. Delay or Interruption to the innings of the Team Batting Second

8.4.2.1. 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 15 overs per hour in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.

8.4.2.2. 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.

8.4.2.3. To constitute a match, a minimum of 10 overs have to be bowled to the team batting second subject to a result not being achieved earlier.

8.4.2.4. 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.

8.4.2.5. A fixed time will be specified for the close of play by applying a rate of 15 overs per hour. 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.

8.4.2.6. If the team fielding second fails to bowl the revised overs by the scheduled or rescheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved, if possible. In a situation where extension of play is not possible, the result would be declared based on the rules of the D/L method.

8.4.2.7. Penalties shall apply for slow over rates.

8.5. Number of Overs per Bowler

8.5.1. No bowler shall bowl more than 4 overs in an innings of a 20 over game.

- 8.5.2. 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.
- 8.5.3. 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.
- 8.5.4. 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 insofar as each bowler's limit is concerned.
- 8.5.5. The scorecard shall show the total number of overs bowled and the number of overs bowled by each bowler.

8.6. The Toss

- 8.6.1. The captains shall toss for the choice of innings, on the field of play and in the presence of the FCC Match Umpires, who shall supervise the toss. The toss shall take place not earlier than 30 minutes, nor later than 15 minutes before the scheduled or any re-scheduled time for the match to start.
- 8.6.2. The scheduled toss time shall hold and remain the same, irrespective of whether there is a delay in Game start time due to reasons such as weather delays, prior games not completed, soccer games on indoor field, or any other unforeseen circumstances.
- 8.6.3. If one team does not have a minimum of 7 players by 15 minutes before the scheduled match time, the opposition team can claim the toss and let the umpire know about their decision to bat/field.
- 8.6.4. If both teams do not have a minimum of 7 players by 15 minutes before the scheduled match time and the umpire is present in the field to verify it, the umpire shall ask both the team's to proceed with the toss and prepare for the start of the match at scheduled time.
- 8.6.5. In the case, the umpire is running late and not on field, the team with minimum 7 players at toss time can claim the toss if any of the stated Committee members for the tournament are present on field for physical verification of the claim. **No phone calls, photo or video proof will be accepted to validate the claim.**
- 8.6.6. In the case, no source is available to verify the claim physically on the field, the toss time will have to be pushed to the arrival time of the umpire without a choice. If upon the late arrival time of the umpire, both teams have 7 players, the teams will have to go for the toss as normal and no arguments on the team's getting the 7 players only past the original toss time will be accepted.

Note: The captain of the side winning the toss required to notify the opposing captain as soon as the toss is completed of his decision to bat or to field first shall apply.

8.7. Scheduled Match Time

8.7.1. Minimum of 7 players must be present on the field

8.7.1.1. If both teams do not have minimum 7 players within 15 minutes past the scheduled match time, umpires can abandon the game, declare it as a forfeiture from both teams and teams will be penalized by FCC Code of Conduct

8.7.1.2. If one team do not have minimum of 7 players within 15 minutes past the scheduled match time, opposition team can opt to claim the points and team will be penalized by FCC Code of Conduct

8.7.1.3. Game can start with minimum of 7 player either side

8.7.1.4. 8th,9th,10th,11th,12th player arrival must be informed to the umpire and it will be noted by the umpires

8.7.1.5. Late arrival player(s) can not bat or bowl for that many missed overs as mentioned in 2.3.5.

8.7.1.6. Umpires need to account for any delay in start to the game to adjust the number of overs per innings as necessary to have the game completed per the scheduled end time.

8.8. INTERVALS

8.8.1. Changing agreed times for intervals - Interval between Innings

8.8.1.1. 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 correspond-ingly earlier. In circumstances where the side bowling first has not completed the allotted number of overs by the scheduled or rescheduled cessation time for the first innings, the umpires shall reduce the length of the interval by the amount of time that the first innings over-ran. The maximum time for the interval will be 10 minutes.

8.8.1.2. However, following a lengthy delay or interruption prior to the completion of the innings of the team batting first, the Match Umpires may, at his discretion, reduce the interval between innings from 10 minutes to not less than 5 minutes.

8.8.1.3. Such discretion should only be exercised after determining the adjusted overs per side based on a 10 minute interval. If having exercised this discretion, the rescheduled finishing time for the match is earlier than the

latest possible finishing time, then these minutes should be deducted from the length of any interruption during the second innings before determining the overs remaining.

8.8.2. Intervals for drinks

8.8.2.1. No drinks intervals shall be permitted.

8.8.2.2. 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.

8.9. Minimum Over Rates

8.9.1. The minimum over rate to be achieved in a T20 match will be 15 overs per hour.

8.9.2. The actual over rate will be calculated at the end of the match by the umpires.

8.9.3. In calculating the actual over rate for the match, allowances will be given for the actual time lost as a result of any of the following:

8.9.3.1. treatment given to a player by an authorized medical personnel on the field of play;

8.9.3.2. a player being required to leave the field as a result of a serious injury;

8.9.3.3. time wasting by the batting side; and

8.9.3.4. all other circumstances that are beyond the control of the fielding side.

8.9.4. In the event of any time allowances being granted to the fielding team (time wasting by the batting team), then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate. In addition to the allowances as provided for above,

8.9.4.1. In the case of an innings that has been reduced due to any delay or interruption in play, an additional allowance of 1 minute for every full 3 overs by which the innings is reduced will be granted.

8.9.4.2. an additional allowance of 1 minute will be given for each of the 6th, 7th, 8th and 9th wickets taken during an innings.

8.9.4.3. If a side 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 will be deemed to have complied with the required minimum over rate.

8.10. PRACTICE ON THE FIELD

8.10.1. Practice on the pitch - The use of the square for practice before or during the match will be restricted.

8.11. SCORING RUNS

8.11.1. BOUNDARIES

- 8.11.1.1. 1 Run shall be declared for batting team for hitting the ball over the high fence or ball rolling into the dugout
- 8.11.1.2. 2 Run shall be declared for batting team for hitting the ball over the dugout starting area or ball directly landing in the dugout
- 8.11.1.3. Even though no fence (1 or 2) Declaration line is like a boundary line. Fielder must not cross the declaration line to keep the ball live.
- 8.11.1.4. There are certain areas for declared 2 runs, 4 runs and 6 runs.
- 8.11.1.5. In Indoor cricket, declared runs such as 1 run/2 runs are not applicable for an overthrow. During the event of the overthrow into a 1 run/2 runs declared zone and ball is within the playing field, the ball will be considered live in play and any runs have to be obtained by completing Physical runs.
- 8.11.1.6. Refer to tournament specific guidelines to understand the differences in run declaration between the Indoor and Outdoor fields.

9. THE RESULT

9.1. A win

- 9.1.1. A result can be achieved only if both teams have had the opportunity of batting for at least 10 overs, unless one team has been all out in less than 10 overs or unless the team batting second scores enough runs to win in less than 10 overs.

9.2. No result

- 9.2.1. A match in which both teams have not had an opportunity of batting for a minimum of 10 overs, shall be declared no result.

9.3. FCC Match Umpires awarding a match

- 9.3.1. A match shall be lost by a side which either
 - 9.3.1.1. concedes defeat
 - 9.3.1.2. in the opinion of the FCC Match Umpires refuses to play and the FCC Match Umpires shall award the match to the other side.

9.4. A Tie

- 9.4.1. If the scores are equal, the result will be a tie and no account shall be taken of the number of wickets which have fallen. In the event of a tied match the teams shall compete in a one over per side eliminator to determine the winner only for knockout games.

9.5. Interrupted Matches - Calculation of the Target Score

9.5.1. 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 10 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 the current Duckworth/Lewis method. The target set will always be a whole number and one run less will constitute a Tie. (Refer Duckworth/ Lewis Regulations).

9.6. Prematurely Terminated Matches

9.6.1. If the innings of the side batting second is suspended (with at least 10 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the D/L 'Par Score' determined at the instant of the suspension by the Duckworth/Lewis method (Refer Duckworth/Lewis Regulations). 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.

9.7. Correctness of result

9.7.1. Any query on the result of the match shall be resolved as soon as possible and a final decision made by the umpires at close of play.

10. THE OVER

10.1. Umpire miscounting

10.1.1. Whenever possible the umpire shall liaise with the scorers and if possible inform the on-field umpires if the over has been miscounted.

11. DEAD BALL

11.1. Umpire calling and signaling 'Dead Ball'

11.1.1. Batter not offering the shot will be a dead ball, the ball shall count as one of the overs and no runs shall be scored of Leg Byes.

11.1.2. Bowlers missing the runup could not deliver the ball, the ball shall not count as one of the overs and no runs shall be scored.

11.1.3. Bowler delivers a ball that bounces more than once or rolls along the ground before it reaches the popping crease without having previously touched bat or person of the striker.

11.1.4. During the play, if there is any significant pass time, the umpire shall call the ball as dead.

11.1.5. Any further play after the umpire's decision is dead.

12. NO BALL

A penalty of one extra run shall be awarded to the batting team and will be counted as bowler conceded runs

12.1. Mode of delivery

- 12.1.1. The bowler may not deliver the ball underarm or throw it like a fielder. If a bowler bowls a ball underarm or throws like a fielder intentionally the umpire shall call and signal no ball, and the ball is to be re-bowled overarm/correct action.
Note: Suspect action is not considered part of the 12.1.1, if the umpire deems the action is suspicious the batting team should follow the rules per Section 16.
- 12.1.2. If Bowler bowls a ball overstepping the popping crease, the umpire shall call and signal no ball, and the ball is to be re-bowled.
- 12.1.3. If Bowler bowls a ball while disturbing the bowling end stumps, the umpire shall call and signal no ball, and the ball is to be re-bowled.
- 12.1.4. If Bowler bowls a ball while the backfoot of the bowler touches the sideline of the popping crease, the umpire shall call and signal no ball, and the ball is to be re-bowled.
- 12.1.5. If Bowler bowls a ball above the batter's waist, the umpire shall call and signal no ball, and the ball is to be re-bowled.
- 12.1.5.1. Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is deemed unfair, whether or not it is likely to inflict physical injury on the striker. Umpire shall not allow the bowler to bowl more than two such balls.
- 12.1.5.2. No warning needs to be given to the Bowler after the first above waist no ball. The bowler needs to be removed out of the attack after the second waist high no ball by the umpire.
- 12.1.6. If Bowler bowls a ball above the batter's shoulder, after the first warning per over, the umpire shall call and signal no ball, and the ball is to be re-bowled.
- 12.1.7. If the bowler delivers a ball which pitches outside the Pitch/Mat area, the umpire shall call and signal no-ball and free hit, the ball is to be re-bowled.
Note: The 12.1.7 rule applies to only games played with a mat area as the pitch.
- 12.1.8. If the fielding restrictions are not followed, not having enough field in the inner circle, having too many fielders on the leg side, the umpire shall call and signal no ball, and the ball is to be re-bowled.
- 12.1.9. If the umpire identifies any of the fielders that by word or action caused distraction to the batter after the start of the run up of the bowler, the umpire shall call it a no-ball and signal free hit.

12.1.10. If the fielding team violates any of the dress code or Player Roster rule, the umpire shall call and signal no ball, and the ball is to be re-bowled.

12.2. Free Hit after any no ball

12.2.1. In addition to the above, the delivery following a no ball called 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.

12.2.2. 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 ball. Field changes are not permitted for free hit deliveries unless there is a change of striker.

12.2.3. 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.

13. WIDE

13.1. Judging a Wide

13.1.1. Umpires are instructed to apply very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket. Any offside or leg side delivery which in the opinion of the umpire does not give the batter a reasonable opportunity to score shall be called a wide. A penalty of one run for a wide shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded. All runs, which are run or result from a wide ball, which is not a no ball, shall be scored wide balls.

13.1.2. If Bowler bowls a ball which after a bounce travels above the batter's head, it will be declared as a wide and will be given as the first bouncer per over.

14. RESTRICTIONS ON PLACEMENT OF FIELDERS

14.1. At the instant of delivery, there may not be more than 5 fielders on the leg side, excluding the bowler or the Wicketkeeper.

14.2. Fielding restrictions shall apply to the first 6 overs of each innings in a 20 over game, During the Fielding Restriction Overs only two fielders shall be permitted outside this fielding restriction area at the instant of Bowler starting the runup. The same shall apply even if a team is playing with 8, 9 or 10 players as well.

14.3. Post the Fielding restrictions during overs 7 to Over 20, a maximum of 5 Fielders shall be permitted outside the 30 Yard circle. The same shall apply even if a team is playing with 8, 9 or 10 players as well.

14.4. The fielder's inside the 30-yard circle, should always start from within the circle, walking in from outside the circle is not permitted.

14.5. 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.

TOTAL OVERS	NO. OF OVERS FOR WHICH FIELDING RESTRICTIONS IN INNINGS
5-8	2
9-11	3
12-14	4
15-18	5
19-20	6

14.6. 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 number 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.

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

15. FAIR AND UNFAIR PLAY

- 15.1. The Match Ball - changing its condition
- 15.2. Deliberate attempt to distract striker
- 15.3. Deliberate distraction or obstruction of batter
- 15.4. Dangerous and Unfair Bowling

16. BOWLING ACTIONS REPORTING

- 16.1. The complaining party willing to report a suspect action are requested to take 2 to 3 video evidences, with angles such as behind the wicket keeper, Leg umpire angles, slow motion videos if included will be of additional help.
- 16.2. The complaining party should just inform the umpire regarding his concern of the bowling action, umpire's will take note of this but will let the bowler continue in that game without a warning. Complaining party should not bring the game to a stop at any time.
- 16.3. The complaining party should take video evidence as stated above, and submit it to the committee within 24 hours of the completion of the game.

- 16.4. Any videos that do not provide enough conclusive evidence for the committee to make a decision will be deemed as inconclusive.
- 16.5. Committee will pass the evidence to the review committee, and make a decision within the next 4 days of receiving the evidence.
- 16.6. Committee after reviewing the case will declare the action to be: Legal, Suspect Action or More evidence required.
- 16.7. The bowler if found suspect action will get a period of 14 days to correct the action and bowl again.
- 16.8. During these 14 days the player under suspension for suspect action, can take place in a game only as a batter/fielder and will not be permitted to bowl.
- 16.9. Suspension Period for Suspect Action:
 - 2 weeks - First Report and found not Legal
 - 3 months – Second Report and found not Legal
 - 1 year – Third Report and found not legal
 - Life Ban – Fourth report and found not legal

17. CAUGHT DECISIONS

The on-field umpire shall be entitled to refer an appeal for a caught decision to the square leg umpire in the following circumstances:

17.1. Clean Catches

- 17.1.1. Should the bowler's end umpire be unable to decide whether or not a catch was taken cleanly, he shall first consult with the square leg umpire.

17.2. Bump Ball

- 17.2.1. Should the bowler's end umpire be unable to decide whether a catch was taken from a bump ball or not, he shall first consult with the square leg umpire

18. BOUNDARY DECISIONS

- 18.1. After the catch completion or stopping the ball close to the boundary fielder needs to stay at the fielded position, until the umpire confirms the decision.
- 18.2. In case of a fielder moving from the fielding position, Umpire needs to make a call based on the judgment of the movement of the fielder.

19. OBSTRUCTING THE FIELD

- 19.1. If the umpire feels that the batter, in running between the wickets, may have significantly changed his direction to take advantage and block the line of the ball, Umpire shall declare the batter is out.

20. BATTER RUNNING TO THE SAME END

- 20.1. In the event of both batter running to the same end and the umpires are uncertain over which batter made his ground first, the same end batter will stay and the other end batter should be declared out.

21. BATTER CROSSING DURING CATCH

- 21.1. When a Batter is out caught, the new batter will take strike, regardless of whether the batters crossed prior to the catch being taken, unless the wicket was during the last ball of the over.

22. USE OF SALIVA TO POLISH THE BALL

- 22.1. The use of saliva to polish the ball is prohibited and not allowed at any instances. Only a towel can be used to clean the ball in case of wet playing conditions.

23. ANY UNFAIR MOVEMENT BY THE FIELDING SIDE

- 23.1. The fielder drastically changes fielding positions when the bowler is running into the run up or the batter is already in their stance, this will be considered unfair movement.
- 23.2. The fielders are allowed to change positions until the bowler starts their run up or before the batter gets into their stance.

24. KEEPER STANCE

- 24.1. Keeper do not have to specify every time they decide to go back from the stumps or stand up to the stumps. No penalties such as no ball will be offered for the Keeper not informing.
- 24.2. Keeper cannot make an unfair movement after the batter is in their stance or bowler starts their run up, whichever is earlier.

25. BOWLER INFORMING GUARD

- 25.1. Bowlers do not need to specify the guard unless asked by the umpire, it is the batter's responsibility to check the guard.
- 25.2. Umpires cannot call a No-Ball if the bowler does not specify their guard when umpires did not ask for it.

26. RUN-OUT AT NON-STRIKER END (MANKADING)

- 26.1. To Simplify these Runouts.. non-striker must stay in the crease until the ball is released by the bowler to avoid these runouts.

27. BATTER OPT FOR LESS RUNS

- 27.1. A Batter can opt for less runs when a 1 Run or 2 Run declaration has been obtained.

- 27.2. If a Batter scores 1 Declared runs and is willing to opt for 0 runs, the umpire will signal 0 runs and the batter will continue to be on strike.
- 27.3. If a Batter scores 2 Declared runs and is willing to opt for 1 Run, the umpire will signal 1 run and the batters should switch strike.

28. BATTER RETIRED OUT

- 28.1. A Batter deciding to retire from the Batting will be declared as 'Retired Out' and will not be allowed to bat again in the Batting Innings.

29. D/L APPLICATION FOR GAME'S RUNNING LATE

- 29.1. A game when running delayed, affecting the start time of a subsequent game will be decided based on the D/L method with a buffer of 15 minutes from the start time of the subsequent game time.
- 29.2. Example: The result for a 4 pm game which is running late, thereby affecting the start of a 7 pm game, will be decided based on D/L method at 7:15 pm and the 7 pm game will start by 7:20 pm at the latest.
- 29.3. Irrespective of the game scenario, games will be called off by the umpire at the 15-minute window and result to be decided based on D/L. No leverage for only a couple more overs to be bowled or 1 wicket to be taken shall be provided to any captains.
- 29.4. The stipulated time for a 20 over innings is 80 minutes.
- 29.5. For a rain affected game, the umpires will reduce the number of overs of a rain affected game, considering the 15-minute cut-off time.
- 29.6. Captain's from the teams playing the subsequent delayed game are requested to have the toss completed and cricclubs ready during this delayed period, thereby setting up the stumps and starting the game immediately.

30. DRIVING VEHICLES INTO THE FIELDS/PARKS

- 30.1. All vehicles should be parked in the allotted parking lot, no motorized vehicles are allowed anywhere near the field or the seating area.
- 30.2. If any vehicles found near the field will be reported to the park management, and the owner will be responsible for any fines imposed by the park management.
- 30.3. All vehicles violating the parking rules will be towed and fined, FCC is not responsible for any of the decisions made by the Park Management.
- 30.4. An investigation will be performed on the owner of the vehicle and the team on field which they were present to view/support.
- 30.5. If the owner of the vehicle is found to be part of the league, they will be suspended from taking any further part in the ongoing tournament at the time of violation.
- 30.6. In addition to the above, the captain of the team for whom the identified vehicle owner was on field to support will be suspended for 1 game.
- 30.7. FCC has undergone tremendous efforts to maintain good relationships with the Park/City Managements, we do not want it to be spoiled by the irresponsibility of a few individuals.

31. FCC POINTS SYSTEM

- 31.1. Pool Game Winning Team gets 2 Points



- 31.2. Pool Game Losing Team gets 0 Points
- 31.3. Tied Pool Game, each team gets 1 Point
- 31.4. Canceled Game, each team gets 1 Point, and both teams will be allowed to enter Playing 11 or 12 for that game.
- 31.5. Forfeiting the game, the team that showed up gets 2 points, and will be allowed to enter Playing 11 or 12 for that game.
- 31.6. Forfeiting the game, the non-showed team gets 0 points, and will not be allowed to enter Playing 11 or 12 for that game.
- 31.7. If both teams decide to forfeit a game, both teams get 0 points, and will not be allowed to enter playing 11 or 12 for that game.

32. FCC RANKING CRITERIA

- 32.1. Points - Ranking Criterion 1
- 32.2. Run Rate - Ranking Criterion 2
- 32.3. Number of wins - Ranking Criterion 3
- 32.4. Boundary Count - Ranking Criterion 4
- 32.5. Toss - Ranking Criterion 5

33. FCC PLAYER DRESS CODE

- 33.1. No Whites allowed, except for a Red-Ball Tournament.
- 33.2. No Sleeveless or shorts are allowed.
- 33.3. Shoes are Mandatory.
- 33.4. Opposition Batting Team can claim a No-Ball in case any of the fielding team players violates the rule.
- 33.5. Opposition Bowling Team can claim for a Penalty of negative 5 Runs, if any batter violates this rule.
- 33.6. Violators must immediately change the dress to acceptable code or sit out for the duration of the game.

34. OUT OF ROSTER PLAYER FOUND PARTICIPATING

- 34.1. Roster addition/removals must be done 24-Hours prior or before the weekend of the game. Roster changes will not be entertained within 24-hours or during the weekend of the game.
- 34.2. Player who is not part of the Team Roster or declared Playing 11 or 12 cannot take part in the game, unless identified by the umpires and Opposition captain only as a substitute fielder. Refer to Section 1.2.2 - for rules on use of a Substitute fielder.
- 34.3. FCC strongly condemns the act of having a player not part of the Team Roster or the declared Playing 11 or 12 taking part in the game by faking their identity under another player's name.
- 34.4. Opposition Batting Team can claim a No-Ball in case any of the fielding team players violates the above rule and that player who violated the rule cannot be part of the game anymore.
- 34.5. Opposition Bowling Team can claim for a Penalty of negative 5 Runs, if any batter violates the above rule and that player who violated the rule cannot be part of the game anymore.
- 34.6. In addition to the above penalty the team will lose the Player's spot in

Batting/Bowling for the rest of the game from the time the violation has been identified. Follow the rules as mentioned in the example below.

EXAMPLE: When one player is identified violating the above rule, from the time of identification

- In Playing 11 Condition, the team violating the rule will have to use only 10 batter during their batting innings and 10 fielders during their bowling innings.
- In Playing 12 Conditions with 11 Players allowed to Bat/Field at a given time, the team violating the rule will have to use only 10 batter during their batting innings and 10 fielders during their bowling innings. The extra 12th player cannot be used as a replacement for the player who violated the rule.
- In Playing 12 Conditions with 11 Players allowed to Bat and 8 Players allowed to field at a given time, the team violating the rule will have to use only 10 batter during their batting innings and 7 fielders during their bowling innings. The extra 9th, 10th, 11th or 12th player cannot be used as a replacement for the player who violated the rule.

35. FACIAL PICTURE MANDATE IN TEAM ROSTER

- 35.1. We have mandated Facial Profile pictures for all the players. Teams must make sure all the roster players in the Playing 11 or 12 have Facial Profile Picture.
- 35.2. Teams must declare the Playing 11 or 12 before the start of the game, no changes will be allowed after the first ball of the game is bowled.
- 35.3. Opposition Batting Team can claim a No-Ball in case any of the fielding team players violates the rule of Facial Picture and that player who violated the rule cannot be part of the game anymore.
- 35.4. Opposition Bowling Team can claim for a Penalty of negative 5 Runs, if any batter violates this rule of Facial Picture and that player who violated the rule cannot be part of the game anymore.

36. UMPIRING ASSIGNMENTS

- 36.1. Participating teams will be assigned Umpiring assignments for which the team will have to send a volunteer to cover the umpiring duties for the scheduled games. The umpiring schedule will be released along with the Tournament schedule.
- 36.2. Teams can opt out of these umpiring assignments by paying an additional Umpiring Fee to the committee. Once, the payment is received FCC Umpiring Panel will arrange for the required Umpiring services.
- 36.3. The deadline to provide the Umpire contact details or pay the 'Umpiring fee' is EOD Wednesday prior to the scheduled weekend game or 96 hours prior to a weekday game.
- 36.4. It is the Team Captain or Manager's responsibility to either provide the Umpire Contact details or pay the 'Umpire fee' before the stated deadline for the tournament.
- 36.5. If the FCC Umpire Panel receives a request past the deadline to arrange for the Umpiring services, the fee will be 2 times the original 'Umpiring Fee' i.e. If the

tournament 'Umpiring Fee' is \$50/game, the team management will have to pay \$100/game for any requests past the deadline.

37. DEADLINES

- 37.1. Any Scorecard corrections need to be sent to the committee within 48 hours of the completion of the game.
- 37.2. Roster addition/removals must be done 24-Hours prior or before the weekend of the game. Roster changes will not be entertained within 24-hours or during the weekend of the game.
- 37.3. For a Forfeited game, the team that showed up will get the opportunity to enter Playing 11 or 12 for the particular game. The Captain needs to send the Playing 11 or 12 within 24 Hours from the original scheduled game time.
- 37.4. For a game canceled by the committee due to weather or any other unforeseen circumstances, both the teams will get the opportunity to enter Playing 11 or 12 for the particular game. The Captain needs to send the Playing 11 or 12 within 24 Hours from the original scheduled game time.

APPENDIX A

FREQUENTLY ASKED QUESTIONS

1. Bowlers need not mention the guard of Bowling unless requested by the Batter/Umpire. Umpires **should not call a No-Ball** for this scenario.
2. Keeper need not mention standing up to the stumps or back at every change in between balls/overs. Umpires **should not call a No-Ball** for this scenario.
3. Fielders/Wicket Keeper should not talk/make any **unfair movement** once the bowler has started the runup. Umpire **shall call it a no ball**, if identified as a cause of distraction to the batter.
4. Maximum **2 Fielders** are allowed outside the inner circle in **Powerplay** and Maximum **5 Fielders** are allowed outside the inner circle **after the Powerplay**. A maximum of **5 fielders** can be placed on the **Leg side**. This rule shall remain the same even if a team is playing with lesser players such as 8, 9, 10 players.
5. **No-Balls will take precedence** over the wides and will concede the Free-Hit.
6. Batters can **opt for lesser run(s)** than declared (only for 1-run or 2-run declaration).
7. **Wide mark** will be 3 feet from the Middle of Middle stump, unless stated differently in specific tournament playing conditions.
8. In case Batter gets caught out, **New batter** will be **on strike**, except at the end of the over or runout at Non-striker end.
9. **Bouncer** - first instance over the shoulder is allowed with a warning, second instance over the shoulder will be given a No-Ball and will concede a Free hit.
10. Playing 11 Conditions - Maximum 5 overs of a Substitute fielder to be allowed.
11. If a bowler bowls **2 above waist high No-balls** in the same innings will have to be **removed from the bowling** effective immediately, umpires are not required to provide prior warning.
12. **D/L Method** to be applied for any game that could not be completed and both innings have at least **10 overs** bowled.
13. Retiring batter will be considered as **Retired Out**, and will not be allowed to bat again in the innings.
14. Bowler delivers a ball that **bounces more than once or rolls** along the ground before it reaches the popping crease, shall be called a **Dead Ball** by the umpire.
15. **Substitute fielder** needs to be part of the playing Team General **Tournament roster**.
16. **Mankading** - To Simplify these Runouts - non-striker **must stay in the crease until the ball is released** by the bowler to avoid these runouts.
17. Teams should declare **Playing 11 or 12 at the time of toss**, and it is the responsibility of the Captain to verify any discrepancies in the Playing 11 or 12 of the Opponent Team.
18. Player **Dress code violation** will incur a Penalty 5 runs or No Ball, refer Rule 33.
19. Any **Player misrepresentation** will be penalized with 5 run Penalty or No Ball (whichever can be applicable at time of complaint) and the team will lose out on the Player spot. Refer to Rule 34 for details.
20. Any **Player with Missing profile picture** participating will incur a 5 run Penalty or No Ball (whichever can be applicable at time of Complaint) and the team will lose out on Player spot, refer to Rule 35 for details.
21. Playing 12 Conditions - Substitution to be done within the Playing 12, 13th player not

allowed unless two injury instances have passed and the umpire chooses to allow.

USEFUL LINKS

FCC CRICCLUBS - <https://cricclubs.com/farmingtoncc>

GROUNDS ADDRESS - <https://cricclubs.com/farmingtoncc/viewGrounds.do?clubId=27071>

DOCUMENTS - <https://cricclubs.com/farmingtoncc/documents.do?clubId=27071>

DLS CALCULATOR - <https://cricclubs.com/farmingtoncc/viewDlsCalculator.do?clubId=27071>

FCC ARTICLES - <https://cricclubs.com/farmingtoncc/articles.do?clubId=27071>

APPENDIX B - COMMON FCC TOURNAMENT RULES

TEE BALL - OUTDOOR FIELD RULES

1. In the Michigan Cup, a team can play with a maximum of 11 Players and can use a substitute only for a maximum of 5 Overs.
2. In Outdoor Fields, if the ball crosses the fence before the 30 Yard Line, the batting team shall be awarded 1 Declared Run.
3. In Outdoor Fields, if the ball crosses the fence between the 30 Yard line and the Boundary line, the batting team shall be awarded 2 Declared Runs.
4. In Outdoor Fields, if the ball crosses the Boundary line within the field and goes on to fall past the fence, the batting team shall be awarded 6 Declared Runs.

TEE BALL - INDOOR FIELD RULES

1. If the ball gets stuck on the roof, the batting team shall be awarded 1 Declared Run.
2. A batter cannot be caught out if the ball touches the roof or any other fixture before the fielder catches the ball.
3. In Playing Domes, if the ball hits the Blue shaded part of the dome the batting team shall be declared 1/2/4/6 Runs based on the part of the field the ball went on to hit.
4. In Playing Domes, if the ball hits the White shaded part of the dome and falls back within the Playing Field, the ball shall be considered to be continuous in play.
5. If a keeper takes a catch and comes into contact with the back wall which is considered to be outside the playing field, the batting team shall be awarded 1/2 run(s).

FCC 100 BALL TOURNAMENT RULES

1. A 100 Ball game consists of 20 Sets, with each set comprising 5 Balls.
2. Powerplay restrictions in a 100 ball game if for 25 balls (5 Sets).
3. A Bowler can bowl a maximum of 4 Sets (20 Balls).
4. A bowler can choose to bowl a maximum of 2 sets (10 Balls) consecutively.
5. Batter needs to rotate strike only at the end of every 10 Balls ie. end of every even set.

FCC 16 OVER TOURNAMENT RULES (Quik Cricket & Sweet 16)

1. A Bowler can bowl a maximum of 4 Overs, with the bowling team required to use a minimum of 4 Bowlers during the 16 over innings.
2. In Sweet 16, the powerplay restrictions lasts for the first 5 overs of a 16 Over innings.
3. In Quik Cricket, there are no powerplay restrictions.
4. In Quik Cricket, if the ball hits the side/back of the Batting End Zone, the ball will continue to be in play and no declared runs shall be awarded.
5. In Quik Cricket, if the ball hits the side of Bowling end Zone, the batting team shall be awarded 2 Declared Runs.
6. In Quik Cricket, if the ball hits the back end of the Bowling End Zone, the batting team shall be awarded 4/6 Declared Runs.
7. The first impact of the ball is only considered for Run declaration, no deflections shall alter the amount of runs declared.

APPENDIX C - LBW RULES

Rule 1 – The Delivery Must Be Legal

The umpire cannot give the batter out LBW unless the delivery is legal and within the laws of the game. This means that the batter can never be given out LBW if the bowler bowls a no ball.

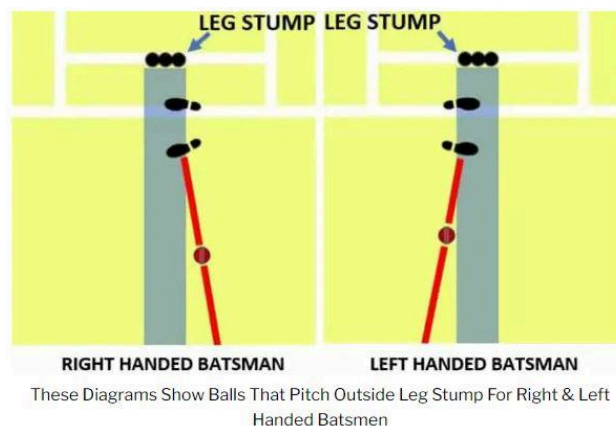
Rule 2 – The Bowling Side Must Appeal

An umpire cannot give a batter out LBW unless the fielding team appeals to the umpire – asking them to decide.

Rule 3 – The Ball Must Not Pitch on The Leg Side of the Wicket

The umpire cannot give the batter out if the ball pitches on the leg side of the wicket. If the ball doesn't bounce before striking the batter, then you can ignore this rule.

If you're a right-handed batter, then the umpire cannot give you LBW if the ball bounces to the left of your leg stump. If you're a left hander, the umpire cannot give you out LBW if the ball pitches to the right-hand side of your leg stump.



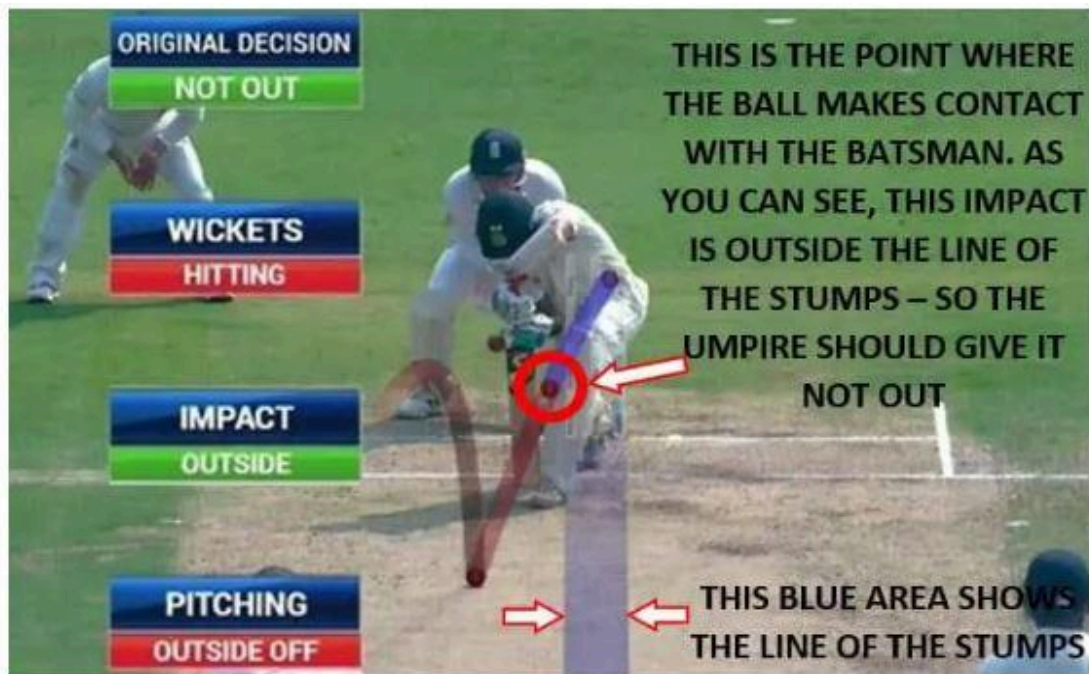
Rule 4 – The Ball Must Not Make Contact with the Bat

If the ball makes contact with any part of the bat or any part of the batter's gloves while they are holding the bat, and this happens before the ball hits them elsewhere, the umpire should not give a batter out LBW. If the ball strikes the batter anywhere else apart from the bat or gloves, including on the helmet and other protective equipment, the umpire can consider whether to give the batter out LBW or not.

Rule 5 – If the batter is Struck by the Ball While Attempting to Play a Shot, the Impact Must Occur in Line with the Stumps

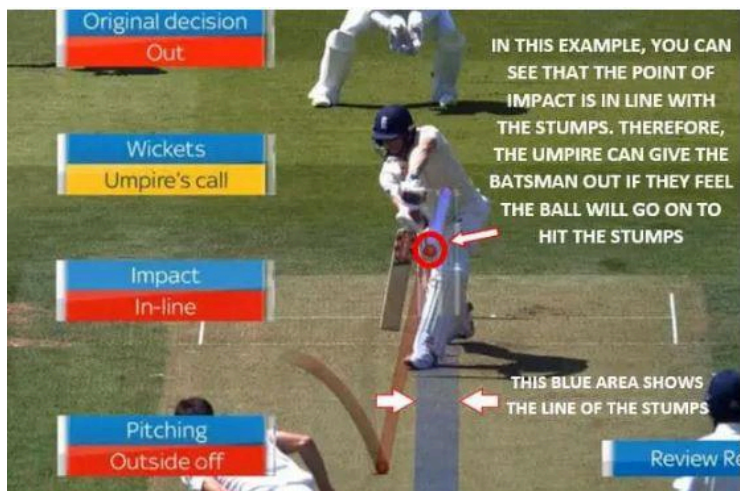
The umpire cannot give the batter out LBW if the ball hits them outside the line of the stumps while they are attempting to play a shot. *If the batter is not attempting to play a shot*, then this rule does not apply. If they aren't playing a shot and the umpire believes the ball would have gone on to strike the stumps, then they can give the batter out regardless of whether the ball hits them in line with the stumps or not.

Example 1 - The first thing you should notice is that the batter is attempting to play a shot, so the umpire must consider whether the ball struck them in line with the stumps. It is clear from the picture that the ball (located in the red circle) hits the batter's pad outside the line of the stumps (the blue zone), so the umpire should give the batter not out.



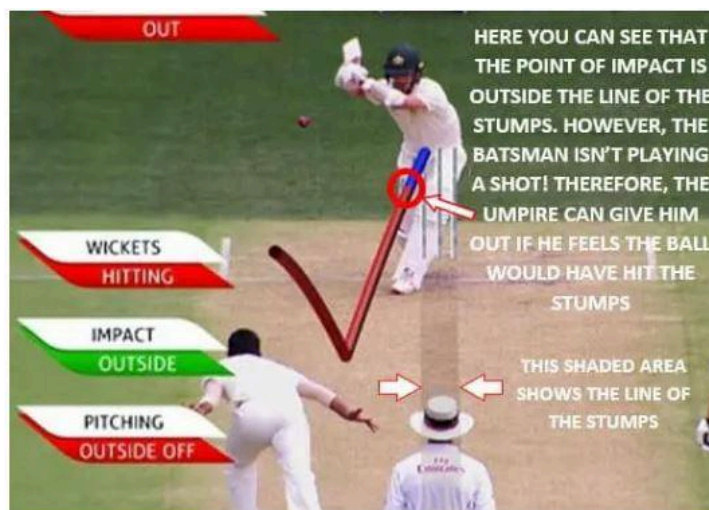
The Ball Hit The Batsman Outside The Line of the Stumps – Therefore He Should Be Given Not Out

Example 2 - This delivery is in line with the stumps when it contacts the pad. This means that if the umpire believes the ball would have gone on to hit the stumps, he should give the batter out LBW.



This Ball Hit The Batsman In Line With The Stumps – Therefore The Umpire Could Give Him Out LBW If All Other Rules Are Satisfied

Example 3 - Due to the batter not attempting to play a shot, the umpire can disregard the fact that the ball has struck the batter outside the line of the stumps. All the umpire now must do is decide whether or not the ball would have gone on to hit the stumps and give the batter out LBW or not out as a result.



This Batsman Has Been Hit Outside The Line Of The Stumps, But Because He Hasn't Attempted To Play A Shot, He Could Be Given Out

Rule 6 – The Ball Must Be Going on to Hit the Stumps

If the ball strikes the batter anywhere other than the bat or the glove, and all of the other rules that I've mentioned have been satisfied, the umpire must make a decision as to whether the ball would have hit the stumps if it had been unobstructed. If all of the other rules are met, and the umpire feels like the ball would have hit the stumps, they should raise their finger and give the batter out LBW. If all the other rules have been met but the umpire feels that the ball would have gone over the top of the stumps, or down the leg side, then the umpire should give the batter not out.

Reference:

[What Are The LBW Rules In Cricket? – Cricketers Hub](https://cricketershub.com/what-are-the-lbw-rules-in-cricket/)

<https://cricketershub.com/what-are-the-lbw-rules-in-cricket/>