

LAW 42: PLAYERS CONDUCT

LEVEL 1

PLAYERS ACTION:-

- 1) Wilfully mistreating any part of the cricket ground, equipment or implements used in the match
- 2) Showing dissent at an umpire's decision by word or action
- 3) Using language that, in the circumstances, is obscene, offensive or insulting
- 4) Making an obscene gesture
- 5) Appealing excessively
- 6) Advancing towards an umpire in an aggressive manner when appealing
- 7) Any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 1 offence.

UMPIRES ACTION:-

- 1) The umpire shall call Time.
- 2) Together the umpires shall summon and inform the offending player's captain that an offence at this Level has occurred.
- 3) If the Level 1 offence is the first offence, at any Level, by that team, the umpire shall: issue a first and final warning which shall apply to all members of the team for the remainder of the match.
- 4) Warn the offending player's captain that any further Level 1 offence by any member of his/her team shall result in the award of 5 Penalty runs to the opposing team.
- 5) If the Level 1 offence follows an offence, at any Level, by that team, the umpire shall award 5 Penalty runs to the opposing team.
- 6) Report to the executives.

LEVEL 2

PLAYERS ACTION:-

- 1) Showing serious dissent at an umpire's decision by word or action
- 2) Making inappropriate and deliberate physical contact with another player
- 3) Throwing the ball at a player, umpire or another person in an inappropriate and dangerous manner
- 4) Using language or gesture to another player, umpire, team official or spectator that, in the circumstances, is obscene or of a serious insulting nature
- 5) Or any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 2 offence.

UMPIRES ACTION:-

- 1) The umpire shall call Time.
- 2) Together the umpires shall summon and inform the offending player's captain that an offence at this Level has occurred.
- 3) The umpire shall award 5 Penalty runs to the opposing team.
- 4) The umpire shall warn the offending player's captain that any future Level 1 offence by any member of his/her team shall result in the award of 5 Penalty runs to the opposing team.
- 5) Report to executives

LEVEL 3

PLAYERS ACTION:-

- 1) Intimidating an umpire by language or gesture
- 2) Threatening to assault a player or any other person except an umpire

UMPIRES ACTION:-

- 1) The umpire shall call Time.
- 2) Together the umpires shall summon and inform the offending player's captain that an offence at this Level has occurred.
- 3) The umpires shall direct the captain to remove the offending player immediately from the field of play for a period in accordance with the following:
 - a) In a match where the innings are not limited to a number of overs, the player shall be suspended from the field of play for 10 overs.
 - b) In a match where the innings are limited to a number of overs, the player shall be suspended for one fifth of the number of overs allocated to the current innings at its commencement. If, in calculating the length of the suspension, a part-over results, it shall be considered as a whole over. Furthermore, any balls remaining in the over in progress at the time of suspension shall not count towards the overs for which the player is suspended.
- 4) If the offending player is a fielder, no substitute shall be allowed for him/her. The offending player may return to the field of play after serving the period of suspension and may bowl immediately.
- 5) If a bowler is suspended mid-over, then that over must be completed by a different bowler, who shall not have bowled the previous over nor shall he/she bowl the next over.
- 6) If the offending player is a batsman, he/she shall be replaced by another member of his/her team. The offending player may return to bat after having served the suspension only at the fall of a wicket. If no batsman is available to bat during a batsman's suspension, the innings is completed.

- 7) If the offending player does not continue his/her innings for whatever reason, he/she is to be recorded as Retired – not out.
- 8) Warn the offending player's captain that any future Level 1 offence shall result in the award of 5 Penalty runs to the opposing team.
- 9) Any overs remaining to be served from a suspension shall be carried forward to the next and subsequent innings of the match.
- 10) Part over at the end of the innings shall not count towards the overs for which the player is suspended.
- 11) As soon as practicable, the umpire shall: - award 5 Penalty runs to the opposing team
- 12) Signal the Level 3 penalty to the scorers
- 13) Call Play.
- 14) Report to the executives.

LEVEL 4

PLAYERS ACTION:-

- 1) Threatening to assault an umpire
- 2) Making inappropriate and deliberate physical contact with an umpire
- 3) Physically assaulting a player or any other person
- 4) Committing any other act of violence.

UMPIRES ACTION:-

- 1) The umpire shall call Time.
- 2) Together the umpires shall summon and inform the offending player's captain that an offence at this Level has occurred.
- 3) The umpires shall instruct the captain to remove the offending player immediately from the field of play for the remainder of the match and shall apply the following:
 - a) If the offending player is a fielder, no substitute shall be allowed for him/her. He/she is to be recorded as Retired – out at the commencement of any subsequent innings in which his/her team is the batting side.
 - b) If a bowler is suspended mid-over, then that over must be completed by a different bowler, who shall not have bowled the previous over nor shall be permitted to bowl the next over.
- 4) If the offending player is a batsman he/she is to be recorded as Retired – out in the current innings, unless he/she has been dismissed under any of Laws 32 to 39, and at the commencement of any subsequent innings in which his/her team is the batting side. If no further batsman is available to bat, the innings is completed.
- 5) Warn the offending player's captain that any future Level 1 offence shall result in the award of 5 Penalty runs to the opposing team.

- 6) As soon as practicable, the umpire shall: - award 5 Penalty runs to the opposing team
- 7) Signal the Level 4 penalty to the scorers
- 8) Call Play.
- 9) Report to the executives

	1 st Powerplay		2 nd Powerplay		3 rd Powerplay	
	Range of Overs	Maximum Fielders allowed Outside 30-yard circle	Range of Overs	Maximum Fielders allowed Outside 30-yard circle	Range of Overs	Maximum Fielders allowed Outside 30-yard circle
ODI	1 – 10	2	11 – 40	4	41 – 50	5
40 Overs	1 – 8	2	9 - 32	4	33 – 40	5
T20	1 - 6	2	Maximum 5 fielder allowed outside 30-yard circle during non-powerplay over 7 – 20.			

Reference:

<https://www.icc-cricket.com/about/cricket/rules-and-regulations/playing-conditions>

[ICC Men's One Day International Playing Conditions Effective 28 September 2017]

28.7 Restrictions on the placement of fielders

28.7.1 In addition to the restrictions contained in clause 28.4 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set out in the following paragraphs.

28.7.2 The following fielding restrictions shall apply:

28.7.2.1 Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer to paragraph 2 of Appendix C). The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

28.7.2.2 At the instant of delivery:

28.7.2.2.1 **Powerplay 1** - no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.

28.7.2.2.2 **Powerplay 2** - no more than four (4) fielders shall be permitted outside this fielding

restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive

28.7.2.2.3 **Powerplay 3** - no more than five (5) fielders shall be permitted outside this fielding

restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive

28.7.2.3 In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings 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.

Innings duration	Powerplay 1	Powerplay 2	Powerplay 3
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10

ICC Men's Twenty20 International Playing Conditions Effective 28 September 2017

28.7 Restrictions on the placement of fielders

28.7.1 In addition to the restrictions contained in clause 28.4 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set out in the following paragraphs.

28.7.2 Subject to 28.7.6 below these additional fielding restrictions shall apply to the first 6 overs of each innings (Powerplay overs).

28.7.3 Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field (see paragraph 2 of Appendix C).

These fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

28.7.4 During the Powerplay overs only two fielders shall be permitted outside this fielding restriction area at the instant of delivery.

28.7.5 During the non Powerplay overs, no more than 5 fielders shall be permitted outside the fielding restriction area referred to in clause 28.7.3 above.

28.7.6 In circumstances when the number of overs of the batting team is reduced, the number of Powerplay 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 in innings	Number of overs for which fielding restrictions in clauses 28.7.2 and 28.7.4 above will apply
5-8	2
9-11	3
12-14	4
15-18	5
19-20	6

28.7.7 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 Powerplay overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.

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