



## LAWS OF CRICKET (2017 CODE) – PENALTY RUNS

LAW	NO WARNING	ACTION
18.5 <sup>^</sup>	Either batsman deliberately running short	No runs to count + 5 Penalty runs + report*
24.4	Player returning without permission and coming into contact with the ball in play	Ball becomes dead +5 Penalty runs + ball not to count as one of the over + runs completed/run in progress if crossed to count + report*
28.2	Fielding the ball illegally	Ball becomes dead + 5 Penalty runs + ball not to count as one of the over + runs completed/in progress if crossed to count + report*
28.3	Ball in play hitting helmet not being worn	Ball becomes dead + 5 Penalty runs + runs completed/in progress if crossed to count (no report)
41.3 <sup>^</sup>	Match ball – changing its condition unfairly	Umpires consult + change ball if opposing captain wishes + 5 Penalty runs + report*
	Any repetition in match by team	Umpires consult + change ball if opposing captain wishes + 5 Penalty runs + if fielding offence suspend bowler who bowled previous ball + report*
41.4 <sup>^</sup>	Deliberate attempt to distract striker preparing to receive or receiving a delivery	No dismissal + 5 Penalty runs + ball not to count as one of the over + report*
41.5 <sup>^</sup>	Deliberate distraction, deception or obstruction of batsman after striker received delivery	No dismissal + 5 Penalty runs + runs completed/in progress to count + batsman at wicket decide which of them to face next delivery + ball not to count as one of the over + report*
41.17	Batsmen stealing a run	5 Penalty runs + no runs count + report*
42 <sup>^</sup>	Level 2, 3 or 4 offence	Agree Level of offence. Call Time + summon and inform captain + 5 Penalty runs (+ direct captain to remove offending player if necessary) + call Play + report*

<sup>^</sup>New Law or Law change in 2017 Code

\*Report to Executive and any Governing Body responsible for the match. N.B. 1 run penalty for a No ball or Wide always counts

LAW	ONE WARNING	ACTION
	Illegal practice on the field	Warn player + inform other umpire and both captains***
26.4^	Repetition by any player on the same team during the match	5 penalty runs + report*
	Time wasting by fielding side	Warn captain**
41.9	Any repetition during that innings	a. If not during an over – 5 Penalty runs + report* b. If during an over – suspend bowler + report*
	Batsman wasting time	Warn batsman†
41.10	Repetition by any batsman in that innings	5 Penalty runs + report*
	Fielder causing avoidable damage to pitch	Warn captain**
41.12	Any repetition during that innings	5 Penalty runs + report*
	Batsman causing avoidable damage to pitch	Warn the batsman†
41.14	Repetition by any batsman in that innings	No runs to count + 5 Penalty runs + report*
	Striker in protected area	Warn the batsman†
41.15	Repetition by any batsman in that innings	No runs to count + 5 Penalty runs + report*
	Unfair actions not covered in Law	Warn the captain*** or batsman†
41.19^	Repetition by any member of side	5 penalty runs + report*
	Level 1 offence	Agree offence. Call Time + summon and inform captain + first and final warning + call Play + report*
42.2^	Level 1 offence following any other offence by that team	Agree offence. Call Time + summon and inform captain + 5 Penalty runs + call Play + report*

\*Report to Executive and any Governing Body responsible for the match.

\*\*Warning applies to whole innings †Applies to the whole side for the rest of that innings. Inform each incoming batsman.

\*\*\* Warning applies to whole team for rest of match.