



## Scoring with the new 2017 Code Laws of Cricket

Signals will now occur in the chronological order they occur in the game (This is a change). Please acknowledge each signal in a multiple signal sequence. For example: -

No Ball, hits batsman's helmet and goes over the boundary for 4 –  
SIGNALS: No Ball, Ack, Leg Bye, Ack, Boundary 4, Ack

No Ball, Batsman hits ball, they run 2 runs, 1 short but on crossing on 2nd run the ball hits the helmet behind the wicket keeper –  
SIGNALS: No Ball, Ack, Short Run, Ack, Dead Ball, Ack, 5 Penalty runs to batting side, Ack (6 scored).

**PENALTY TIME:** Please could you assist the umpires when players leave and return to the field of play noting the times this occurs.  
(Note 1)

Max Penalty Time 90 minutes – no 15 minute grace period.

Carries over to batting. Time served or 5 wickets down

Unscheduled breaks count towards time from point when player informs umpires of return

Substitutes, it must be clear which substitute is acting for which player, please help by noting this if there is more than one substitute.



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There are new signals for level 3 and Level 4 offences under player conduct. If a Level 3 offence occurs please note the over and ball.

No ball – Byes and Leg Byes off a No Ball will be credited as such, rather than as No Ball extras.

Wides continue to be scored as previously

The ball does not count in the over even though the batsmen has received/receiving the ball in the following penalty run situations: -

Player returning without permission (24.4)

Illegal Fielding (28.2)

Deliberate attempt to distract the striker before the receiving (41.4)

Deliberate attempt to deceive/distract the striker after the receiving (41.5)

### **Note 1**

There is a useful card to help track Penalty Time(s) available on this website.