



Founded 1996

World Blind Cricket Council

*Blind Cricket - Visible to the World*

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## THE WORLD BLIND CRICKET LIMITED INTERNATIONAL PLAYING RULES FOR ALL FORMATS

In this document, he, his, him, player, **batter**, fielder, and bowler all refer to both genders.

No individual will be excluded from any level of international competition due to race, religion, gender, or age.

### PLEASE NOTE:

The rules of cricket that have not been covered in the following WBCC Playing Rules of Cricket will be applicable under the MCC Laws of Cricket.

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#### **i. PREAMBLE TO THE LAWS**

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. Any action that is seen to abuse this spirit causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains.

There are two Laws that place the responsibility for the team's conduct firmly on the captain.

##### Responsibility of captains

The captains are always responsible for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

##### Player conduct

In the event of a player failing to comply with instructions by an Umpire, criticizing by word or action the decisions of an Umpire, showing dissent, or generally behaving in a manner that might bring the game into disrepute, the Umpire concerned shall, in the first place, report the matter to the other Umpire and to the player's captain and instruct the latter to take action

#### **ii. Fair and Unfair Play**

According to the Laws, the Umpires are the sole judges of fair and unfair play.

The Umpires may intervene at any time, and it is the responsibility of the captain to take

action where required.

**iii. The Umpires Are Authorized to Intervene in Cases of:**

- Time wasting
- Damaging the pitch
- Dangerous or unfair bowling
- Tampering with the ball
- Tampering with blackout glasses
- Any other action they consider to be unfair

**iv. The Spirit of the Game Involves *RESPECT* for:**

- Your opponents
- Your own captain and team
- The role of the Umpires
- The game and its traditional values

**v. It Is Against the Spirit of the Game:**

- To dispute an Umpire's decision by word, action or gesture
- To direct abusive language towards an opponent or an Umpire
- To indulge in cheating or any sharp practice, for instance:
  - a. To appeal knowing that the **batter** is not out
  - b. To advance towards an Umpire in an aggressive manner when appealing
  - c. To seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side

**vi. Violence**

There is no place for any act of violence on the field of play.

**vii. Players**

Captains and Umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

The players, Umpires and scorers in a game of cricket may be of either gender or the Laws apply equally to both.

The use, throughout the text, of pronouns indicating the male gender is purely for brevity. Except where specifically stated otherwise, every provision of the Laws is to be read as applying equally to women and girls as to men and boys.

## **1. THE TEAM AND PLAYERS**

A match will be played between two teams of 11 players, comprising a minimum of:

- 4 Totally Blind players (B1s)
- 3 Partially Blind players (B2s)
- A maximum of 4 Partially Sighted players (B3s)

Interpretation:

For the sake of clarity, more than 4 B1s and/or more than 3 B2s may be included in the playing XI. A maximum of 8 B1s and 3 B2s can take part in a match; similarly, 7 B2s and 4 B1s may also constitute the playing XI.

## **2. SIGHT CLASSIFICATION**

B1 Players

No light perception in either eye up to light perception, but inability to recognize the shape of a hand at any distance or in any direction.

B2 Players

From the ability to recognize the shape of a hand up to a visual acuity of 2/60 or a visual field of less than five degrees in the better eye after correction.

B3 Players

From visual acuity above 2/60 up to visual acuity of 6/60 or a visual field of less than 20 degrees in the better eye after correction.

## **3. IDENTIFYING CLASSIFICATION ON THE FIELD OF PLAY**

B1 players will be distinguished on the field of play by a white wristband worn on the right wrist or by one white stripe on the right upper arm of the playing shirt.

B2 players will be distinguished on the field of play by a red wristband worn on the right wrist or by two white stripes on the right upper arm of the playing shirt.

B3 players will be distinguished on the field of play by a blue wristband worn on the right wrist or by three white stripes on the right upper arm of the playing shirt.

## **4. THE COMPOSITION OF THE TEAM**

**4.1** Each captain shall nominate 11 players, including their eyesight categories, in writing to the WBCC Match Referee/Umpires before the toss. No player (member of the playing eleven) may be changed after nomination without the consent of the opposing captain. The team list must include the following information:

**4.1.1** Players will be nominated in their actual sight classification categories. No B1 will be nominated or played as a B2, and no B2 will be nominated or played as B3.

**4.1.2** A 12th (Reserve) player from each eyesight category. Only those nominated as substitute fielders shall be entitled to act as substitute fielders during the match, unless

the WBCC Match Referee or in his absence the on-field Umpires, in exceptional circumstances, allow subsequent additions.

**4.1.3** A list of runners.

**4.1.4** The deputy (Vice Captain) must be one of the nominated members of the playing eleven.

**4.2** Batting Order:

Remember, in every cycle of three in the batting order, one player from each category must be played.

## **5. THE UMPIRES AND SCORERS**

**5.1** For all World Blind Cricket Council events (WBCC), when possible, will depute neutral Umpires in all matches. A match shall be officiated with two Umpires and a Match Referee. The Umpires and Referees must be well versed in the current WBCC International Playing Rules and MCC Laws of Cricket.

For bilateral or tri-nation series, the host nation, with the consent of the participating teams, shall appoint two Umpires and a Match Referee (well versed in WBCC Laws and MCC Rules) to officiate matches.

**5.2** Officiating Umpires must audibly call the number of runs scored after each scoring shot or sundry scored, this shall be in conjunction with the visual signals made to the scorers.

**5.3** The organizers/hosts shall arrange scorers for the match. However, a representative from each participating team shall assist the scorer in identifying the players and helping to keep the score.

## **6. BLACKOUT GLASSES & DELIBERATE BOUNCE TO B1**

**6.1** All Totally Blind (B1) players who take the field at any time during the match (batting, bowling and fielding) are required to wear non-transparent Blackout Glasses as approved by WBCC.

**6.2** The glasses are adult-sized and made of durable plastic. Approved specifications are mentioned in Annex-A.

**6.2.1** The frame must be large enough to ensure each lens covers the eye socket entirely. The frame must fit snugly to the face of the player.

**6.2.2** Height of the frame: The height of the frame, that is the distance from the top of the frame to the bottom of the frame, must be as per Annex-A.

**6.2.3** Lens: The lenses must be made of non-transparent material or non-transparent stickers or painted fully so that they do not allow any light penetration.

**6.3** Blackout Glasses - Rules of Use,

**6.3.1** See the Rule 6.1

**6.3.2** All Blackout Glasses must be presented to the Tournament/Match Referee and Umpires for inspection and approval prior to the commencement of any match.

**6.3.3** Umpires must re-inspect Blackout Glasses every time players enter the field of play, to ensure that they are being worn correctly.

**6.3.4** Blackout Glasses may not be removed or adjusted while a player is on the field of play unless permission has been granted by one of the officiating Umpires.

**6.3.5** When permission has been granted, the player must face away from the pitch area while the Blackout Glasses are adjusted or removed to wipe sweat away etc. The closest Umpire must again inspect that the glasses are being worn correctly before play recommences.

**6.3.6** If the Blackout Glasses are broken or damaged at any time, they must be immediately presented to the Match Referee or Umpire for inspection and replacement if required.

**6.3.7** The Blackout Glasses shall be handed over to the players and retrieved by the Umpire within the boundary line. The Umpire shall ensure that the glasses are worn properly and tightened over the head, not over a cap or hat etc.

#### **6.4 Penalty for Non-Compliance with Blackout Glasses Rules**

**6.4.1** If a player adjusts, removes, scratches the lens or causes any willful damage to the Blackout Glasses while on the field of play without prior permission from one of the officiating Umpires, an official warning shall be given to the offending player and captain.

**6.4.2** If the same player offends a second time in the same match, a further penalty of 10 runs shall be awarded to the opposing team, and the offending player shall not be permitted to participate in the remainder of the match/series.

**6.4.3** A penalized player shall be immediately removed from the match. The team must continue with one fewer player. No substitute fielder shall be allowed for the remainder of the match or the tournament.

#### **6.5 Deliberate Bounce to B1**

Bowlers shall not deliberately bounce the ball to a Totally Blind (B1) batter. If a legitimate delivery passes or bounces over the red line drawn on the stumps (8 inches above the ground), as it passes the B 1 batter, first such ball per over shall be called a dead ball. Any other delivery that does infringes criteria shall be called a No Ball.

### **7. THE RULES OF PLAY (One day international)**

**7.1** A limited-overs match will consist of 40 overs per side, with a duration of 190 minutes (three hours and ten minutes) per side, including two drink breaks of 5 minutes each after the 13th and 26th overs. When calculating the time lost due to a delayed start or interruptions caused by adverse weather conditions, 1 over shall be deducted for every four and half minutes lost.

**7.1.1** The umpires or match referee may add time to the innings at their discretion (e.g., injury or any other unscheduled delay) and shall inform both team captains of the added

time.

WBCC Events Playing Rules: (ODI World Cup and other competitions)

**7.1.2** The World Cup and other WBCC events preliminary rounds will be scheduled using a single round-robin format; each country will play against every other country once.

### **7.1.3 POINTS AWARDED**

- 2 points for a win
- 1 point for a draw or tie

**7.1.4** Any game not played due to adverse weather conditions will be declared a tie, and both teams will be awarded 1 point each.

**7.1.5** In the event of tied scores after both teams have faced their quota of overs, the game will be declared a draw, and both teams will receive 1 point each. For a tie, see (Rule 7.5).

### **7.1.6. POINTS TABLE**

The finishing place of any team on the points table will be determined as follows:

1. Higher number of points
2. If equal, higher number of wins
3. If it is still equal, higher net run rate
4. If still equal, result of the head-to-head meeting
5. If still equal, fewer wickets lost

**7.1.7** The top 4 teams on the points table will meet in 2 semifinals:

- Team 1<sup>st</sup> will play Team 4<sup>th</sup>
- Team 2<sup>nd</sup> will play Team 3<sup>rd</sup>

### **7.1.8 THE SEMI-FINALS AND FINAL**

#### **7.1.8.1. THE SEMI-FINAL**

If a semi-final is tied or has no result, the team that finished in the higher position in the group stage shall proceed to the final.

#### **7.1.8.2 THE FINAL**

If the final is tied or has no result, the teams will be declared joint winners.

**7.2** Both teams must bowl the stipulated overs, regardless of time. Penalty runs will be added for all overs bowled outside the stipulated time at the following rates:

- 10 runs for every B1 over not bowled
- 6 runs for every B2 or B3 over not bowled to innings.

**7.2.1** The team batting first shall have their full quota of overs available even if the

scheduled time for the completion of the innings has been reached. The team batting second will also have their full quota of overs unless, at the scheduled end time of the match, the team batting second has exceeded the winning score (after penalty runs have been added). No penalty runs will be added to the score of the team batting second until the scheduled completion time of the innings has been reached (see Rule 7.2.2).

**7.2.2** The final over of an inning must commence before the stipulated playing time has elapsed. If a team fails to commence bowling the final over of an inning within the scheduled time, the umpires will apply penalty runs. Before applying penalty runs, the umpires must first add any lost time to the scheduled time for the completion of the innings (see Rule 7.1.1). Penalty runs will be added as follows: (see rule 7.2) Umpires must inform the bowling team's captain of the remaining time at the drinks breaks. A warning must be issued to the captain of the bowling team about possible penalty runs due to slow over rate if at any time the umpire feels that the required overs are unlikely to be bowled within the scheduled time. The umpires will advise the **batter** of the possibility of penalties being awarded and a further warning will be given to the captain of the bowling side at the beginning of the over immediately before the end of the scheduled time, if this is not the final over of the inning.

Penalty runs awarded for overs not bowled during the scheduled time will immediately accrue to the batting side's total. If the side batting second is credited with runs in this way and this takes their score past that of the side batting first, then the match shall be deemed won by the side batting second.

Illustration: Team A (batting first) scores 200. Team B (batting second) scored 195 at the completion of the second-last scheduled over. If, after adding lost time, the scheduled playing time has passed and the bowling team still has one B2/B3 over to bowl, the umpires will award 6 runs to Team B. The scorer will immediately add the 6 runs, making Team B's total 201. The umpires will immediately call the match in favor of Team B.

In another scenario, Team B is chasing 200 and has scored 192 runs with two overs remaining. If the umpires feel the last B2/B3 over could not be bowled within the scheduled time, they will inform the fielding captain and **batter** about the 6-run penalty. Once the remaining 3 runs are achieved (whether in second-last or last over), the match will be stopped, and Team B will be declared the winner.

**7.3** For a match to be valid, each side must play a minimum of 15 overs.

**7.4** If the team batting first has completed its innings and the match is stopped while the second team is still batting, the match will be valid only if the second team has faced at least 15 overs.

**7.5** The comparative scores of both teams, up to the stage the team batting second has played (number of overs completed) will be considered. The team with the better score will be the winner. If the scores are level, then the match shall be declared a tie. For clarity, only complete overs will be considered, and fractions will be ignored (e.g., if the team batting second played 16.3 overs before the match was stopped due to bad weather, only 16 overs will be considered).

## **8. TWENTY20 RULES OF PLAY**

**8.1** Duration of Each inning will be ninety-five (95) minutes, including one drinks break of 5 minutes after 10 overs. There will be a twenty (20) minute break between innings. When calculating after a delayed start or interruption due to adverse weather conditions, 1 over shall be deducted for every 4 and half minutes lost.

**8.1.1** The umpires may add time to the innings at their discretion (e.g., injury or any other unscheduled delay) and should inform the team captains of any added time.

WBCC Events Playing Rules (Twenty20 World Cup and other competitions)

**8.1.2** Same as (Rule 7.1.2).

**8.1.3 POINTS AWARDED**

Same as (Rule 7.1.3).

**8.1.4** Same as (Rule 7.1.4).

**8.1.5** In the event of tied scores after both teams have faced their quota of overs, if weather conditions may permit, then one-over-per-side eliminator (super over; see Clause 8.3) will determine the winner. If the teams are still level, the game will be declared a draw, and both teams will receive 1 point each.

**8.1.6 POINTS TABLE**

Same as (Rule 7.1.6).

**8.1.7** Same as (Rule 7.1.7).

**8.1.8 FINALS DAY**

Finals Day will consist of the two semifinals and the final.

**8.1.8.1 THE SEMI-FINAL**

If a semi-final is tied, the teams shall compete in a one-over-per-side eliminator to determine which team progresses to the final (see Clause 8.2).

If, following a tie, weather conditions prevent the one-over eliminator from being completed or if the match has no result, then the team that finished in the higher position in the group stage shall proceed to the final.

**8.1.8.2 THE FINAL**

In the event of a tied final, the teams shall compete in a one-over-per-side eliminator to determine the winner (see Clause 8.3).

If weather conditions prevent the one-over eliminator from being completed or if the match has no result, the teams will be declared joint winners.

**8.2 Penalty Runs**

Penalty runs for overs bowled after the stipulated time: same as (Rule 7.2).

**8.3 One-Over-Per-Side Eliminator (OOPSE/SUPER OVER)**

The following procedure applies if a one-over-per-side eliminator is adopted:

**8.3.1** Subject to weather conditions, the One-Over-Per-Side eliminator will take place on the scheduled day of the match at a time determined by the Match Referee. Normally, it

shall commence 10 minutes after the completion of the match.

**8.3.2** The One-Over-Per-Side eliminator will take place on the pitch allocated for the match (the designated pitch), unless otherwise determined by the umpires in consultation with the ground authority.

**8.3.3** Prior to the commencement of the One-Over-Per-Side eliminator, each team elects three **batters** and one bowler. Only nominated players in the main match may participate in the One-Over-Per-Side eliminator. Should any player (**batters** and bowler) be unable to continue to participate in the One-Over-Per-Side eliminator due to injury, illness or other wholly acceptable reasons, the relevant laws and playing conditions of the main match (see Clause 10.9) shall apply.

**8.3.4** The nominated players must be provided in writing to the umpires.

**8.3.5** The umpires shall stand at the same end as where they finished the match.

**8.3.6** In both innings of the One-Over-Per-Side eliminator, the fielding side shall choose from which end to bowl.

**8.3.7** Each team's over is played with the same fielding restrictions as for a non-fielding-restriction over in a normal T20 International match.

**8.3.8** The team batting second in the main match will bat first in the One-Over-Per-Side eliminator.

**8.3.9** The same ball (or a ball of similar age if the original is lost or out of shape) as used at the end of the innings shall be used for the eliminator.

**8.3.10** Loss of two wickets ends the team's one-over innings.

**8.3.11** If the teams have the same score after the eliminator, the team whose **batters** scored the greatest number of boundaries across both the main match, and the eliminator shall be the winner.

**8.3.12** If the number of boundaries is equal, the team whose batters scored more boundaries in the main match (ignoring the eliminator) shall be the winner.

**8.3.13** If still equal, a count-back from the final ball of the eliminator shall be conducted. The team with the higher-scoring delivery wins. If a team loses two wickets during its over, any un-bowled deliveries will be counted as "dot" balls. Note that for this purpose, runs scored are defined as the total team runs scored since the completion of the previous legitimate ball i.e. including any runs resulting from wide, no-balls, or penalty runs.

Example.

<b>Balls</b>	<b>Team 1</b>	<b>Team 2</b>
6	1	1
5	4	4
4	2	1
3	6	2
2	0	1
1	2	6

In this example, both teams scored equally on balls 6 and 5. However, Team 1 scored 2

runs on ball 4, whereas Team 2 scored 1, so Team 1 is the winner.

**8.4** For a match to be valid, each side must play a minimum of 5 overs per side.

**8.5** If the team batting first has completed its innings and the match must be stopped while the second team is still batting, the match shall be valid only if the second team has batted for at least 5 overs.

**8.6** The comparative scores of both teams, up to the stage the team batting second has played, will be considered. The team with the better score will be the winner. If the scores are level and weather conditions may permit, the teams shall compete in a one-over-per-side eliminator to determine the winner, otherwise the game will be declared a draw, and both teams will receive 1 point each.

## **9. THE RULES OF PLAY (Two-Innings Match)**

**9.1** The match will be three days duration.

**9.2** A minimum of 80 overs must be bowled in a full day's play of six hours.

**9.3** In every 20 overs bowled, at least 5 overs (25%) must be bowled by B1 bowlers.

**9.4** A team may enforce a "Follow-On" if the team batting second fails to score more than half the total of the team batting first.

## **10. THE SUBSTITUTES AND RUNNERS**

**10.1** A (B1) **batter** shall have a runner, and a B2 **batter** has the option of a runner. A B3 **batter** does not have the option of a runner. However, a **batter** who has opted for a runner cannot act as a runner for another **batter**.

**10.2** A (B2) **batter** may take a runner only due to low vision. If a B2 **batter** does not take a runner at the start of his innings, then he will not be allowed to have a runner during this inning.

**10.3** Any nominated runner may run for as many **batters** as the captain chooses.

**10.4** A runner is only allowed to change if all the other players in that category are dismissed and it's his turn to bat. (The changed runner shall be from the already dismissed **batters**.)

**10.5** All other rules regarding the runner spelt out in the current MCC Laws of Cricket shall apply.

**10.6** When a **batter** is at the striker's end, his runner must not stand closer than ten feet measured from the middle stump. Line markings shall indicate an area ten feet from the middle stump on both leg and offside. This line is so marked to indicate that any runner for a **batter** must stand beyond this line.

**10.7** The fielding captain may ask the runner to stand on the opposite side of the pitch if necessary.

**10.8** 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 shall not include common “comfort breaks.”

**10.8.1** A(B1) fielder may be substituted only by another B1 fielder.

**10.8.2** A (B2) fielder may be substituted by a B2 or B1 fielder.

**10.8.3** A (B3) fielder may be substituted by a B1, B2, or B3 fielder.

**10.9** If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play, the umpire shall be informed of the reason for his absence, and he 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.

(a) If a player is absent for longer than 8 minutes, the following restrictions shall apply to their future participation in the match:

**10.9.1** The player shall not be permitted to bowl in the match until he has either been able to field or his team has subsequently been batting, for the total length of playing time for which he was absent (hereafter referred to as penance time) subject to a maximum cumulative penance time of 80 minutes. If any unexpired penance time remains at the end of the first innings; it is carried forward to the second innings of the match.

The player shall not permit him to bat in the match until his team’s batting innings have been in progress for a length of playing time that is equal to the unexpired penance time carried forward from the previous innings, subject to a maximum cumulative penance time of 80 minutes. However, once his team has lost five wickets in its batting innings, he may bat immediately. For the purpose of 10.9.1 and 10.9.2, playing time shall comprise the time play is in progress excluding lunch intervals, intervals between innings and official drinks intervals

However, in the event of a batter or a fielder already being off the field at the commencement of and interruption in play through ground, whether or light conditions or for other exceptional circumstances, he or she shall be allowed to count any such stoppage time as playing time, provided that he or she personally informs the umpires when he or she fit enough to take the field had play been in progress.

Similarly, if at the commencement of an interruption in play due to ground, weather or light conditions or for other exceptional circumstances, a player is on the field but still has some unexpired penalty time remaining from a previous absence, he shall automatically be permitted to count such stoppage time as playing time, provided that he or she returns to the field of play immediately after the interruption.

The restrictions in clauses 10.9.1 and 10.9.2 above shall not apply if the player has suffered an external blow (as opposed to an internal injury, such as a pulled muscle) while participating earlier in the match and has consequently been forced to leave the field.

## **11. THE OVER**

An over consists of six legitimate balls, excluding wide and no-balls.

## **12. SCORING AND TIME WASTING**

**12.1** All runs scored **off the bat** by a (B1) **batter** shall be doubled and credited to the batter. If more than four B1s are playing, all B1s’ runs scored off the bat shall be doubled.

**12.2** If, in the umpire's opinion, the batting team is deliberately wasting time, the **batter** and batting captain will be warned. Repeated offenses in the same innings will incur a 5-run penalty, added to the bowling team's score.

### **13. THE CATCH**

A "one-bounce" catch by a B1 player shall result in the **batter** being given out.

### **14. DISMISSALS**

A batter can be dismissed in all the ways as laid down in the current MCC Laws of Cricket: a **batter** can be given out if he or she is bowled, caught, LBW, stumped, run out, hit wicket, handling the ball, hitting the ball twice, obstructing the field, timed out, and retired out under (MCC Law 2.9).

#### **14.1 Out – Hit the Ball Twice**

As per MCC Law 34.1.1, the striker is out "hit the ball twice," except a B1 (totally blind) **batter**. If while the ball is in play, it strikes any part of the B1 batter or is struck by his/her bat and, before the ball is touched by a fielder, the batter deliberately strikes it again with the bat or body (other than a hand not holding the bat) except for the sole purpose of guarding his or her wicket, the runs scored in the event of a B 1 Batter hitting the ball twice with the bat will be nullified.

#### **14.2 **Batter** Retiring**

A **batter** may retire during his innings when the ball is dead, subject to the following:

- (a) A **batter** with a runner may retire only due to external injury. A batter without a runner may retire due to illness, injury, or other unavoidable causes. He may resume his innings as per clause (c). If he does not resume, his innings is recorded as "Retired – Not Out."
- (b) If a batter retires for reasons other than those in (a), he may resume only with the opposing captain's consent. If he does not resume, it is recorded as "Retired – Out."
- (c) Resuming a retired inning is permitted only at the fall of a wicket (subject to the batting cycle rule 4.2) or upon retirement of another **batter**.

#### **14.3 Timed Out**

- (a) After a wicket falls, the incoming **batter** must be ready to take guard (or the partner ready to receive the ball) within 2 minutes for B1 and 1 and half minutes for partially sighted **batters**. Failure to do so results in "Timed Out."
- (b) For prolonged delays with no **batter** at the crease, the umpires shall follow MCC Law 21.3 (umpires awarding a match). Start of action is taken as 3 minutes after the wicket falls.
- (c) The bowler does not get credit for this dismissal.

#### **14.4 Leg Before Wicket (LBW)**

MCC Law 36.1.2 states that the ball, if it is not intercepted on the full pitch, must pitch in line between wicket and wicket or on the off side of the striker's wicket.

Under the WBCC addition for blind cricket, a ball pitching outside the leg line shall also

be considered. The umpires are tasked with adjudging LBW by considering the point of impact where the ball hits the player in front of the stumps.

#### **14.5 Run Out (including Mankad)**

##### **MCC Law 38.3.1.1 & 38.3.1.2 (Run Out – Non-striker Leaving Early)**

Under the (MCC) Laws of Cricket:

- The non-striker can be run out if they leave their ground before the ball is released (the ball is defined as the moment the bowler's arm reaches the highest point of his or her normal bowling action in the delivery swing).
- The bowler may run out the non-striker up until the arm reaches its highest point in the delivery action.
- After that point, the bowler is considered to have entered the delivery phase and cannot attempt the run out under this law.

#### **WBCC Addition**

In Blind Cricket, the release moment is different.

- The release of the ball is defined as:

#### **The moment when the bowler calls “Play.”**

- Once the bowler calls “Play”, he/she is considered to have released the ball.
- From that moment onward, the bowler cannot run out the non-striker under this law.

#### **15. NO BALL**

**15.1** The bowling must be underarm. At the point of delivery, the arm must be below the shoulder. Failure to do so will result in a no ball being called.

**15.2** The ball must bounce once on either side of the mid-pitch line before reaching the batting crease. Failure to do so will result in a no ball. If the **batter** advances down the pitch or takes a big stride forward and does not allow the ball to bounce between the mid-pitch line and batting crease (second bounce), it will be considered a legitimate delivery.

**15.3** If, while bowling, the ball bounces on or inside the popping crease, a no ball will be called.

**15.4** If the bowler crosses the popping crease with his front foot at the point of delivery, a no ball will be called, and a free hit will be awarded (applies to both ODI and T20 formats).

**15.4.1** The delivery following a no ball caused by a foot fault shall be a free hit for the **batter** facing it. If the free-hit delivery is not legitimate (any type of no ball or wide), the next delivery will become a free hit whichever **batter** is facing it.

**15.4.2** For any free hit, the striker can be dismissed only in circumstances applicable for a no ball, even if the delivery is called a wide.

**15.4.3** Field changes are not permitted for free-hit deliveries, unless there is a change of striker.

**15.4.4** Umpires shall signal a free hit by extending one arm straight upwards and moving it in a circular motion after the normal no ball signal.

**15.5** As per MCC Law 24.15, when a no ball is called, a **batter** can be dismissed See the (Rule 15.4.2)

**15.6** If the bowler delivers the ball with both hands, a no ball will be called.

**15.7** The bowler must say “ready” to the batter before delivering and the **batter** must respond “yes.” Just before the release, the bowler must say “play.” Failure to follow this procedure will result in no ball. A no ball will also be called if “play” is declared early or late, in the umpire’s opinion.

**15.8** Once the batter responds, the bowler or wicketkeeper may not call again. Any additional calling will result in a no ball.

**15.9** No fielder shall dive or lie down unless, in the umpire’s opinion, they are genuinely attempting to field the ball. Violations or breaches of Law 41 (MCC) will result in no ball.

**15.9.1** Totally Blind (B1) players must not be used as close-in fielding sandbags. A 5-yard circle shall be drawn around the center stump at each end of the pitch. This area is the B1 fielder exclusion zone. B1 fielders must not field within this zone. Violation will result in a no ball.

**15.10** If the bowler deliberately delays between saying “ready” and delivery to confuse the **batter**, the umpire may call a no ball.

**15.11** If the ball strikes a fielder before reaching the **batter**, a no ball will be called.

**15.12** The bowler must notify the umpire whether he will bowl over or around the wicket and with which hand. Failure to notify results in a no ball.

**15.13** The umpire must inform the batter whether the bowler is using a run-up and, if so, the length of the run-up.

**15.14** Both umpires may call a no ball.

**15.15** See (Rule 6.5)

## **16. WIDE BALL**

**16.1** MCC Laws of Cricket apply for wide. If the bowler bowls so high that the ball is out of reach of the striker in normal stance, the umpire shall call and signal a wide as soon as it has passed the line of the Stricker’s wicket.

**16.2** Balls outside the wide lines (see 17.5) shall be called wide.

**16.3** A ball is not a wide if:

**16.3.1** The striker moves from his guard position, causing the ball to go out of reach.

**16.3.2** The striker moves and brings the ball within reach.

## **17. THE PITCH**

**17.1** International matches shall be played on a surface agreed by both teams; turf or

synthetic grass is preferred.

**17.2** The middle of the pitch must be clearly marked with a line across.

**17.3** Lines shall mark ten feet from the middle stump on both leg and offsidess for runner positioning.

**17.4** The pitch is 22 yards long and 3 yards wide.

**17.5** Wide ball markings shall be positioned 3 feet from the center stump at both ends of the pitch, on either side of the wicket.

**17.6** The boundary shall be a minimum of 45 yards and a maximum of 55 yards, measured from the center stump in a complete half-circle from each respective wicket, and shall be joined by parallel lines. Sufficient boundary markings must be made to clearly identify the boundary. The boundary shall be marked using a rope of one-inch thickness or with materials such as witches' hats that ensure the safety of the players.

**17.6.1** For the women's blind cricket, the boundary shall be 35-40 yards, measured in the same manner as specified in (Clause 17.6).

**17.7** Inner circle of 25 yards shall be measured from the center stump in a complete half-circle from each respective wicket and shall be joined by parallel lines. These markings shall be shown as a broken white line.

**17.7.1** For women blind cricket matches, an inner circle of 15-20 yards can be measured from the center stump in the same way as mentioned in 17.7.

## **18. THE BAT**

The regular Cricket bat is to be used with standard specification.

## **19. THE BALL**

The balls that are approved by the World Blind Cricket Council shall be used in all international matches.

## **20. THE WICKETS**

**20.1** Each wicket consists of three tubular stumps (metal, plastic, or wood), colored white, fluorescent orange, or yellow. See the (MCC Rule 8.1& 8.2)

**20.2** A red line, foam cushion, or plastic cover shall be placed or drawn on the stumps at a height of 8 inches from the ground, in accordance with (Rule 6.5), to indicate a change in sound when the ball hits that area.

**20.3** Bails will not be used in International Blind Cricket.

## **21. PROTECTIVE CLOTHING**

**21.1** WBCC makes helmets mandatory for "high-risk positions." (A 5-yard circle shall be drawn around the center stump at each end of the pitch). When wicketkeepers are standing up to the stumps, and when fielders are positioned close to the batter in front of the wicket within the 5-yard circle, they must wear helmets for safety.

**21.2** While fielding, in high risk area all fielders are permitted to wear helmets with visors as protective equipment.

**21.3** This rule is to be replaced with the following, in accordance with MCC Law 25.5.2.4: “A runner shall wear protective equipment equivalent to that worn by the batter. In such a case, the runner for whom he or she runs shall carry a bat. The only exception to MCC Law 25.5.2.4 is that the runner is not obligated to wear head protection.”

**21.4** Runners may wear gloves, helmets, and leg guards as protection, even though the **batter** may not be wearing the same.

**21.5** **Batters** and runners must wear abdominal guards and other protective clothing under their uniform.

## **22. THE BATTER**

**22.1** A batter, while facing the bowler, is required to stand on both feet with the bat held in hand. The batter may keep the bat raised or place it on the ground while bending over it.

**22.2** The batter may adjust his position once “play” is announced by the bowler.

## **23. THE FIELDER AND FIELDING RESTRICTIONS**

**23.1.1** See (clause no 15.9)

**23.1.2** See (clause no 15.9.1)

### FIELDING RESTRICTIONS (ODI)

**23.2** Fielding restrictions apply for 40% of overs per inning in 2 powerplay blocks, a minimum of 6 fielders (including bowler and keeper) must be inside the inner circle mentioned in (rule 17.7).

**23.2.1** First block: 25% of total number of overs (10 overs in 40-over game).

**23.2.2** Second block: 15% of the overs (6 overs in 40-over game).

**23.3** During the first mandatory Powerplay period (the first 10 overs of an uninterrupted inning), no more than three (3) fielders shall be permitted outside the fielding restriction area at the instant of delivery.

**23.4** During non-powerplay overs, max 5 fielders outside the inner circle.

**23.5** Subject to the provisions below, the Powerplay Overs shall apply for a total of 16 overs per innings, to be taken as follows:

a) The first block of Powerplay Overs (a block of 10 overs in an uninterrupted match) shall be at the commencement of the innings.

b) The second block of Powerplay Overs (a block of 6 overs for an uninterrupted match) shall be taken at the discretion of either **batter** at the wicket between the 11th and 30th overs.

c) A **batter** must nominate his team’s Powerplay no later than the moment at which the

umpire reaches the stump at the bowler's end for the start of the next over.

d) Once a **batter** has nominated a Powerplay, the decision cannot be reversed.

e) Should the batting side choose not to exercise its discretion, their Powerplay Overs shall automatically commence at the latest available point in the innings (e.g., in a 40-over innings, this will begin at the start of the 31st over).

**23.6** In circumstances when the number of overs for the batting team is reduced, the number of Powerplay Overs shall be reduced in accordance with the revised number of overs.

**23.7** Each block of Powerplay Overs must commence at the start of an over.

**23.8** If play is not interrupted during the Powerplay overs, then no resumption it will be necessary to determine how many remaining Powerplay overs are to be allocated.

**23.9** Any Powerplay overs already taken prior to the interruption shall be deemed to have been from the initial allocation, followed by the batting side's allocation. The decision of the batting side as to when to take any remaining Powerplay overs shall be made in the usual manner.

For example, a match starts as a 40-over innings, is interrupted after 12 overs, and is reduced to 33 overs. (The first 10 overs were Powerplays (PP); the next two were not.) The new PP allocation is 8+5, so there are 3 overs remaining for the batting side. This must commence no later than the start of the 31st over in order to be completed by the end of the 33rd over.

**23.10** If play is interrupted during the first Powerplay and, no resumption, the overs required to be bowled in that Powerplay have already been exceeded, then the second Powerplay shall be deemed to have commenced immediately and shall continue until completed. The fielding restrictions relating to the second Powerplay shall have immediate effect on resumption.

**23.11** If, following an interruption, it is found on resumption that the total number of Powerplay overs for the innings has already been exceeded, then no further Powerplay deliveries shall be bowled in the innings. Note that this is the only circumstance under which the Powerplay status may be changed during an over.

For example, a 33-over inning is interrupted after 8.4 overs and, on resumption, is reduced to 21 overs. The Powerplay allocation is 5+3. All Powerplay overs have been completed. Non- Powerplay restrictions shall take effect immediately and need not wait until the end of the over.

**23.12** If, following an interruption while a Powerplay is not in progress, it is found on resumption that the recalculated number of remaining Powerplay overs exceeds the number of overs left to be bowled in the innings, then the Powerplay shall commence at the start of the next over, with fewer than the scheduled number of Powerplay overs being bowled in the innings.

**23.13** At the commencement of the second block of Powerplay overs, the umpire shall

signal such commencement to the scorers by rotating his arm in a large circle.

**23.14** The umpire shall also indicate to the fielding captain, before any signal is made, that the batting side has chosen its Powerplay.

**23.15** At the instant of delivery, no more than five fielders are permitted on the leg side.

**23.16** In the event of a violation of any of the above fielding restrictions, both umpires shall call and signal 'No Ball'.

### **FIELDING RESTRICTIONS (T20)**

**23.17** For the first 6 overs, maximum 2 fielders outside the inner circle.

**23.18** In circumstances when the number of overs allocated to the batting team is reduced, the number of Fielding Restriction Overs shall be reduced in accordance with the table set out below. For the avoidance of doubt, this table shall apply to both the 1st and 2nd innings of the match.

Fielding Restriction	Overs
<b>Minimum 5</b>	<b>1</b>
<b>6–8</b>	<b>2</b>
<b>9–11</b>	<b>3</b>
<b>12–14</b>	<b>4</b>
<b>15–18</b>	<b>5</b>
<b>19–20</b>	<b>6</b>

**23.19** If an inning is interrupted during an over and, on the resumption of play, due to the reduced number of overs allocated to the batting team the required number of Fielding Restriction Overs has already been bowled, the remaining deliveries in that over shall not be subject to the fielding restrictions.

**23.20** In the event of a violation of any of the above fielding restrictions, both umpires shall call and signal 'No Ball'.

**23.21** For the remainder of the innings, a maximum of five fielders shall be permitted to field outside the inner circle.

**23.22** At the instant of delivery, no more than five fielders are permitted on the leg side.

### **24. THE BOWLING AND THE BOWLER**

**24.1** A minimum of 40% of the overs bowled in a limited-overs match (40-over One Day or Twenty20) must be bowled by a Totally Blind (B1) bowler. i.e. in a 40-over One Day match, a minimum of 16 overs, and in a T20 match, a minimum of 8 overs, must be bowled by a Totally Blind (B1) bowler.

**24.2** No bowler shall bowl more than one-fifth (1/5) or 20% of the total number of stipulated overs in the innings.

**24.3** Where the total number of overs in an inning is not divisible by five, the maximum number of overs that may be bowled by a bowler shall be determined by dividing the total number of overs by five and adding one over to a bowler's quota to account for the remaining overs. For example, in an ODI match, if the total number of overs is 37, then

two bowlers may bowl a maximum of 8 overs each, while the remaining bowlers may bowl a maximum of 7 overs each.

**24.4** In the event of a bowler being unable to complete an over, another bowler shall bowl the remaining deliveries. The incomplete over shall be counted as a full over when calculating the number of overs bowled by each of the bowlers who shared that over.

## **25. THE WICKET KEEPER**

All rules follow current MCC Laws of Cricket.

## **26. PLAYER ELIGIBILITY TO PLAY FOR ANOTHER NATION**

**26.1** All players must be residents of the country for at least one year (365 days) and must not have played international cricket for another nation during that period.

**26.2** If a player wishes to change eligibility for a second time, current ICC rules take precedence over WBCC rules. Players must notify the WBCC Executive of their intention, who will then inform all member nations.

## **27. OFFICIALS AND PLAYER'S CONDUCT**

Officials and players shall remain behind the five-yard line from the boundary markings so as not to interfere with play. Team officials shall not give instructions to players, and any breach may result in the imposition of penalties. This restriction is intended to ensure fair play and to prevent undue influence on the match. As per MCC Laws 42.1-42.6, a Level 1 offence shall apply

penalties as follows:

1. 1st infringement - final warning
2. 2nd infringement - 5 penalty runs to opponent team
3. 3rd and further infringements - 10 penalty runs to opponent team.

**Annex-A**  
**BLACK OUT GLASSES DESIGN & SPECIFICATIONS:**



**Frame Height:**

60 mm (Minimum)

6.25 cm



**Lens:**

Fully blackout, made of a solid material, non-transparent stickers or

**Frame Side:**

Totally covered

**Stripe:**

Adjustable head belt, to adjust the tightness to head

**Cushion:**

Inner pads must have a cushion of a foam etc.

