

The Spirit of Stoolball

Stoolball is a game that owes much of its unique appeal to the fact that it should be played not only within its Rules but also within the Spirit of the Game. Any action which 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.

1. The responsibility of Captains and players

The Captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Rules.

In the event of a player failing to comply with instructions by an Umpire, or criticising, by word or action, the decisions of an Umpire, or showing dissent, or generally behaving in a manner which 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.

2. Fair and unfair play

According to the Rules, the Umpires are the sole judges of fair play.

The Umpires may intervene at any time and it is the responsibility of the Captain to take action where required.

3. The Umpires

The Umpires are authorised to intervene in cases of time wasting and dangerous bowling and any other action that they consider illegal.

4. The Spirit of the Game involves RESPECT for:

Your opponents

Your own Captain and team

The role of the Umpires

The game's traditional values

5. 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 Umpire

To indulge in cheating or any sharp practice, for instance:

a) to appeal knowing that the batsman 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.

6. Violence

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

7. Players

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

8. Insurance

To cover all regulations governing sport played in public places and to comply with health and safety issues, it is recommended that all clubs and players are covered by Public Liability, Civil Liability and Personal Accident Insurance. Full details and special rates are available through **Stoolball England**.

RULES OF STOOLBALL

Field of Play – shall consist of that area inside of and thus enclosed by the agreed boundary line or markers (see diagram in centre of booklet).

1. Teams

A match shall be played between two teams of not more than eleven players. A maximum of six men per team in mixed matches. Each team shall play under a captain, who shall toss a coin for the choice of first innings. A match is won by the team that scores the most runs within an agreed number of overs. If the final scores of both teams are equal, it is a “tie”.

Guidance

Before the commencement of the game, the captains shall toss a coin to decide which team will bat first.

2. Umpires

All Umpires should have access to a copy of the Rules of Stoolball during the game and be familiar with the Rules of Stoolball (for list of Umpire’s signals, see Appendix 2).

Before the commencement of a match

Two Umpires shall be appointed to control the match with absolute impartiality, strictly in accordance with the rules, and determine the following:-

- (a) The fitness of the ground. **It is the responsibility of the home team to ensure that all obvious hazards that can easily be alleviated, such as rabbit holes or molehills, in the area of play are dealt with prior to commencement of the game**
- (b) The layout of the wickets and the bowling creases are in accordance with Rules 4 and 6 and should, where possible, be on a North South axis
- (c) The position of the boundaries (where possible, a maximum of 40 metres or 45 yards from the centre of the wicket) which should be corded or adequately marked with a line and indicator markers. If natural boundaries are used, these should be clearly explained to the Umpires and teams before the start of the game
- (d) The duration of the match, unless previously instructed

Whilst the match is in progress

- (e) The Umpires shall continue to monitor the fitness of the ground and playing conditions **and ensure that no loose impediments or obstructions, such as water bottles and mobile phones, are brought on to the field of play**
- (f) The Umpires shall stand, one at the striker’s end approximately 14 to 18 metres (15-20 yards) square of the wicket, well positioned to determine a “run out”, “short run” or wicket keeper infringement (see Rule 14) and ready to give an opinion if clarification is sought by

the bowler's Umpire on "wides" and "no balls". The bowler's Umpire, at the non-striker's end, should be well positioned to see the bowling crease and the striker's wicket

- (g) The Umpire shall give an "out" or "not out" decision only when appealed to
- (h) The Umpires are the sole judges of fair play and decisions shall be settled by them at their own wicket
- (i) **Umpires must not coach or provide advice to players during the game other than a factual statement regarding a particular decision or an explanation of the rule(s) pertinent to a specific situation that has arisen**
- (j) In the case of any doubt on behalf of either Umpire, the other Umpire may be consulted. The decision of the bowler's Umpire shall be final
- (k) All players must remain within the limits of the boundary except when fielding the ball, and may not leave or rejoin the field of play without the Umpire's permission
- (l) The agreement of both Umpires is required to start the game, suspend the game and re-start the game.

Guidance

The Umpires, having jointly made a decision to start a match, should be aware of Health and Safety Issues at all times and should continue to be vigilant throughout the game and alert to potential problems.

The duties of the Umpires are set out in Rule 2 and should include the measurement between the wickets, the bowling creases and boundaries prior to play commencing.

*Just as the sides playing the match are referred to as "a team" so the Umpires should also act as a team, aiding each other to see that the rules are applied correctly and that the game is played in a sporting manner. **They must be careful that they do not coach teams during a match but are seen to be totally impartial.***

The Umpires will stand, one at the non-strikers end, who will be known as the "Bowler's Umpire" and the other Umpire will stand square of the striker's wicket [see (f)].

All decisions in the field and at the wickets are from the Bowler's Umpire, except "run outs", "short runs" at the striker's wicket and the positioning of the wicket keeper (see Rule 14). If the Bowler's Umpire is unsure regarding a "no ball" or "wide", clarification should be sought from the other Umpire [see (f)].

3. Scorers

The Scorers, preferably one for each team, should sit together and acknowledge all signals given to them by the Umpires. The game shall only progress after both acknowledge the signal. All runs scored and wickets taken shall be recorded by the Scorers and they must

agree the score at the end of each over and on completion of each innings. **The score must be shown promptly and correctly on the scoreboard at the end of each over and on completion of each innings.**

4. Equipment

- (a) **Wickets** – The wickets shall be the face and all edges of two boards, each 300 mm (1 foot) square and 12 mm (half-inch) thick, mounted on stakes firmly fixed to the ground so that the top of the wicket is level and 1.4 metres (4ft.8in.) from the ground. The wickets shall be pitched opposite and parallel to each other at a distance of 14.6 metres (16 yards) apart. The stake of each wicket must be a least 25 mm (1 inch) below the top of the wicket and fixed at right angles to the ground. The bottom 600 mm (24 inches) of the stake shall be painted a different colour in order to facilitate the identification of the “no ball” area.
- (b) **Bat** – The bat shall be an approved Stoolball bat not exceeding 480 mm (19 inches) in length nor shall it be more than 200 mm (7¾ inches) in diameter.
- (c) **Ball** – The ball shall be a white NSA approved stoolball and at the start of each innings shall:-
- (i) Weigh not less than 55 gms (2 ozs.) and not more than 85 gms (3 ozs.)
 - (ii) Measure not less than 175 mm (7 inches) and not more than 200 mm (7¾ inches) in circumference
- (d) **Clothing**
- (i) Players may wear any type of footwear providing the soles do not consist of removable studs or spikes, however designed, and the only form of assisted grip is the moulded sole of the footwear
 - (ii) Shin pads may be worn
 - (iii) Gloves must not be worn (except by prior permission of the Umpires).

Guidance

The Umpires should only permit gloves to be worn by a fielder if there are strict medical grounds for doing so.

5. Method of Scoring

The score shall be reckoned by runs or boundaries. A run is scored:-

- (a) So long as the batsmen, after a hit or at any time whilst the ball is in play, shall have crossed and made good their ground from wicket to wicket, having touched the wicket or stake with their bat or hand **unless the hit was deliberately made with**

the back of the bat, in which case, the umpire shall signal “reverse bat” (see Appendix 2, Umpires Signals) and whilst the ball shall be deemed a valid one, no run shall be scored.

- (b) The Umpire shall signal “four runs” whenever the ball hits or crosses the agreed boundary after first touching the ground. If a fielder stops the ball before it reaches the boundary, but part of their body touches or crosses the boundary whilst still in contact with the ball, “four runs” shall be scored
- (c) The Umpire shall signal “six runs” if the ball, after being struck, shall clear the ground and pass over **or land directly on the agreed** boundary. If the ball is caught by a fielder with any part of their body touching or crossing the boundary, the Umpire shall signal “six runs” and the batsman is “not out”
- (d) Should either batsman fail to touch the wicket or stake on completion of a run, the Umpire shall signal and call “short run” and that run shall not be scored
- (e) In the event of a batsman being “caught”, no run shall be scored
- (f) In the event of the batsman being “run-out”, the uncompleted run shall not be scored
- (g) A run shall be added to the score when the Umpire calls and signals a “no ball” or “wide” and an extra ball shall be bowled (see Rules 10 and 11 for runs scored)
- (h) If the ball is struck and runs are completed before the ball crosses the boundary, they will only count if they are in excess of four runs, and then only the runs completed will count
- (i) If, in the event of over-throws, the ball crosses the boundary, the score will be the total of runs completed when the ball crosses the boundary plus four runs
- (j) **If, as the ball is thrown in to the wicket it inadvertently strikes a batsman, no additional runs shall be scored over and above the run in progress when the batsman was hit.**

6. Bowling

The ball shall be bowled underarm, left or right-handed only per over, not thrown or jerked, with both feet behind and within the extended returns of the bowling crease at point of delivery, otherwise the Umpire shall call “no ball”.

The bowling crease shall be at right angles to an imaginary line between the wickets, 900 mm (1 yard) in length, 9.15 metres (10 yards) from the batting wicket and have returns of 300 mm (1 foot) in length at right angles to the bowling crease (see diagram of pitch on Page 6).

In mixed matches the bowler must not commence their run-up from any point behind the wicket.

Guidance

The Umpires must watch each ball bowled for a “no ball” or “wide”. The bowler’s Umpire must see that the bowler delivers the ball with both feet behind and within the limits of the bowling crease, that the ball is not thrown or jerked and that the bowler does not bowl with one hand and then the other during the course of the same over.

7. Batsman’s Innings

- (a) The incoming batsman should pass the outgoing batsman on the field of play and in order to commence their innings, must touch the wicket or stake **which must happen within one minute from the fall of the previous wicket**
- (b) **The bowler’s Umpire shall call and signal “play” when a new batsman arrives at either wicket**
- (c) During their innings, both batsmen must remain within reach of their wicket or stake (“in their ground”) or they run the risk of being “run out” by the opposing team. Each time they move “out of their ground” i.e. while scoring or attempting to score a run, they must return to actively touch the wicket or stake with their bat or hand
- (d) The bowler’s Umpire must see that the batsman is ready to bat and not allow the bowler to hurry unreasonably between each delivery, giving the bowler a caution if necessary
- (e) A batsman may retire at any time with the consent of the opposing captain, when their innings shall be deemed completed
- (f) In the event of a batsman having to leave the field through injury or illness, the injured batsman’s innings may not be resumed until the fall of a wicket
- (g) Exhaustion is not considered an injury or illness
- (h) A player from the same team and of the same sex may act as a runner for an injured batsman, **provided the injury was incurred during the current match**, and will stand where directed by the Umpire (see diagram on Pages 12-13)
- (i) In mixed matches
 - (i) The batting order shall be male and female to open
 - (ii) When a batsman is out, they are replaced by a batsman of the same sex until there are no more players of that sex to bat, then the remaining batsmen can continue the innings.

Guidance

Each Umpire gives “run out” and “short run” decisions at their wicket. The Umpires must see that the batsmen are ready and not allow the bowler to hurry unreasonably between the balls bowled [see (d)].

An Umpire may only give a batsman out after an appeal of “how’s that” from the fielding side. If an Umpire is undecided, they may ask their colleague for an opinion.

8. The Over

- (a) The over shall consist of eight legitimate balls bowled to a wicket
- (b) At the commencement of each over, the Umpire shall call and signal “play” and the ball shall be deemed to be “live”
- (c) When eight legitimate balls have been bowled and the ball has finally settled in the bowler’s hands, the Umpire shall call and signal “over”. “No balls” and “wides” are not legitimate balls
- (d) Each over shall be bowled alternately to each wicket
- (e) Bowlers are not allowed to bowl consecutive overs
- (f) In mixed matches, a male or female shall bowl alternate overs
- (g) The bowler shall complete an over, unless incapacitated or suspended for unfair bowling, in that event the over should be completed by another team member (and in mixed matches, of the same sex).

Guidance

Both Umpires should keep a check of the number of balls bowled in each over [see (a)].

When eight legitimate balls have been bowled the Bowler’s Umpire shall call “over”. A “no ball” or “wide” is not considered a legitimate ball [see (c)].

The ball must be in the hands of the bowler before “over” is called [see (c)].

9. Dead Ball

The ball shall be regarded as “dead” when:-

- (a) The Umpire has called and signalled “over”
- (b) The Umpire has signalled a “four” or “six” run boundary
- (c) A batsman is given “out”

In addition, the Umpire shall call “dead ball” should they decide to intervene during the course of play when:-

- (d) a player is injured
- (e) there is a deliberate deflection of the ball by the batsman (see Rule 12)
- (f) play is temporarily suspended for any other reason
- (g) play is re-commenced after “dead ball” has been called and signalled.

Guidance

Should a problem arise with unacceptable spectator behaviour, it is the duty of both Umpires to intervene. In the event of an unsuccessful appeal for restraint, at their discretion, play may be suspended forthwith (see (f)). At the end of the game, a full, written

report (agreed by both Umpires) should be submitted to the County/League /organising body within 7 days.

10. No Ball

The ball shall be bowled underarm, not thrown or jerked, with both feet behind and within the extended returns of the bowling crease; otherwise the Umpire shall signal and call “no ball”.

The Umpire shall call a “no ball” if the ball:-

- (a) Hits the ground before reaching the wicket
- (b) Reaches the wicket less than 600 mm (24 inches) above the ground
- (c) Would have reached the wicket below 600 mm (24 inches) had the batsman not struck it

A “no ball” shall also be called in the event of -

- (d) A wicket keeper infringement (see Rule 14)
- (e) Dangerous bowling. Dangerous bowling is that which is likely to cause injury to the batsman. The Umpire should take into account the batsman’s stance at the wicket, and their age and ability.

When a “no ball” is delivered, the Umpire shall call and signal “no ball” and one run shall be added to the score. The ball shall be recorded as a “no ball” and an extra ball bowled.

Should the batsman hit a “no ball”, any resulting runs shall be credited to their score. Any other runs completed as a result of the “no ball” shall be recorded as “no balls”.

A batsman cannot be out “caught”, “bowled” or “body before wicket” from a “no ball”, but may be “run out”.

Guidance

Having first warned the bowler, the Umpires may suspend a bowler for persistent dangerous bowling [see (e)].

11. Wide Ball

- (a) If the bowler shall bowl the ball so high or so wide of the wicket and batsman that, in the opinion of the Umpire it is not a legitimate delivery, and has not been hit by the bat or the hand holding the bat, the Umpire shall call and signal “wide ball” as soon as it passes the wicket
- (b) One run shall be added to the score and recorded as a “wide” and an extra ball shall be bowled

- (c) Any runs completed as a result of a “wide ball” shall be recorded as “wides”
- (d) If the striking batsman hits the ball, it ceases to be a “wide”.

12. Bye

If the bowler bowls a fair delivery, which is not struck by the bat or hand holding the bat and runs are obtained, these shall be recorded as “byes” and signalled by the Umpire accordingly.

In the event of a deliberate deflection of the ball, other than by the bat or hand holding the bat, the Umpire shall call “dead ball” and no runs shall be recorded.

13. The Batsman is Out

(a) Bowled

The striking batsman is out “bowled” if the wicket is hit by the ball when the bowler has bowled a legitimate delivery, even if the ball has first touched the bat or hand holding the bat or has been deflected onto the wicket by any part of the batsman’s person

(b) Body before wicket

The striking batsman, having hit the ball or not, is also out “body before wicket” if, in the opinion of the Umpire, the ball bowled would have hit the wicket had it not been prevented from doing so by any part of the batsman’s person, other than the hand holding the bat.

(c) Caught

The striking batsman is out “caught” if the ball, from a stroke off the bat or hand holding the bat, is held in the hand or hands of a member of the fielding team providing that:

- i (i) The ball has not touched the ground
- ii (ii) The catcher is inside the boundary when the catch is taken and completed, and remains wholly within the bounds of play
- (iii) The ball has not lodged in the clothing of the catcher **at any time**.

The Umpires, batsmen, fielders and wickets are all deemed part of the field of play. In the event that a striking batsman hits a fair ball which is then deflected off an Umpire, either batsman, a wicket or fielder(s), resulting in a fielder taking a catch (in accordance with provisos (i – iii) above), on appeal, the Umpire shall give the batsman “out”.

Unless the batsmen have crossed before the catch is completed, the non-striker shall return to the wicket where the bowler's Umpire is standing, and the new batsman will go to the striker's wicket.

(d) Run Out

A batsman shall be deemed "run out":-

- (i) If in running, or preparing to run, or standing "out of their ground" whilst the ball is in play, the batsman has not touched the wicket or stake with the bat or hand before the wicket is touched by the ball, thrown or placed, by a member of the fielding team
- (ii) If the batsmen have crossed, the batsman who is nearest the wicket that has been struck is "out"
- (iii) A batsman shall be considered "out of their ground" and may be given "run out" unless, with bat in hand, the wicket or stake supporting the wicket can be touched
- (iv) If a striking "injured" batsman attempts to run and is "run out", they will be ruled "out" even though the runner has made "their ground"
- (v) When the bowler is preparing to deliver the ball, should the batsman at the bowler's end be "out of their ground", the bowler may attempt to run the batsman out after one warning has been given. This warning must be clearly seen and heard by the Umpire. If, after the first warning, another attempt results in the batsman being given "out", the ball shall not be counted as a delivery. In the event that the attempt fails and runs result, these runs shall be scored as "byes" and the ball not counted as a delivery
- (vi) If a batsman is standing "out of their ground", they cannot be "run out" unless the ball has first been touched by a fielder before it hits the wicket
- (vii) Either batsman can be given "out" by an Umpire, if in their opinion, there has been a deliberate attempt to obstruct a member of the fielding side which has prevented a "run out" being made
- (viii) A batsman is "not out", if in the opinion of the Umpire, they are prevented from touching the wicket or stake by a member of the fielding side.

(e) Hitting the Ball Twice

The striker is out if the ball is hit twice, unless this is done accidentally.

(f) Timed Out

If following the fall of a wicket, the incoming batsman has not arrived at the wicket within one minute of the outgoing batsman having been given out, then on appeal by the fielding side the incoming batsman shall be out "Timed Out".

Guidance

The Umpires must watch in the case of a catch or “run out” whether the batsmen have crossed [see (d) (ii)].

In W. W. Grantham’s book published in 1931 called “Stoolball and How to Play it”, he wrote the following –

The striker is out caught “if the ball from a stroke of the bat or hand, but not of the wrist, be held before it touch[es] the ground” (see (c) (i)).

Therefore, a batsman will be given “out” in the following situations -

- 1. When a batsman hits the ball straight back at the bowler and the ball hits the bowler’s body before being held in their hands*
- 2. During the completion of a catch by a fielder, the ball touches their body or clothing*
- 3. When a ball is hit by a batsman and it ricochets off the wicket or either Umpire, and does not hit the ground before being held by a fielder.*

A batsman is “not out” if they are merely taking evasive action to avoid a returning ball to the wicket and not attempting or completing a run.

In (d) (i), “The batsman is out” - a member of the fielding side can “run out” a batsman by throwing or placing the ball on the wicket. When the ball is placed on the wicket, it does NOT have to be dropped afterwards.

If a batsman would have made their ground but for the obstruction of one or more members of the fielding side, the Umpire’s decision shall be “not out” [see (d) (viii)].

When a batsman is injured, their delegated runner shall stand 2-3 metres to the side of the wicket in a position that does not interfere with play (see diagram on Pages 12-13 setting out basic fielding positions) – [see (d) (iv)].

If, during an attempt to score a run, one of the batsmen does not leave their wicket and remains “in their ground”, it is the other batsman who can be “run out” at the wicket they have run from.

14. Wicket Keeper

The wicket keeper shall remain wholly behind the wicket until the ball is delivered by the bowler and:

- (a) Touches the bat or person of the striking batsman
- (b) Passes or strikes the wicket or support
- (c) The striking batsman attempts to run.

If, in the opinion of the Umpire, the wicket keeper has not remained wholly behind the wicket, a “no ball” shall be called and signalled.

15. Substitute

A substitute will be allowed, with the permission of the Umpires, and the opposing team’s Captain duly notified, if a player is injured or taken ill during a match. A substitute may not bowl or bat.

16. Lost Ball

In the unlikely event of a ball being lost whilst in the field of play, any member of the fielding side shall call “lost ball” to the Umpire and 3 runs shall be awarded. The batsmen shall change ends, so that the striking batsman is at the non-striking end.

17. Misconduct

An Umpire may instruct a player to leave the field of play for persistent use of abusive language or unsporting behaviour, and that player may take no further part in the game (see “The Spirit of Stoolball”).

18. Obstructions on the Field of Play

Under no circumstances shall any impediment or obstruction (i.e. water bottles or mobile phones) be placed anywhere within the field of play whilst a game is in progress. Any items required for medical reasons must be held by one of the umpires. If drinks are required during an innings these must only be brought on to the field of play between overs and must be removed to a point outside of the boundary before play recommences.

APPENDIX 1

HEALTH AND SAFETY ISSUES

It is the responsibility of everyone, whether at work or at play, to ensure that the environment in which the activity is taking place is safe and secure in every respect. In a Stoolball situation, whilst the responsibility still remains with everyone, the embodiment for taking action rests with the **Home team to ensure that the area of play is as far as possible free from hazards** and with Umpires to ensure that all equipment, e.g. wickets, boundary ropes and flags are safe in all respects. Additionally, it will be their responsibility to ensure that, should weather conditions change e.g. thunder and lightning, heavy rain, bad light etc., it is safe for play to continue.

The interpretation of this guideline really comes down to common sense but Umpires, in particular, should be aware that in the case of a Civil Liability case, their decision may well be called into question. In summary, it is undoubtedly better to be safe than sorry.

SAFETY POLICY

BATS – the bats are made of wood and it is important that the bat surface and sides are kept smooth and free from splinters.

WICKETS – where the wickets are made of wood, the wicket edges should be kept free from splinters and the base of the wicket must be securely fixed in the ground. If the wickets become loosened during the course of a match, play must be suspended by the Umpires while appropriate repairs are made.

BALLS – the ball must be kept clean and white, whenever possible. The stitching should be uniform and unfrayed.

FOOTWEAR – in accordance with Rule 4 (d), no studs or spikes may be worn, and the only form of assisted grip should be the moulded sole of the footwear.

The diagram showing basic fielding positions and the position of the “runner for injured batsman”.

Fielding Positions (and batsmen)

1. Bowler
2. Batsmen
3. Wicket keeper
4. Mid wicket (leg side)
5. Slip (leg side)
6. Slip (off side)
7. Mid wicket (off side)
8. Deep mid wicket (off side)
9. Square of the wicket (off side)
10. Deep long on
11. Deep square leg
12. Deep mid wicket (leg side)
13. Runner for injured batsman

APPENDIX 2

Umpires Signals

To Start Game	Arm raised, palm to scorers.
No Ball	Arm raised sideways at shoulder height and call "no ball".
Wide	Both arms outstretched sideways and call "wide".
Bye	One arm raised vertically above head.
Four Byes	One arm raised vertically above the head with the other arm crossing the body from side to side at shoulder height.
Four Runs	One arm only, crossing body from side to side at shoulder height.
Six Runs	Both arms raised vertically above the head.
Short Run	Bend one arm upwards and touch the nearest shoulder with the tips of the fingers and call "short run".
Player Out	Index finger raised head height in front of face .
Not Out	Call "not out".
Over	Call "over" and point to centre of bowling crease.
Lost Ball	Arm swinging in circle.
Dead Ball	Both arms crossing and uncrossing in a downward position
Reverse Bat	Hold hands in front of face back towards scorers and tap back of one hand with the other

APPENDIX 3

Notes for Scorers

N.B. Where “Umpire” is mentioned below, this refers to the bowler’s Umpire alone.

Before the start of play, the Scorers will acknowledge the Umpire’s raised arm and signal that they are ready.

Scorers must clearly acknowledge all signals given by the Umpires.

When the Umpire calls and signals a “no ball”, one run shall be added to the score and recorded as a “no ball” and an extra ball bowled. Should the batsman hit a “no ball”, any additional runs shall be credited to their score. Any other runs completed as a result of the “no ball” shall be recorded as additional “no balls”.

When the Umpire calls and signals “wide ball”, one run shall be added to the score and recorded as a “wide” and an extra ball bowled. Any runs completed as a result of a “wide ball” will be recorded as additional “wides”.

If the bowler bowls a legitimate delivery which is not struck by the bat or hand holding the bat and runs are obtained, these shall be recorded as “byes”.

“Fours” and “Sixes” will be recorded accordingly.

In the event of over-throws when the ball crosses the boundary, the score will be the total runs completed, plus four runs. The Umpire will confirm the total number of runs scored [see Rule 5 (i)]

If “lost ball” is called, the striker or “extras” shall be allowed 3 runs.

In the event of a batsman being “run out”, the uncompleted run shall not be scored.

Any runs resulting from an attempt to “run out” a batsman who is considered “out of their ground” shall be recorded as “byes”.

Scorers must agree the score at the end of each over and on completion of each innings **and these details must be promptly and correctly displayed.**