

MCC Law Changes 2017 Code

Guidance for Scorers



A new code of the MCC Laws of Cricket (**2017 Code**) takes effect in all forms of cricket from **1st October 2017**. Before scoring again after this date, scorers are advised to familiarise themselves with **all** the Law changes and check that any scoring software being used has been updated to reflect the amended Laws.

This document is intended as a quick reference guide to the Law changes that have a direct impact on scorers.

- There are still 42 MCC Laws of Cricket.
- Two Laws have been removed - Handled the Ball (33) and Lost Ball (20).
- One Law (2) has been split into two new separate Laws (24 - Fielders' absence; Substitutes and 25 - Batsman's innings; Runners)
- One new Law has been added (42 - Players' Conduct).
- The sequence of Laws has changed resulting in many Laws changing reference number.

Summary of Law changes that affect scorers:

- The **Lost Ball** Law has been removed. It is now up to the **umpire** to call and signal **Dead Ball** when the ball is thought to be irretrievable. All runs completed (including the run in progress if crossed) up to the call and signal of Dead Ball will count.
- The separate dismissal of **Handled The Ball** no longer exists. If a batsman is given out for any event in which they handle the ball, it is to be recorded as **Obstructing The Field**.
- Under new Law 42 (Player's Conduct) a player may be suspended for a number of overs or for the remainder of the match. There are two new signals to indicate the type of suspension. See **appendix A** for details on how to score this event.
- If runs are scored from a **No Ball** delivery, they are to be **recorded in the manner in which they were achieved (Runs, Byes or Leg Byes)**. Only the one penalty run for the No Ball will be recorded as No Ball extras. See **appendix B** on how to record runs from a No Ball.
- A Wide is now deemed to have occurred when the bowler is in his/her delivery stride, which could be at the same time as a Hit Wicket dismissal occurs. If both events occur on the same delivery to the team batting last when the scores are level, the wide will be deemed to have occurred first and will be taken as the winning run. The Hit Wicket dismissal should not be recorded as it happened after the match had concluded.
- All runs scored are to be disallowed if a runner leaves his/her crease early, in the same manner as disallowed leg byes. The umpire will call and signal Dead Ball at the end of the first run and return players to their original ends.

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Appendix A – How to record the suspension of a player.

Under Law 42 (Player's Conduct) a player may be suspended for a number of overs or for the remainder of the match. The umpire will first signal 5 penalty runs to the relevant side.

Record these in the normal manner for penalty runs to either the fielding or batting side.

There are two new signals to denote the suspension type, one of which should follow the penalty run signal:-

Player suspended for a number of overs:

Umpire will raise and lower one arm in a vertical manner followed by holding up both hands at shoulder height, palms facing outwards with fingers spread out. Acknowledge both parts of the signal separately.

Player suspended for the rest of the match:

Umpire will raise and lower one arm in a vertical manner followed by a raised index finger held at shoulder height to the side of the body. Acknowledge both parts of the signal separately.

If a player is suspended for a number of overs:

- In a non-limited overs match it will be for 10 overs.
- In a limited overs match it will be for 1/5 of the number of overs allocated to the current innings at its commencement.
- If 1/5 of the overs is not a whole number, always round **up** the number of overs.
Example in a 50 match that is reduced to 42 overs per innings before the start of play, 42 divided by 5 gives 8.4, so the player would be suspended for 9 overs.
- Any incomplete suspension is carried over to subsequent innings of the match, including part overs.

Initial entry for either type of suspension:

In the notes section record when the suspension occurred (e.g. over 6.4), who is suspended and how many overs the suspension is for.

If the player suspended is a batsman:-

- If the suspension is for the rest of the match, record a wicket with dismissal type Retired Out.
- If the suspension is for a number of overs, record the occurrence as Retired – Not Out, e.g. draw a single pencil line across the batsman's runs section to note where the innings was interrupted and split the next Fall Of Wickets box with a vertical line. Record the retirement in the left hand part of the split box, leaving the right hand side for the next wicket to fall.
- A batsman who has been suspended for a number of overs may return to bat at any fall of wicket (but **not** the retirement/suspension of another batsman) after the suspension has been served. If no-one is available to bat during a suspension, the batting side's innings will be deemed to be complete.

If the player suspended is a fielder:-

- If the suspended player was bowling, the over must be completed by another fielder who did not bowl the previous over and will not bowl the next over.
- If the suspension is for a number of overs, mark the end of this bowler's spell with a thick vertical line down the right side of the current bowling box (in the colour of the replacement bowler if using colours), as if the bowler had just finished a normal bowling spell.
- If the suspension is for the rest of this match, mark the end of the spell as above and also draw a horizontal line through the remainder of this bowler's over boxes.
- When the suspension is over, the player is allowed to bowl immediately.
- If the suspended fielder has not yet batted, they will be allowed to bat after the suspension period has expired at the fall of any wicket unless the suspension is for the rest of the match. In this case, a wicket should be entered on the commencement of the new innings, recording the suspended player as Retired Out.
- No substitute will be allowed for a suspended bowler or fielder.

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Appendix B – How to record additional runs from a No Ball

These notes apply to the MCC Laws of Cricket, which state that the penalty for bowling a No Ball is one run. Please adjust the notes accordingly if your competition regulations state otherwise.

- Write 1 in the No Ball extras section for the one penalty run accrued from bowling a No Ball.
- Write a single one in the No Ball column at the right end of the bowler's line to indicate how many No Balls that bowler has bowled.
- Use a circle to indicate the No Ball.
- Look out for additional signals after the repeated No Ball signal. You may see Bye or Leg Bye and you may see a boundary 4 or 6 signalled. Acknowledge all signals separately.

Additional runs from a No Ball:

If you don't see a Bye or Leg Bye signal, it means that the striker hit the ball and should therefore be attributed with the additional runs.

- Put a numeral in the circle to represent the number of additional runs achieved.
- Draw the circle containing a numeral in the batting section, against the striker. Only include the figure inside the circle when adding up a batsman's runs. Include this entry when calculating how many balls a batsman has faced.
- Draw the circle containing a numeral in the bowling section. Include the figure inside the circle plus one for the circle when adding up the bowler's runs.
- Circle one number in the tally and cross off all additional runs achieved with a horizontal line.

Additional extras from a No Ball:

If you **do** see a Bye or Leg Bye signal, the additional runs should be recorded as the corresponding extras (Byes or Leg Byes).

- Write the number of additional runs in the corresponding (Byes or Leg Byes) section of extras.
- Put your preferred Bye or Leg Bye symbol (triangle or B/L) in the circle.
- Draw the circle containing the Bye or Leg Bye symbol in the batting section against the striker. Do not include any runs when adding up the batsman's total. Include this entry when calculating how many balls a batsman has faced.
- Draw the circle containing the Bye or Leg Bye symbol in the bowling section. Only include one run for the circle when adding up the bowler's runs.
- Circle one number in the tally and cross off all additional runs achieved with the corresponding extras symbols (triangles or B/L).

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Examples of how to record a No Ball

Symbol(s)	Situation	Signal(s)	Runs attributed to
○	No Ball No additional runs scored	No Ball	1 run in No Ball extras No runs credited to striker 1 run debited to bowler
△ ▽ L B	No Ball Striker does not hit the ball and the batsmen run	No Ball followed by Bye or Leg Bye	1 run in No Ball extras Additional runs in Bye or Leg Bye extras No runs credited to striker 1 run debited to bowler
① ② ③ etc.	No Ball Striker hits the ball and the batsmen run	No Ball	1 run in No Ball extras Additional runs credited to striker All runs debited to bowler
Scenarios 2 and 3 above may also be followed by a boundary signal			