

LAWS OF CRICKET

AS REVISED BY THE MARYLEBONE CLUB.

1. The *Ball* must not weigh less than five ounces and a half, nor more than five ounces and three-quarters. It must measure not less than nine inches, nor more than nine inches and one quarter in circumference. At the beginning of each innings, either party may call for a new ball.
2. The *Bat* must not exceed four inches and one quarter in the widest part. It must not be more than thirty-eight inches in length.
3. The *Stumps* must be three in number and must be twenty-seven inches out of the ground; the bails eight inches in length; the stumps of sufficient thickness to prevent the ball from passing through.
4. The *Bowling Crease* must be in a line with the stumps, six feet eight inches in length; the stumps in the centre; with a return crease at each end towards the bowler at right angles.
5. The *Popping Crease* must be four feet from the wicket, and parallel to it; not shorter than the bowling crease.
6. The *Wickets* must be pitched opposite to each other by the Umpires at the distance of twenty-two yards.
7. It shall not be lawful for either party during a match, without the consent of the other, to alter the ground by rolling, watering, covering, mowing, or beating. This rule is not meant to prevent the striker from beating the ground with his bat near where he stands during the innings, nor to prevent the bowler from filling up holes with saw-dust, &c., when the ground shall be wet.
8. After rain the wickets may be changed with the consent of both parties.
9. The *Bowler* shall deliver the ball with one foot behind the bowling-crease; and within the return-crease: and shall bowl four balls before he change wickets, which he shall be permitted to do but once in the same innings.
10. The ball shall be bowled. If it be thrown or jerked, or if any part of the hand or arm be above the elbow at the time of delivery, the Umpire shall call "No ball."
11. He may order the striker at his wicket to stand on which side of it he pleases.
12. If the bowler toss the ball over the striker's head, or bowl it so wide that it shall be out of distance to be played at, the Umpire (even although he attempt to hit it) shall adjudge one run to the parties receiving the innings, either with or without an appeal from them; which shall be put down to the score of wide balls; and such ball shall be reckoned as any of the four balls.
13. When the umpire shall have called "Wide ball," one run only shall be reckoned, and the ball shall be considered dead.
14. If the bowler bowl a "no ball," the striker may play at it, and be allowed all the runs he can get; and shall not be put out, except by running out. In the event of no run being obtained by any other means, then one run shall be scored.
15. At the beginning of each innings the umpire shall call "Play;" from that time to the end of each innings, no trial ball shall be allowed to any bowler.
16. The *Striker is out* if either of the bails be bowled off, or the stump bowled out of the ground.
17. Or if the ball from a stroke of the bat, or hand, but not wrist, be held before it touch the ground, although it be hugged to the body of the catcher.
18. Or if in striking, or at any other time while the ball shall be in play, both his feet be over the popping-crease, and his wicket put down, except his bat be grounded within it.
19. Or if in striking the ball he hit down his wicket.
20. Or if, under pretence of running or otherwise, either of the strikers prevent a ball from being caught the striker of the ball is out.
21. Or if the ball be struck, and he wilfully strike it again.
22. Or if, in running, the wicket be struck down by a throw, or by the hand or arm (with ball in hand) before his foot, hand, or bat be grounded over the popping-crease. But if the ball be off, the stump must be struck out of the ground.
23. Or if any part of the striker's dress knock down the wicket.
24. Or if the striker touch, or take up the ball while in play, unless at the request of the other party.
25. Or if with any part of his person he stop the ball, which, in the opinion of the Umpire at the bowler's wicket, shall have been delivered in a straight line to the striker's wicket, and would have hit it.
26. If the player have crossed the other, he that runs for the wicket which is put down is out.
27. When a ball shall be caught, no run shall be reckoned.
28. When a striker shall be run out, the run which they were attempting shall not be reckoned.
29. If a lost ball shall be called, the striker shall be allowed six runs; but if more than six shall have been run before "Lost ball" shall have been called, then the striker shall have all which have been run.
30. When the ball has been in the bowler's or wicket-keeper's hands, it is considered as no longer in play; and the strikers need not keep within their ground till the Umpire has called "Play;" but if the player go out of his ground with an intent to run before the ball be delivered, the bowler may put him out.
31. If the striker be hurt, he may retire from his wicket, and return to it at any time in that innings.
32. If a striker be hurt, some other person may be allowed to stand out for him, but not to go in.
33. No substitute in the field shall be allowed to bowl, keep wicket, stand at the point, or middle wicket, or stop behind to a fast bowler, unless with the consent of the adverse party. The Umpires shall enforce this law.
34. If any person stop the ball with his hat, the ball shall be considered dead, and the opposite party shall add five runs to their score; if any be run, they shall have five in all.
35. If the ball be struck, the striker may guard his wicket with his bat or his body, but not with his hands.
36. The *Wicket Keeper* shall stand at a reasonable distance behind the wicket, and shall not move till the ball be out of the bowler's hand, and shall not by any noise incommode the striker; and if any part of his person be over or before the wicket although the ball hit it, the striker shall not be out.
37. The *Umpires* are sole judges of fair and unfair play; and all disputes

shall be determined by them, each at his own wicket; but in case of a catch, which the Umpire from the wicket bowled from cannot see sufficiently to decide upon, he may apply to the other Umpire, whose opinion is conclusive.

38. The Umpires in all matches shall pitch their wickets, and the parties shall toss for the choice of innings.

39. They shall allow two minutes for each man to come in, and fifteen minutes between each innings. When the Umpires shall call "Play," the party refusing to play shall loose the match.

40. They are not to order a player out, unless appealed to by the adversaries.

41. But if the bowler's foot be not behind the bowling-crease, within the return-crease, when he shall deliver the ball, they must, unasked, call "No Ball."

42. If the striker run a short run, the Umpire must call "One short."

43. No Umpire shall be allowed to bet.

44. The Umpires are not to be changed during the match, but by the consent of both parties.

45. After the delivery of four balls, the Umpire must call "Over," but not until the ball shall be finally settled in the wicket-keeper's or bowler's hand, the ball shall then be considered dead; nevertheless, if an idea be entertained that a striker is out, a question may be put previously to, but not after the delivery of, the next ball.

46. The Umpire must take especial care to call "No ball," instantly upon delivery;—"Wide ball," as soon as ever it shall pass the striker.

47. The players who go in second shall follow their innings, if they shall have obtained one hundred runs less than their antagonists.

48. When one of the strikers shall have been put out, the use of the bat shall not be allowed to any person, until the next striker shall come in.

LAWS FOR SINGLE WICKET.

1. When there shall be less than five players on a side, bounds shall be placed twenty-two yards each in a line from the off and leg stump.

2. The ball must be hit before the bounds to entitle the striker to a run; which run cannot be obtained unless he touch the bowling stump, or crease in a line with his bat or some part of his person, or go beyond them; returning to the popping crease as at double wicket, according to the 22d law.

3. When the striker shall hit the ball one of his feet must be on the ground and behind the popping crease, otherwise the umpire shall call "No Hit."

4. When there shall be less than five players on a side neither byes nor overthrows shall be allowed; nor shall the striker be caught out behind wicket, nor stumped out.

5. The fieldsman must return the ball so that it shall cross the play between the wicket and the bowling stump, or between the bowling stump and the bound; the striker may run till the ball be so returned.

6. After the striker shall have made one run, if he start again he must touch the bowling stump and turn before the ball shall cross the play to entitle him to another.

7. The striker shall be entitled to three runs for lost ball and the same number for ball stopped with bat; with reference to the 29th and 34th law of double wicket.

8. When there shall be more than four players on a side there shall be no bounds. All hits, byes, and overthrows, shall then be allowed.

9. The bowler is subject to the same laws as at double wicket.

10. Not more than one minute shall be allowed between each ball.

BETS.

No bet upon any match is payable unless it be played out or given up.

If the runs of one player be laid against those of another, the bets depend on the first innings, unless otherwise specified.

If the bet be made upon both innings, the runs in the first innings, and one party beat the other in the innings, the runs in the first innings shall determine the bet.

But if the other party go in a second time, then the bet must be determined by the number on the score.