



**The World Blind Cricket Council  
Core Document 2.  
Ratified October 2005  
Second Revision @ January 2007  
Updated May 2007**

## **THE WORLD BLIND CRICKET COUNCIL INTERNATIONAL PLAYING RULES**

**This document was Re-written and amended by:  
Tim Guttridge for the World Blind Cricket Council**

**In this document He, His, Him, Player, Batsman 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.**

### **QUOTE FROM THE MCC LAWS OF CRICKET 2003**

#### **The Spirit of Cricket**

**“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 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.**

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

### **RESPONSIBILITY OF CAPTAINS**

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

#### **1. Players' conduct**

**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 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.

The umpires are authorised to intervene in cases of:

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

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

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

Violence:

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

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.”

**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.

## **CONTENTS**

1. The Team And Players
2. Sight Classification
3. Identifying Classification On The Field Of Play
4. The Composition Of The Team
5. The Umpires
6. The Scorers
7. The Rules Of Play  
(One Day Internationals)
8. The Rules Of Play

**(Two Innings Match)**

- 9. The Substitutes And Runners**
- 10. The Over**
- 11. The Scoring**
- 12. The Catch**
- 13. Dismissals**
- 14. The No Ball**
- 15. The Wide Ball**
- 16. The Pitch**
- 17. The Bat**
- 18. The Ball**
- 19. The Wickets**
- 20. Protective Clothing**
- 21 The Batsman**
- 22 The Fielder**
- 23 The Bowling And The Bowler**
- 24. The Wicket Keeper**
- 25. Player Eligibility To Play For Another Nation**

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

**A match will be played between two teams of 11 player's, comprising:**

**A minimum of:**

**4 totally blind players (B1s)**

**3 partially blind players (B2s)**

**A maximum of:**

**4 partially sighted players (B3s)**

### **2. SIGHT CLASSIFICATION**

#### **B1 Players**

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

#### **B2 Players**

**From ability to recognise the shape of the hand up to a visual acuity of 2/60 or 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 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 wrist band to be 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 wrist band to be 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 wrist band to be 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 Team sheets must be handed to the umpires immediately before the toss. no later than thirty minutes before the start of play and must include the following information:**

**4.1.1 The team of 11 player's including their sight category.**

**4.1.2 A 12<sup>th</sup> man from each sight category.**

**4.1.3 A list of runners.**

**4.2 Batting order: In every cycle of three in a batting order, one player from each category is to be played.**

#### **5. THE UMPIRES**

**5.1 The organisers will arrange for umpires that are acceptable to the participating teams. A match will have to be officiated by two umpires. The umpires will have to be well versed with the Current MCC laws of cricket and also with the WBCC international playing rules.**

**5.2 Officiating umpires must audibly call the number of runs scored after each scoring shot or sundries scored. This is in conjunction with the visual signals they make to the scorers.**

#### **6. THE SCORERS**

**The organisers will arrange for the scorers for the match. However a representative of both the teams participating in the match will be required to assist the scorer to identify the players and help keep the score.**

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

**7.1 A limited over match will be of 40 overs a side with a duration of three hours per side (this time does not include drinks breaks or discussions with the match referee).**

**7.2 Both teams must bowl 40 overs, regardless of time. Penalty runs will be added for all overs that have been bowled outside the stipulated time at the rate of = 10 runs for every B1 over not bowled and 6 runs for every B2 or B3 overs not bowled to both innings.**

**7.3 For a match to be valid it shall have to be a minimum of 15 overs a side.**

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

**7.5 The comparative scores of both teams till 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 then the match shall be declared as a tie.**

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

**8.1 A match will be of three days duration.**

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

**8.3 In every twenty overs bowled at least 5 (25 per cent) overs must be bowled by B1 bowlers.**

**8.4 A team can enforce a follow on if the team batting second fails to score more than half the total of the team batting first.**

## **9. THE SUBSTITUTES AND RUNNERS**

**9.1 A B1 batsman shall have a runner and a B2 batsman has the option of a runner. However, a batsman who has opted for a runner cannot act as runner for another batsman.**

**9.2 A runner is allowed to be changed only if all the other players are out.**

**9.3 Any nominated runner can run for as many batsmen as the Captain chooses. "effective immediately"**

**9.4 When a batsman is at the striker's end his runner must not stand closer than ten feet measured from middle stump. Line markings shall be drawn to make an area which measures ten feet from the middle stump on both leg side and off side. This line is so marked to indicate that any runner for a batsman must stand beyond this line.**

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

**9.6 If a B1 fielder goes off the field, he can be substituted only by a B1 fielder.**

**9.7 A B2 fielder can be substituted by a B2 or a B1 fielder.**

**9.8 A B3 fielder can be substituted by a B1/B2 or a B3 fielder.**

**9.9 A fielder who goes off the field, on his return can bowl only after he has been on the field for the number of overs he had been off the field.**

## **10. THE OVER**

An over would consist of six legitimate balls, excluding wides and no balls.

## **11. THE SCORING**

All runs scored off the bat by a B1 batsman shall be doubled and will be credited to the batsman.

## **12. THE CATCH**

A “one bounce” catch by a B1 player will result in the batsman being given out.

## **13. DISMISSALS**

A batsman can be out in all the ways as laid down in the Current MCC laws of cricket. The batsman can be given out if he is bowled, caught, lbw, stumped, run out, hit wicket, handling the ball, double hitting, obstructing the field, timed out.

## **14. THE NO BALL**

14.1 The bowling has to be underarm. At the point of delivery the arm has to be below the shoulder. Failure of this will result in a no ball being called.

14.2 The ball has to bounce once on either side of the mid pitch line before it reaches the batting crease. Failure to do so will result in a no ball being called.

14.3 If while bowling the ball bounces inside or on the popping crease then it results in a no ball being called.

14.4 If a bowler crosses the popping crease with his front foot at the point of delivery, a no ball will be called.

14.5 If the bowler delivers with both hands then it will result in a no ball being called.

14.6 The bowler has to say “ready?” to the batsman when he is set to bowl. To which the batsman has to respond by calling out “yes”. At the point of delivery the bowler must say “play”. Failure to do so will result in a no ball being called. A no ball will also be called if the call of “play”, is in the opinion of the umpire, early or late.

14.7 The bowler may not call the wicket keeper again for direction once the batsman has responded that he is ready, any calling by either bowler or wicket keeper after will result in a no ball being called.

14.8 No fielder shall dive, or lie down unless in the opinion of the umpire they are making a genuine attempt to field the ball. Violation of this rule or

amendments to Law 41 (Current M.C.C laws of cricket) will result in a no ball being called.

**14.9** If in the opinion of the umpire the bowler is deliberately taking more time between his saying “ready” and the actual delivery, with the view to confuse the batsman, then the umpire can decide to call a no ball.

**14.10** If the delivery bowled by the bowler strikes a fielder before it has reached the batsman, then it will be called a no ball.

**14.11** The bowler must notify the umpire as to whether he is going to bowl over the wicket or round the wicket and whether he is going to bowl with his left hand or right hand. The umpire must inform the batsman of the same. Failure of the bowler to notify the umpire would result in a no ball being called.

**14.12** The umpire must inform the batsman if the bowler is bowling with or without a run up. In the case of a run up, the batsman should be informed of the length of the run up.

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

## **15. THE WIDE BALL**

**15.1** The Current MCC laws of cricket for a wide ball shall apply, that is: If the bowler bowls the ball so high over the wicket that, in the opinion of the umpire it passes out of reach of the striker, standing in a normal guard position, the umpire shall call and signal a wide ball as soon as it has passed the line of the striker’s wicket.

**15.2** Balls bowled outside the wide ball lines referred to in rule (16.3) shall be called a wide by the umpire.

**15.3** The umpire shall not adjudge a ball as being a wide if:

**15.3.1** The striker, by moving from his guard position, causes the ball to pass out of his reach.

**15.3.2** The striker moves and thus brings the ball within his reach.

## **16. THE PITCH**

**16.1** All International matches will be played on a surface mutually agreeable to the participating teams. Preference of the WBCC is always turf or synthetic grass surfaces.

**16.2** The middle of the pitch has to be clearly marked with a line across.

**16.3** Line markings shall be drawn to make an area which measures ten feet from the middle stump on both leg side and off side. This line is so marked to indicate that any runner for a batsman must stand beyond this line.

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

**16.5 Wide ball markings are made at both ends of the pitch on either side of the wickets at a distance of 3 feet from Centre Stump.**

**16.6 The boundary shall be a minimum of 45 yards to a maximum of 55 yards measured from the centre stump in a complete half circle from each respective wicket and should be joined by parallel lines. Sufficient boundary markings should be made to help identify the boundaries. The boundary markings shall be made using a rope of one-inch thickness, or a painted white line with witches hats.**

**16.7 An Inner circle of 20 yards be measured from the centre stump in a complete half circle from each respective wicket and should be joined by parallel lines. These markings should be a full or broken white line.**

### **17. THE BAT**

**The regular cricket bat to be used with standard specifications.**

### **18. THE BALL**

**The ball that is approved by the World Blind Cricket Council shall be used in all international matches.**

### **19. THE WICKETS**

**19.1 Each wicket shall consist of three wooden stumps or plastic, if the match is being played on an artificial surface. The colour of the stumps shall be fluorescent orange or yellow.**

**19.2 Bails will not be used in international blind cricket.**

### **20. PROTECTIVE CLOTHING**

**ge 27 referring to Playing Rules:**

**20.1 Whilst fielding all fielders are permitted to wear Helmet with Visor as protective clothing.**

**20.2 All runners are permitted to wear Batting Gloves, Helmet with Visor and Leg Guards as protection, even though the Batsman may not be wearing same.**

**20.3 The Batsman or Runner must wear any other protective clothing under their playing uniform.**

### **21 THE BATSMAN**

**21.1 A batsman while facing is required to stand on his feet with his bat held in his hand. He is free to keep the bat aloft or to place it on the ground while he bends over it.**



**21.2 The batsman is allowed to adapt his position once “play” is announced by the bowler.**

## **22 THE FIELDER**

**22.1 No fielder shall dive, or lie down unless in the opinion of the umpire they are making a genuine attempt to field the ball. Violation of this rule or amendments to Law 41 (Current MCC laws of cricket) will result in a no ball.**

**22.2 For the 1<sup>st</sup> 40% of overs of each innings a minimum of 6 fieldsmen together with the bowler and wicket keeper must field within the inner circle mentioned in rule 16g. After the expiration of the 1<sup>st</sup> 40 % of overs a maximum of 5 fielders may be permitted to field outside the inner circle.**

## **23 THE BOWLING AND THE BOWLER**

**23.1 40% of overs bowled in a one day 40 over game must be bowled by a B1 bowler.**

**23.2 No bowler shall bowl more than 1/5<sup>th</sup> or 20% or the total number of stipulated overs in the innings.**

**23.3 Where the total number of overs in an innings is not divisible by 5 then the maximum number of overs than can be bowled by a bowler shall be determined by dividing the total number of overs by 5 and adding one over to bowlers quota to make up the remainder overs. For example, if the total number of overs is 37, then two bowlers can bowl a maximum of 8 overs, while the others can bowl a maximum of 7 overs.**

**23.4 In the event of a bowler being unable to complete an over, another bowler will bowl the remaining balls. The incomplete over shall be counted as an over when it comes to counting the number of overs bowled by each of the bowlers who shared that particular over.**

## **24. THE WICKET KEEPER**

**As Current MCC laws of cricket.**

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

**25.1 All players must be a resident of the Country for Two Years and not played any International Cricket for any other Nation for the same period.**

**25.2 If any player wishes to change, for a second time their eligibility to play for another Nation, the current ICC rules would take Precedence over WBCC rule.**

**25.3 All Players must notify WBCC executive of their wish to make a change, the WBCC executive, will then notify all member countries.**