

ECB ACO Law 42 Guidance – Flow chart

You consider that the conduct of a player is unacceptable:

Immediately call a signal 'Dead Ball'

Unless this disadvantages the non-offending team, in which case wait until the ball is dead)

Collect the ball from the fielding team

Consult Colleague – Decide whether misconduct has occurred, if so at what level and decide upon sanctions.

Call 'Time'

Summon the player's captain.

In the case of the batting side the captains should be summoned on to the field.

Inform him that an **offence has taken place**, at what level and what the **sanction** will be.

Apply sanctions as over page.

Record what happened and **what actions were taken**.

As soon as it practicable call 'play' and resume.

Report to **offending team management** and **Governing Body** whatever level the offence.

Level 1 – No previous offence at any level

First & final warning to all members of that team for the rest of the match. Warn captain that any further L1 offence will result in 5 penalty runs.

Level 1 – Following any previous offence.

Award 5 penalty runs

Warn captain that any further L1 offence will result in 5 penalty runs

Lever 2

Award 5 penalty runs.

Warn captain that any further L1 offence will result in 5 penalty runs.

Level 3

Direct captain to remove the offending player immediately from the field in accordance with the following:

- Match where innings are not limited to a number of overs – 10 Overs.
- Match where innings are limited to a number of overs – 1/5 of allocated overs at the start of the innings (a part over count as a full over)
- No substitute allowed for a suspended fielder
- Suspended batsman may only result at the fall of a wicket
- If no batsman is available at the fall of the wicket during a suspension, innings is complete
- Any overs remaining from a suspension are carried forward to the next innings
- Any balls remaining in an over (either at the time of suspension or the end of an innings) do not count towards a suspension.

Warn captain that any further L1 offence will result in 5 penalty runs

Award 5 penalty runs

Signal Lever 3 Penalty to scorers.

Lever 4

Direct the captain to remove the offending player immediately for the remainder of the match.

- No substitute allowed for a fielder
- Warn captain that any further L1 offence will result in 5 penalty runs
- Award 5 penalty runs
- Signal Lever 4 Penalty to scorers

Level 1

- Wilfully mistreating any part of the cricket ground, equipment or implements used in the match
- Showing dissent at an umpire's decision by word or action
- Using language that, in the circumstances, is obscene, offensive or insulting
- Making an obscene gesture
- Appealing excessively
- Advancing towards an umpire in an aggressive manner when appealing
- Any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 1 offence.

Lever 2

- Showing serious dissent at an umpire's decision by word or action.
- Making inappropriate and deliberate physical contact with another players.
- Throwing the ball at a player umpire or other person in an inappropriate and dangerous manner
- Using language or gesture to another player, umpire, team official or spectator that, in the circumstances, is obscene or of a serious insulting nature.
- Any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Lever 2 offence

Lever 3

- Intimidating an umpire by language or gesture
- Threatening to assault a player or any other person except an umpire

Lever 4

- Threatening to assault an umpire
- Making inappropriate and deliberate physical contact with an umpire
- Physically assaulting a player or any other person
- Committing any other act of violence

LAWS OF CRICKET (2017 CODE 3RD EDITION- 2-22) – PENALTY RUNS

LAW	NO WARNING	ACTION
18.5	Either batter deliberately running short.	No runs to count + 5 Penalty runs + return batters to original ends + report*
24.4	Player returning without permission and coming into contact with the ball in play	Ball becomes dead +5 Penalty runs + ball not to count as one of the over + runs completed / run in progress if crossed to count + report*
27.4 / 28.6	Unfair movement by wicket-keeper / fielder	Ball becomes dead + 5 Penalty runs +report*
28.2	Fielding the ball illegally	Ball becomes dead + 5 Penalty runs + reports*
28.3	Ball in play hitting helmet not being worm	Ball becomes dead + if allowable 5 Penalty runs + if allowable runs completed / in progress if crossed to count (no report)
41.3	Match ball – changing its condition unfairly	Umpire consult + change ball if opposing captain wishes + 5 Penalty runs + report*
	Any repetition in match by team	Umpires consult + change ball if opposing captain wishes + 5 Penalty runs + if fielding offence suspend bowler who bowled pervious ball + report*
41.4	Deliberate attempt to distract striker preparing to receive or receiving a delivery	No dismissal + 5 Penalty runs + ball not to count as one of the over + report*
41.5	Deliberate distraction, deception or obstruction of batter after striker received delivery	No dismissal + 5 Penalty runs + runs completed / in progress to count + batter at wicket decide which of them to face next delivery + ball not to count as one of the over + report*
41.16	Batters stealing a run	5 Penalty runs + no runs count + return batters to original ends + report*
42	Lever 2, 3 or 4 offence.	Agree Leve of offence. Call Time + summon and inform captain + 5 Penalty runs (+ direct captain to remove offending player if necessary) + call play + report*

*Report to Executive and any Governing Body responsible for the match. N.B. 1 run penalty for a No ball or Wide always counts.

LAW	ONE WARNING	ACTION
26.4	Illegal practice on the field	Warn player^ + inform other umpire and both captains***
	Repetition by any player on the same team during the match	5 Penalty runs + report*
41.2	Unfair action not covered in law	Warn the captain***
	Repetition by any member of side	5 Penalty runs + report*
41.9	Time wasting by fielding side	Warn captain**
	Any repetition during that innings	a. If not during an over - 5 Penalty runs + report* b. If during an over – suspend bowler + report*
41.10	Batters wasting time	Warn batters^
	Repetition by any batters in that innings	5 Penalty runs + report*
41.12	Fielder causing avoidable damage to pitch	Warn captain**
	Any repetition during that innings	5 Penalty runs + report*
41.14	Batter causing avoidable damage to pitch	Warn the batter^
	Repetition by any batters in that innings	No runs to count + 5 penalty runs + return batters to original ends + report*
41.15	Striker in protected area	Warn the batter^
	Repetition by any batter in that innings	No runs to count + 5 penalty runs + return batters to original ends + report*
42.2	Level 1 offence	Agree offence. Call Time + summon and inform captain + first and final warnings + call play + report*
	Level 1 offence following any other offence by that team	Agree offence. Call Time + summon and inform captain + 5 Penalty runs + call play + report*

*Report to Executive and any Governing Body responsible for the match.

**Warning applies to whole innings ^Applies to whole side for the rest of that innings. Inform each incoming batter.

***Warning applies to whole team for rest of match.