

Laws of Cricket (2000 Code 2nd Edition-2003)

Penalty Runs



Law	No Warning	Action
2.6	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 + report*.
41.2	Fielding the ball illegally.	Ball becomes dead + 5 penalty runs + ball not to count as one of the over + report*.
41.3	Ball in play hitting helmet not being worn.	Ball becomes dead + 5 penalty runs (no report).
42.3	Match ball - changing its condition unfairly.	Umpires consult + change ball + 5 penalty runs + report*.
	Any repetition during that innings.	Consult + change ball + 5 penalty runs + suspend the bowler who bowled the previous ball + report*.
42.5	Deliberate distraction or obstruction of a batsman after striker received delivery.	No dismissal + 5 penalty runs + run in progress to count + batsmen at wicket shall decide which of them is to face next delivery + ball not to count as one of the over + report*.
42.16	Batsmen stealing a run.	5 penalty runs + report*.

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

N.B. 1 run penalty for a No ball or Wide ball always counts.

Law	One Warning**	Action
42.4	Deliberate attempt to distract striker preparing to receive or receiving a delivery.	Warn captain** + no dismissal + ball not to count as one of the over.
	Any repetition during that innings.	No dismissal + 5 penalty runs + ball not to count as one of the over + report*.
42.9	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*.
42.13	Fielder causing avoidable damage to pitch.	Warn captain**.
	Any repetition during that innings.	5 penalty runs + report*.
18.5	Deliberate short run - either batsman.	No runs to count - warn both batsmen†.
	Any repetition during that innings.	No runs to count + 5 penalty runs + report*.
42.10	Batsman wasting time.	Warn batsman†.
	Repetition by any batsman in that innings.	5 penalty runs + report*.
Law	Two Warnings**	Action
42.14	Batsman causing avoidable damage to pitch.	Warn the batsman† (first warning).
	Repetition by any batsman in that innings.	Warn the batsman† (final warning). + no runs to count.
	Repetition by any batsman in that innings.	No runs to count + 5 penalty runs + report*.

*Report to Executive and any Governing Body responsible for the match. ** Warning applies to whole innings.

†Applies to the whole side for the rest of that innings. Inform each incoming batsman.