

## NZCUSA Penalty Runs Cue Card



1 <sup>st</sup> offence in an innings		Action
17.5	Batsman illegal practice on field. <b>Team offence</b>	DEAD BALL. Inform, Advise, First & Final warning
18.5	Batsman DELIBERATE short run <b>Team offence</b>	When ball is Dead: Disallow all runs scored other than No balls or Wides Return batsmen to their original ends. Inform, Advise, First & Final warning
42.10	Batsman wasting time. <b>Team offence</b>	When ball is Dead: Inform, Advise, First & Final warning
42.14	Batsman damaging the pitch. <b>Team offence</b>	When ball is Dead: Inform, Advise, First & Final warning
42.16	Batsmen stealing a run. <b>Team offence</b>	DEAD BALL as soon as the batsmen have crossed: No runs scored. Return the batsmen to original ends. Inform, Advise, Award & Report
2.6	Absent fielder returning and contacting the ball	Ball automatically Dead. DEAD BALL. Not a ball of the over – Bowl it again. Award & Report
41.2	Player fielding the ball illegally	Ball automatically Dead. Inform, Advise, Award & Report
41.3	The ball making contact with helmet on ground	Ball automatically Dead. DEAD BALL. A report is not required. Award
42.3	Fielder unfairly changing the condition of ball	DEAD BALL. Consult. Replace the ball with one of comparative wear. Inform, Award & Report
42.4	Fielder DELIBERATE distraction of the striker whilst preparing to receive the ball	DEAD BALL. Neither batsman can be dismissed off that delivery. Not a ball of the over – Bowl it again. Inform, First & Final warning
42.5	Fielder DELIBERATELY distracting or obstructing a batsman after receiving the ball	DEAD BALL. All runs completed and in progress are scored. The batsmen to have the choice of who faces the next delivery. Batsmen cannot be dismissed off that ball Not a ball of the over – Bowl it again. Inform, Award & Report
42.9	Fielder wasting time	DEAD BALL. Inform, First & Final warning
42.13	Fielder causing avoidable damage to the pitch	When ball is Dead: Inform, First & Final warning
17.1	Fielder illegally practicing on the field	DEAD BALL. The offender/s not permitted to bowl for 1 hour or 30 minutes playing time. Inform
24.2	Bowler having illegal bowling action	NO BALL. When ball is Dead: Inform, First caution
42.6	Bowler fast short pitched or high full pitched balls	NO BALL. When ball is Dead: Inform, First caution
42.8	Bowler DELIBERATE a high full pitched delivery	NO BALL. When ball is Dead: Suspend the bowler for the balance of that innings. Inform & Report
42.12	Bowler running onto the Protected area.	When ball is Dead: DEAD BALL. Inform, First caution
42.15	Bowler attempting to run out the non-striker before entering his delivery stride	If successful, the batsman is Out. If unsuccessful attempt, DEAD BALL. Not a ball of the over. © 2013 NZC-NZCUSA

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42.14	Batsman damaging the pitch. <b>Team offence</b>	When ball is Dead: Disallow all runs; allow only bowling extras. Inform, Advise, Award & Report
42.4	Fielder DELIBERATE distraction of the striker whilst preparing to receive the ball	DEAD BALL. Neither batsman can be dismissed off that delivery. Not a ball of the over – Bowl it again. Inform, Award & Report
42.9	Fielder wasting time.	DEAD BALL. If during an over – Captain to suspend the bowler who bowled the last ball for the balance of that innings. If between overs – Inform & Report Award & Report
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**Inform:** Inform the other umpire, the offender/s the Fielding captain, the batsmen at the crease & ASAP the Batting captain of the offence.  
**Advise:** Advise each incoming batsman of the warnings given. **Award:** Award 5 Penalty Runs to the non-offending side.  
**Report:** ASAP report the matter to the offender's executive & the Governing body responsible for the match. © 2013 NZC-NZCUSA

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