



QUEENSLAND
CRICKET

Winter Laws of Cricket Course

Session 2 | Ball in Play, Delivery Calls and Valid Deliveries

Week 2 | Queensland Umpires | June 2026

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Laws Covered Today

Course 2 follows the flow of a delivery: over, live/dead ball, delivery calls, extras and keeper/unfair play links.

1. Law 17 - The over
2. Law 20 - Dead ball
3. Law 21 - No ball
4. Law 22 - Wide ball
5. Law 23 - Bye and Leg bye
6. Law 27 - The wicket-keeper
7. Law 41 - Unfair play selected links



SESSION OVERVIEW

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Why This Session Matters

These are the Laws that shape many of the live decisions umpires make in a match.

This session links together:

- whether the ball is live or dead
- whether the delivery is fair
- what is called and when
- when the call is delayed
- what happens next for score, over and players



RATIONALE

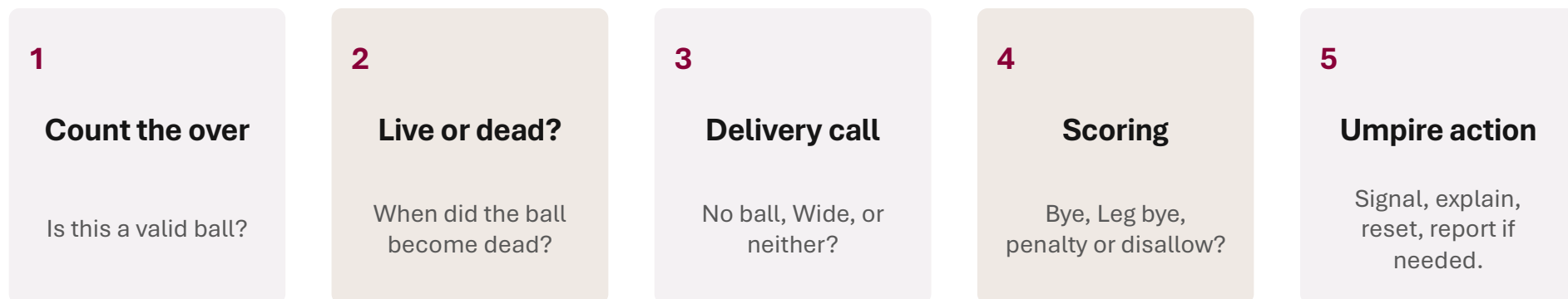


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The Delivery Decision Chain

Follow the play, then follow the consequences.



Keep this chain in mind for every scenario.

DECISION FLOW

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Pre-Quiz

Purpose

- Test instinctive decision-making.
- Identify confusion about delayed calls.
- Set up the scenarios later in the session.



INTERACTIVE PRE-QUIZ



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Law 17: The Over

Key focus: six valid balls, counting the over, miscounts and completing overs.

- When does an over start?
- What makes a ball valid?
- When must Over be called?
- What happens if the umpire miscounts?



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Law 17: The Over: Clause Summary

Summary of the key clauses.

- 17.1** An over is six valid balls, bowled alternately from each end.
- 17.2** An over starts when the bowler starts the run-up or action for the first delivery.
- 17.3** Only valid balls count; Dead ball, No ball, Wide and selected unfair play situations do not.
- 17.4** Call Over only when six valid balls are bowled and the ball is dead.
- 17.5** If the umpire miscounts, the over as counted by the umpire stands.
- 17.7-17.8** An over is completed unless the bowler is incapacitated or suspended.

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Law 17: The Over: 2026 Changes

The 2026 change is small, but helps remove uncertainty after a miscout.

What changed

- Law 17.5.2 wording is tightened.
- If six valid balls have been bowled but play continues, the umpire must call Over when the ball next becomes dead.
- This applies even if that later delivery is not a valid ball.

Umpire meaning

- Recognise the error early and stop at the next dead ball.
- Do not wait for another valid ball to complete the over.
- Explain the count calmly and involve scorers if needed.

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Law 17: The Over: Umpire Impact

Move from Law wording to match-day application.

- Track valid balls, not deliveries bowled.
- No ball and Wide do not count in the over.
- Some Dead Ball calls also mean the ball does not count.
- When a bowler is suspended or injured, another bowler completes the over from the same end.
- The replacement bowler cannot bowl parts of consecutive overs.

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Law 17: The Over: Scenario

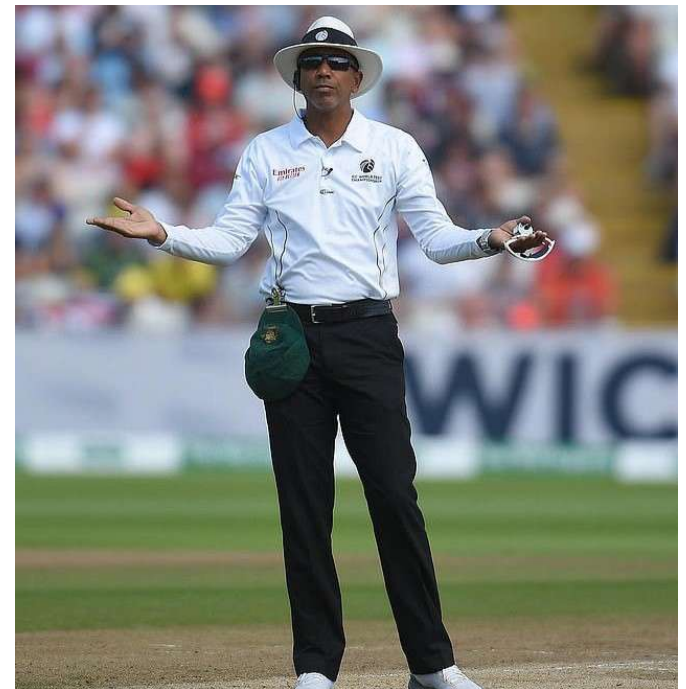
Scenario

The bowler's end umpire accidentally allows a seventh delivery after six valid balls have already been bowled.

The seventh delivery is called Wide and then the ball becomes dead.

Discuss

- When should Over be called?
- Does the Wide count as the sixth valid ball?
- What should be checked with the scorers?



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Law 17: The Over: Scenario Answer

Decision	Call Over when the ball becomes dead after the Wide.
Law Ref	Law 17.5.2 and Law 17.3.
Reason	The over already had six valid balls; the extra delivery does not need to be valid before Over is called.
Action	Confirm the score and ball count with the scorers before moving on.
Avoid	Do not continue looking for another valid ball.

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Law 17: The Over: Key Takeaways

1. Count valid balls, not total deliveries.
2. Call Over only when the ball is dead.
3. After a miscount beyond six valid balls, stop at the next Dead Ball.



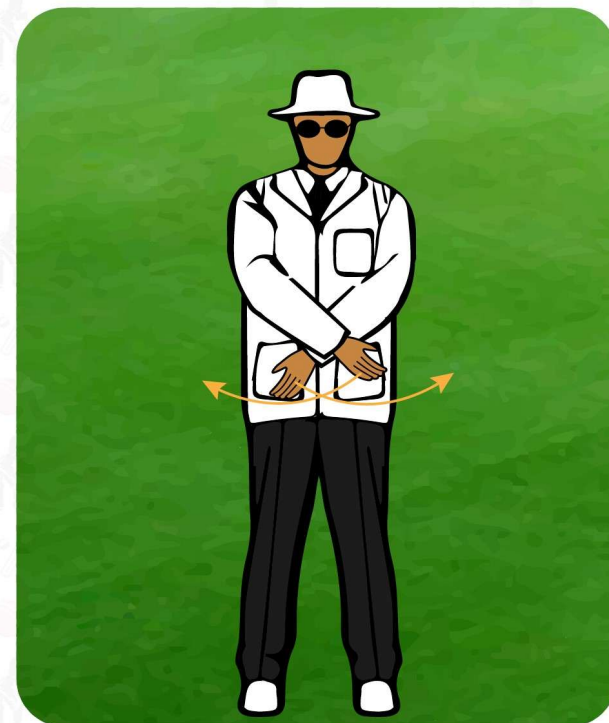
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Law 20: Dead Ball

Key focus: when the ball is dead, delayed calls and whether the ball counts in the over.

- When is the ball automatically dead?
- When must an umpire call Dead ball?
- When is the call delayed?
- Does the delivery count in the over?



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Law 20: Dead Ball: Clause Summary

Core clauses for quick match-day use.

- 20.1** The ball becomes dead when finally settled, a boundary is scored, a batter is dismissed, or other listed situations occur.
- 20.2** Whether the ball is finally settled is for the umpire alone to decide.
- 20.3** Call Over or Time only once the ball is Dead.
- 20.4** Either umpire must call and signal Dead Ball in specified situations.
- 20.5** The ball comes back into play when the bowler starts the run-up or action.
- 20.6-20.7** Dead Ball cannot be revoked; whether it counts depends on opportunity to play and specific exceptions.

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Law 20: Dead Ball: Clause Summary

Common Dead ball triggers to recognise quickly.

- 20.4.2.4** Striker's bails fall without player/equipment intervention before the striker can play the ball.
- 20.4.2.5** Striker not ready and does not attempt to play, with adequate reason.
- 20.4.2.6** Striker distracted while preparing to receive or receiving the delivery.
- 20.4.2.8-10** Bowler drops the ball, throws before delivery stride, or the ball is not delivered.
- 20.4.2.12** A person, animal or object within the field disadvantages either side.
- 20.4.2.13** Striker attempts to play while no part of bat or person remains within the pitch.

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Law 20: Dead Ball: 2026 Changes

2026 changes clarify “finally settled” and when delayed Dead ball applies.

What changed

- The ball may now be finally settled in ANY fielder’s hand, not only bowler or keeper.
- A stationary ball on the ground can also be finally settled.
- The bowler’s end umpire decides whether it is no longer in play.
- Delayed Dead Ball wording is clarified across several Laws.

Umpire meaning

- Use judgement: are both sides still treating the ball as live?
- Do not call too early if the non-offending side may be disadvantaged.
- If a Law says delay the call, the ball is dead at the point of the call.
- Once Dead ball is called, the ball cannot be made live again.

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Law 20: Dead Ball: Umpire Impact

Move from Law wording to match-day application.

- **Before calling Dead Ball...**
- ASK: has the incident occurred and will the call disadvantage the non-offending side?
- Decide whether the striker had the opportunity to play the ball.
- Connect Law 20 to Law 17: does this ball count in the over?
- Use a clear signal and explanation when players are uncertain.
- REMEMBER: once dead, the umpire cannot revive the ball.

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VIDEO 1 LINK:

<https://bit.ly/runoutSLvWI2026>



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Law 20: Dead Ball: Scenario

Scenario

A fielder collects the ball and holds it. One batter is still looking for a possible run, but the fielding side has stopped moving and the bowler's end umpire decides the ball is no longer in play.

Discuss

- Can the ball be finally settled in a fielder's hands?
- Who decides that it is no longer in play?
- What should the umpire communicate?

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Law 20: Dead Ball: Scenario Answer

Decision The ball may be treated as finally settled and therefore dead.

Law Ref Law 20.1.2 and Law 20.2.

Reason A ball can be finally settled in the hands of any fielder if the umpire determines it is no longer in play.

Action Use Dead Ball signal if needed to make the decision clear.

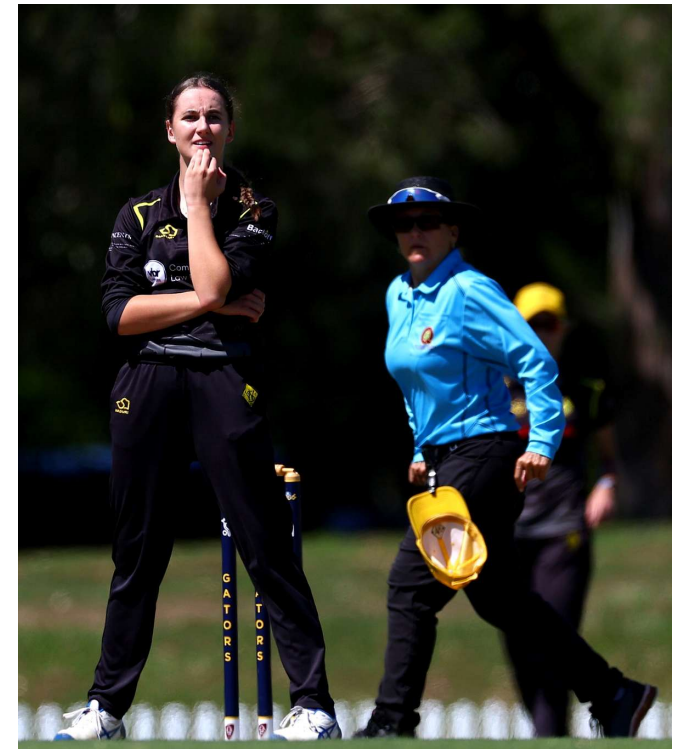
Avoid Do not assume it must be in the bowler's or wicket-keeper's hands.

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Law 20: Dead Ball: Key Takeaways

1. Dead Ball timing drives the rest of the decision.
2. “Finally settled” is now wider than bowler or wicket-keeper only.
3. Delayed calls protect the non-offending side.



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Law 21: No Ball

Key focus: unfair deliveries, foot faults, unusual deliveries and the consequences of a No ball call.

- What makes a delivery a No Ball?
- When is Dead ball also called?
- When is No Ball revoked?
- What dismissals remain possible?



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Law 21: No Ball: Clause Summary

Core clauses for judging the delivery.

- 21.1-21.3** Mode of delivery must be known; thrown or illegal underarm deliveries are No Ball with warning/suspension process.
- 21.5** Fair delivery depends on the bowler's feet landing legally in the delivery stride.
- 21.6** Bowler breaking the wicket during the delivery is No ball, unless non-striker is dismissed under 38.3.
- 21.7** More than 1 bounce, rolling ball or landing off the pitch is No Ball.
- 21.8-21.9** Ball coming to rest, requiring striker to leave pitch, or fielder intercepting the delivery can require No ball and Dead ball.
- 21.12-21.17** No ball overrides Wide, does not make the ball dead, does not count, and limits dismissals.

LAW SECTION 3 OF 7



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Law 21: No Ball: 2026 Changes

The 2026 changes are practical and affect several unusual delivery situations.

What changed

- **21.6:** No Ball for bowler breaking the wicket is not revoked if striker backs away due to distraction.
- **21.7:** wording changes from “pitching” to “landing”.
- **21.9:** fielder intercepting a delivery is now clearly No Ball and Dead Ball.
- If deliberate obstruction of striker is involved, Law 41.4 also applies.

Umpire meaning

- Know when Dead ball cancels a No Ball and when it does not.
- For 21.6, the distraction reason matters.
- For 21.9, protect the striker’s right to receive/play the ball.
- No ball still does not count in the over.

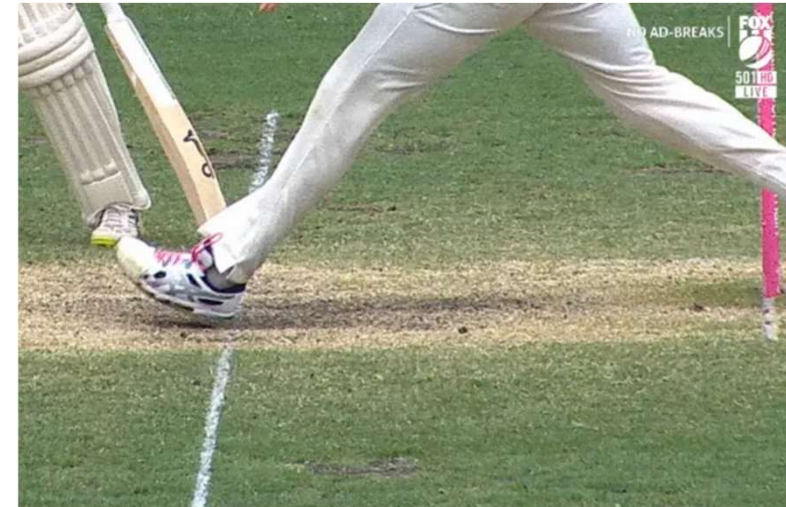
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Law 21: No Ball: Umpire Impact

Move from Law wording to match-day application.

- Call and signal No Ball clearly and at the correct moment.
- Remember No Ball does not automatically make the ball dead.
- If the Law also requires Dead Ball, call and signal both.
- If No ball and Wide both appear possible, No Ball overrides Wide.
- Know the limited dismissals possible after No Ball:
Hit the ball twice, Obstructing the field, Run out.



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Law 21: No Ball: Scenario

Scenario

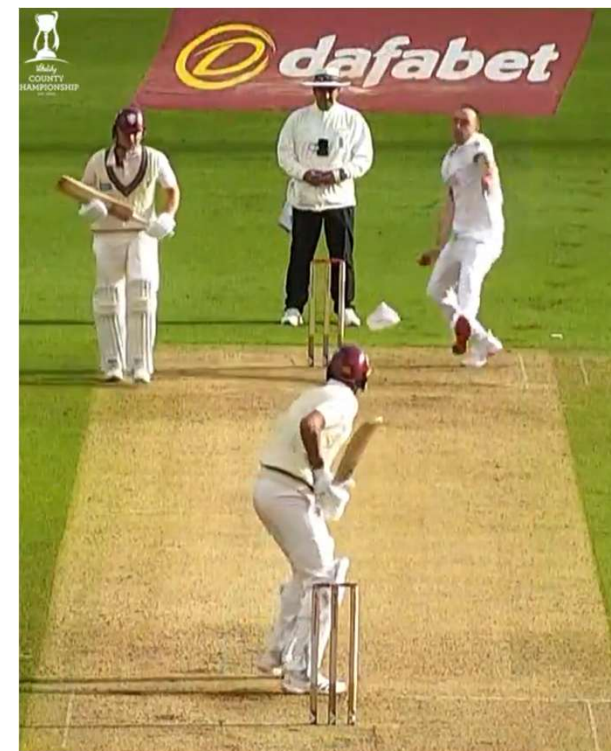
The bowler delivers the ball.

During the delivery stride, a towel falls from the bowler and breaks the wicket at the bowler's end.

The striker backs away because of the distraction.

Discuss

- Is No Ball called?
- Is the No Ball revoked because Dead Ball is called?
- What Law does this sit under?



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Law 21: No Ball: Scenario Answer

Decision Call and signal No Ball.

If the striker is distracted, Dead Ball may also apply, but this No Ball stands.

Law Ref Law 21.6 and Law 21.11.2.

Reason A No Ball under 21.6 is not revoked when Dead Ball is called under 20.4.2.6.

Action Explain the sequence to players and confirm the scorer has the correct signal.

Avoid Do not automatically revoke every No Ball after a Dead Ball call.

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Law 21: No Ball: Key Takeaways

1. No Ball overrides Wide and does not count in the over.
2. Some No Ball situations also require Dead Ball.
3. The 2026 wording makes unusual delivery situations clearer.



LAW SECTION 3 OF 7



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Law 22: Wide Ball

Key focus: judging a Wide, revised head-height wording and the relationship with No Ball.

- Where was the striker standing or moving?
- Could the striker hit it with a normal cricket stroke?
- Does the head-height rule apply?
- Has No Ball overridden the Wide?



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Law 22: Wide Ball: Clause Summary

Summary of the key clauses.

- 22.1** A delivery is Wide if it passes wide of where the striker is, or has stood, and also wide of normal batting position.
- 22.1.2** Not Wide if it is sufficiently within reach for a normal cricket stroke.
- 22.1.3** After landing, a ball passing over head height of the striker standing upright is Wide.
- 22.2** Call and signal Wide as soon as the ball passes the striker's wicket.
- 22.3-22.4** Wide can be revoked if the ball touches bat/person or if striker movement caused it.
- 22.5-22.9** Wide is not dead, earns one run, does not count, and only limited dismissals remain possible.



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Law 22: Wide Ball: 2026 Changes

The major change is where the bouncer delivery now sits.

What changed

- Former Law 21.10 moves into Law 22.1.3.
- A delivery that lands and passes over head height is now treated as Wide in Law.
- This aligns Law wording with much professional cricket practice.
- No Ball still overrides Wide.

Umpire meaning

- Decide No Ball first if both calls seem possible.
- For a landed delivery over head height, think Wide unless another Law (or playing condition) makes it No Ball.
- Be aware of competition playing conditions that may add stricter rules.
- Call and signal clearly once the ball passes the striker's wicket.

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Law 22: Wide Ball: Umpire Impact

- Judge against both where the striker is/has been and normal batting position.
- Movement by the striker can remove the Wide if it caused the ball to pass wide.
- Wide ball is not dead; play can continue.
- If No Ball is called, revoke Wide.
- Remember possible dismissals from a Wide:
 - Hit wicket, Obstructing the field, Run Out, Stumped.



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Law 22: Wide Ball: Scenario

Scenario

A ball lands on the pitch, rises sharply and passes over the striker's head while the striker is standing upright at the popping crease.

It is not called No Ball under any other Law.

Discuss

- Is this now Wide or No ball in Law?
- When should the signal be made?
- What if playing conditions say something different?



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Law 22: Wide Ball: Scenario Answer

Decision Call and signal Wide Ball.

Law Ref Law 22.1.3 and Law 22.2.

Reason A delivery that lands and then passes over head height is Wide under the 2026 wording.

Action Signal when the ball passes the striker's wicket and check for any competition Playing Condition.

Avoid Do not apply the old No Ball position unless the playing condition requires it.

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Law 22: Wide Ball: Key Takeaways

1. Wide is judged against reach, striker position and normal batting position.
2. Head height after landing now belongs in Law 22.
3. No Ball overrides Wide every time.



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Law 23: Bye and Leg Bye

Key focus: when runs are scored as byes or leg byes, and when leg byes must be disallowed.

- Did the ball touch bat or person?
- Did the striker attempt to play or avoid being hit?
- When is Dead Ball delayed?
- What runs must be disallowed?



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Law 23: Bye and Leg Bye: Clause Summary

Summary of the key clauses.

- 23.1** Byes apply when a delivery, not being Wide, passes the striker without touching bat or person.
- 23.2** Leg byes can be scored when the ball first strikes the striker's person and the striker attempted to play or avoid being hit.
- 23.2.2** If the conditions are met, completed runs or boundary allowance are scored as Leg byes unless credited to the striker.
- 23.3** If neither condition is met, Leg byes are not awarded.
- 23.3** The umpire delays Dead ball until boundary or completion of first run.
- 23.3** Then disallow runs, return batters, signal No ball if applicable and award any relevant 5-run penalty.



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Law 23: Bye and Leg Bye: 2026 Changes

The 2026 change is mostly a wording/process clarification for delayed Dead ball.

What changed

- Law 23.3 clarifies that the Dead Ball call is delayed.
- The delay lasts until the ball reaches the boundary or the first run is completed.
- The aim is not to disadvantage the fielding side.
- The action sequence is clearer.

Umpire meaning

- Do not call Dead Ball instantly when leg byes are not allowed.
- Let the fielding side complete a run-out chance or stop the boundary.
- Then disallow the batting runs and reset batters to original ends.
- Signal No Ball if applicable.

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Law 23: Bye and Leg Bye: Umpire Impact

Move from Law wording to match-day application.

- For leg byes, ask: attempt to play or attempt to avoid injury?
- If neither, wait before calling Dead Ball.
- After the delayed call, disallow batting runs and return not out batters.
- Do not remove any No Ball penalty if one applies.
- Explain the delay before players assume the ball should have been dead earlier.

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Law 23: Bye and Leg Bye: Scenario

Scenario

The ball hits the striker's pad.

The striker made no attempt to play and did not try to avoid being hit.

The batters run one while the fielding side has a chance to run out a batter.

Discuss

- Should the umpire call Dead ball immediately?
- Are Leg byes allowed?
- What happens after the first run is completed?



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Law 23: Bye and Leg Bye: Scenario Answer

- Decision** Delay Dead ball, then disallow the run and return batters to their original ends.
- Law ref** Law 23.2.1 and Law 23.3.
- Reason** Neither leg-bye condition was met, but the fielding side should not be disadvantaged by an immediate call.
- Action** After the first run is completed, call and signal Dead ball and reset play.
- Avoid** Do not award Leg byes simply because the ball hit the pad.

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Law 23: Bye and Leg Bye: Key Takeaways

1. Leg byes require an attempt to play or avoid being hit.
2. If not, delay the Dead ball call.
3. After the delay, disallow batting runs and reset correctly.

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Law 27: The Wicket-Keeper

Key focus: keeper equipment, position, movement and interference with the striker.

- When must the keeper be wholly behind the wicket?
- What movement is allowed before the ball reaches the striker?
- What happens if the keeper interferes?
- When is No ball or Dead ball required?



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Law 27: The Wicket-Keeper: Clause Summary

Summary of the key clauses.

- 27.1** Wicket-keeper is the only fielder permitted to wear gloves and external leg guards.
- 27.2** Keeper gloves must meet webbing requirements.
- 27.3** Keeper must be wholly behind the striker's wicket from the instant of delivery until the relevant release point.
- 27.4** Significant position changes before the ball reaches the striker are unfair, except listed movements.
 - 27.4.2** Unfair movement: Dead ball, 5 penalty runs to batting side, inform captains and report.
- 27.5** Interference with striker's right to play triggers Dead ball; wilful interference may also bring Law 41.4.

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Law 27: The Wicket-Keeper: 2026 Changes

The 2026 changes are small, but very relevant to striker's end umpire adjudication.

What changed

- 27.3.1 now starts from the instant of the bowler's delivery.
- Keeper is no longer penalised for being in front during the bowler's run-up.
- 27.4.1.1 simplifies the forward movement exception.
- 27.5 clarifies interference with a legal second strike.

Umpire meaning

- Focus on the moment of delivery, not the whole run-up.
- Striker's end umpire must be alert to keeper position and movement.
- Movement forward is allowed unless it brings the keeper within reach of the wicket.
- Interference with a legal second strike: Dead ball, not dismissed, ball counts.

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Law 27: The Wicket-Keeper: Umpire Impact

- At delivery, check the keeper is wholly behind the striker's wicket.
- Call and signal No ball if the keeper contravenes Law 27.3.
- For unfair movement, call and signal Dead ball and apply the penalty process.
- For interference, decide whether it is accidental, unfair or wilful.
- Use Law 41.4 if the keeper deliberately distracts or obstructs the striker.



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Law 27: The Wicket-Keeper: Scenario

Scenario

The wicket-keeper starts a few paces up before the bowler delivers, but at the instant of delivery is wholly behind the striker's wicket.

The keeper then moves laterally in response to the delivery.

Discuss

- Is this a No ball under Law 27.3?
- Is the lateral movement allowed?
- What should the striker's end umpire focus on?



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Law 27: The Wicket-Keeper: Scenario Answer

Decision No ball is not called if the keeper is wholly behind the wicket at the instant of delivery.

Law ref Law 27.3.1 and Law 27.4.1.2.

Reason The 2026 wording focuses the position requirement from the instant of delivery.

Action Continue to watch for movement that becomes unfair or interferes with the striker.

Avoid Do not judge keeper position from the start of the bowler's run-up.

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Law 27: The Wicket-Keeper: Key Takeaways

1. Keeper position is judged from the instant of delivery.
2. Unfair movement and interference require different responses.
3. Wilful interference may escalate to Law 41.4.



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Law 41: Unfair Play Selected Links

Key focus: unfair delivery links that affect No ball, Dead ball, penalties and bowler suspension.

- When is a delivery dangerous or unfair?
- When is No ball enough?
- When is a warning or suspension required?
- What must be reported?



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Law 41: Unfair Play: Clause Summary

- 41.2** Umpires are the sole judges of fair and unfair play.
- 41.4** Deliberate attempt by a fielder to distract or obstruct the striker is unfair.
- 41.6** Dangerous or repeated unfair short deliveries require No Ball, warning and possible suspension.
- 41.7** Non-landing deliveries above waist height are unfair; if dangerous, warning/suspension applies.
- 41.8** Deliberate front-foot No Ball leads to immediate suspension from bowling.
- 41.16-41.17** Stealing a run and penalty run sequences link back to Dead Ball and scorer communication.



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Law 41: Unfair Play: 2026 Changes

These changes matter because they connect directly to Law 20, 21 and 22 decisions.

What changed

- Short-pitched wording becomes “short deliveries”.
- Non-pitching wording becomes “non-landing”.
- Repeated balls over head height link to Law 22.1.3.
- Deliberate non-landing delivery and deliberate front-foot No ball now suspend the bowler for **the match** (not just the innings).

Umpire meaning

- Use the right Law label in explanations.
- Separate unfair from dangerous.
- Warning sequences for 41.6 and 41.7 are independent.
- Deliberate offences escalate immediately: call No ball, suspend (for the match), inform and report.



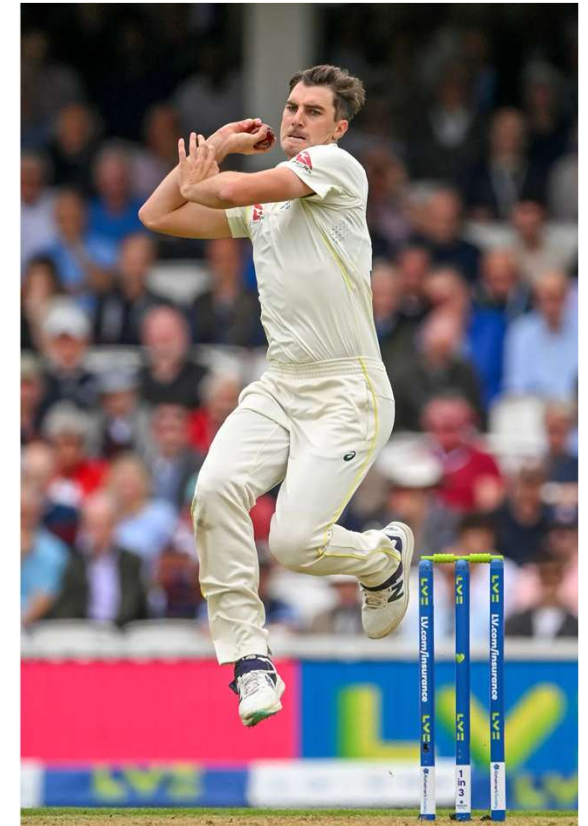
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Law 41: Dangerous Deliveries: Clause Summary

The practical warning and suspension pathway.

- 41.6.1** Short delivery is dangerous if likely to inflict physical injury, considering skill, speed, length, height and direction.
- 41.6.2** Repeated short deliveries above head height can be unfair even if not dangerous.
- 41.6.3** First dangerous/unfair short delivery: No ball, first and final warning.
- 41.6.4** Further such delivery by same bowler in innings: No ball and suspend from bowling for that innings.
- 41.7.1** Non-landing delivery above waist height is unfair and is No ball.
- 41.7.6** Deliberate non-landing unfair delivery: no warning; bowler suspended for the match.



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Law 41: Unfair Play: Umpire Impact

Move from Law wording to match-day application.

- Use Law 41.6 when a delivery call has a conduct or safety consequence.
- Protect the striker without letting protective gear lower the standard.
- For dangerous/unfair deliveries: call No Ball, then manage warnings when the ball is dead.
- If a bowler is suspended mid-over, use Law 17.8 to finish the over with a replacement bowler.
- Report the occurrence after the match where required.



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Law 41: Unfair Play: Scenario

Scenario

A fast bowler delivers a non-landing ball above the striker's waist.

The bowler's end umpire judges it was deliberate.

The ball does not hit the striker.

Discuss

- Is this simply No ball?
- Is a warning required first?
- How long is the bowler suspended?



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Law 41: Unfair Play: Scenario Answer

Decision Call and signal No Ball; no warning is required before suspension.

Law ref Law 41.7.1 and Law 41.7.6.

Reason A deliberate non-landing delivery above waist height is unfair and triggers immediate suspension.

Action When dead, direct the captain to suspend the bowler from bowling and inform all required parties.

Avoid Do not treat a deliberate dangerous/unfair delivery as just a routine No Ball.



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Law 41: Unfair Play: Scenario

Scenario

A fielder deliberately moves and calls out as the striker is preparing to receive the ball.

The striker is distracted before playing at the delivery.

Discuss

- Which Law applies?
- What is called immediately?
- Does the ball count in the over?



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Law 41: Unfair Play: Scenario Answer

Decision Call and signal Dead ball immediately and apply the Law 41.4 process.

Law ref Law 41.4.1-41.4.2 and Law 17.3.2.5.

Reason A deliberate attempt to distract or obstruct the striker is unfair.

Action Award 5 penalty runs to the batting side and inform captains/batters; report after match.

Avoid The ball does not count as one of the over.

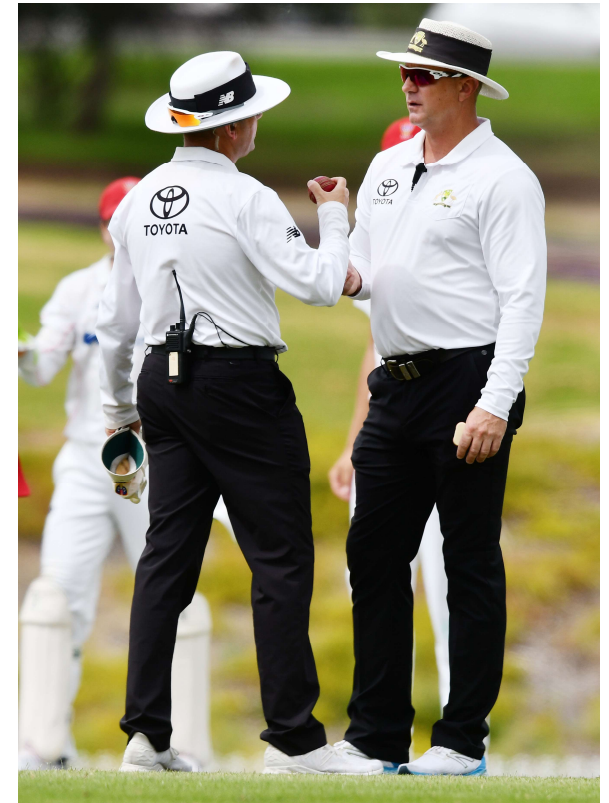


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Law 41: Unfair Play: Key Takeaways

1. Unfair play links delivery calls to penalties, suspensions and reports.
2. Short delivery and non-landing deliveries are separate.
3. Deliberate offences require decisive, clear umpire action.



Queensland Cricket Umpires

Winter Laws Course | Session 2

Key Takeaways: Course 2

What participants should leave being able to apply.

1. Count valid balls and know how Dead ball affects the over.
2. Separate No ball, Wide and Dead ball decisions before signalling consequences.
3. Use delayed Dead ball calls to protect the non-offending side.
4. Apply keeper and unfair play Laws when the delivery affects striker safety or fairness.
5. Communicate sequence clearly to captains, scorers and the other umpire.

RECAP





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Post-Session Quiz!

Session 2 | Ball in Play, Delivery Calls and Valid Deliveries

Week 2 | Queensland Umpires | June 2026

Winter Laws of Cricket Course

Next Session: Tuesday 14 July



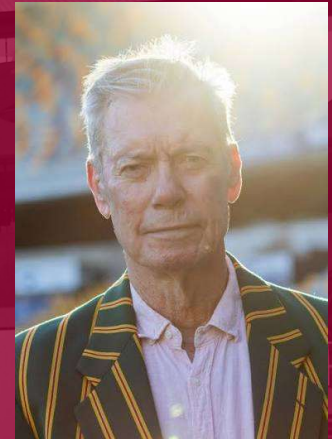
Winter Masterclass

Tuesday 7 July

John Buchanan

“Teamwork and Handling Personalities”

Sign up at bit.ly/QCBLACK26





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