

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*. 'Completed runs will be credited'
41.3	Ball in play hitting helmet not being worn.	Ball becomes dead + 5 penalty runs (no report). 'Completed runs will be credited'
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 + batsman at wicket shall decide which of them is to face next delivery + ball not to count as one of the over + report*.
42.16	Batsman stealing a run.	5 penalty runs + report*.

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

RTO

17.5	Practice on the outfield by a batsman Any repetition during that innings	Warn the batsman (first and final warning) 5 penalty runs + report.
18.5	Deliberate short run – either batsman. Any repetition during that innings	No runs to count – warn both batsmen No runs to count + 5 penalty runs + report*. 'return batsmen to original ends'
42.4	Deliberate attempt to distract striker preparing to receive or receiving a delivery. Any repetition during that innings.	Warn captain** + no dismissal + ball not to count as one of the over. no dismissal + 5 penalty runs + plus ball not to count as one of the over + report.
42.9	Time wasting by fielding side. Any repetition during that innings.	Warn captain*. a. if not during an over – 5 penalty runs + report* b. if during an over – suspend bowler + report*.
42.10	Batsman wasting time. Repetition by any batsman in that innings.	Warn batsman † 5 penalty runs + report*.
42.13	Fielder causing avoidable damage to pitch Any repetition during that innings.	Warn captain*. 5 penalty runs + report*.
42.14	Batsman causing avoidable damage to pitch. Repetition by any batsman in that innings. The batsman to return to their ends.	Warn the batsman † (first and final warning) No runs to count + 5 penalty runs + report*. inform each incoming batsman † runs for wide and no ball do count

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