

Law 16: Start of play (The cessation of play is covered in a separate presentation)

IICUS commentary: In general terms, the call of Play is simply an invitation, or a giving of permission, to start play, i.e. for the bowler to start his run-up, and the call of Time is a recognition that play has ended.

IICUS commentary 16.9: In order to avoid difficulty in applying this Law it is important to bear in mind that simply completing a run may not be enough. Consider the following two scenarios. In each case the batting side requires one run to win.

1. The striker hits the ball high in the air and both he and his colleague run. They complete one run before the ball is fairly caught by a fielder who appeals. It would be quite wrong to argue that the appeal was not valid claiming that the match had ended on the completion of the one run. The striker would be dismissed and the run would not count.

2. The striker, *who is batting with a runner*, hits the ball and the runner and non-striker complete one run. After the run has been completed, the ball is returned to the wicket-keeper who, seeing the striker out of his ground, removes the bails and appeals. In this case, the run counts, the match is over, the ball is dead and the striker is not out.

You might ask what the essential difference is. It is that, in scenario 1, the action that caused the dismissal – the striker hitting the ball that was caught – happened before the run was scored and Law 32 Caught says the run will not count, whereas in the situation of scenario 2, although Law 2.8 tells us that runs completed before the dismissal will not count, there is no dismissal because the whole of the action for the dismissal occurred *after* the match had finished. Indeed, it is quite possible that the striker left his ground *because* he knew the match was won.