

**MIDDLESEX CHAMPIONSHIP LEAGUE 45/45 Playing Conditions for 2019 –Team 2 (Div 1–4)
(Weeks 1–5 and 15–18 inclusive) – Non Panel Umpires Officiating (Not by League Appointment)**

Each game shall be played according to the Laws of Cricket as issued by the MCC (the ‘Laws’ with any references in this Schedule to a numbered Law being to the relevant Law of Cricket) except as set out below.

1. Duration

a. Matches in **Weeks 1–5** (inclusive) and **Weeks 15 –18** (inclusive) : Normal hours of play will be:

- First Innings: 1.00 to 3.50 pm.
- 30 mins tea break Interval between innings: 3.50pm to 4.20 pm.
- Second Innings: 4.20 pm to 7.10 pm.
- Close of Play: BY 7.50pm (Captains should aim to achieve this as its factored in extra time already)

In **Week 17 & 18 –All matches shall commence 1 hour earlier** and all other timings in relation to those matches shall hence be brought forward by 60 minutes i.e 12pm start time instead of 1 pm.

- First Innings: 12.00 to 2.50 pm.
- 30 mins tea break Interval between innings: 2.50pm to 3.20 pm.
- Second Innings: 3.20 pm to 6.10 pm.
- Close of Play: BY 6.50pm (Captains should aim to achieve this as its factored in extra time already)

Note –

i. This assumes 40 minutes or more of time being lost

ii. If no time is lost, scheduled close of play will be 7.10pm (6.10pm for weeks 17 & 18)

iii. If, for example, 20 minutes of time is lost the scheduled close of play will be 7.30pm (6.30pm for weeks 17 & 18)

All scheduled timings shall be subject to further allowances made by the Umpires

under paragraph 10 (c). b.

- Each match shall consist of a maximum of 45 overs per innings save where time is lost after the scheduled start time due to inclement weather or other unavoidable cause, when the number of overs may be reduced as provided below.
 - Unless bowled out earlier, the team batting first shall bat for the full number of overs allotted prior to the commencement of the match; declarations are not permitted. Should the side batting first be dismissed before the end of the overs allotted to it, the team batting second shall be entitled to bat for 45 overs or as reduced due to inclement weather or other cause.
 - Overs shall only begin to be deducted from either innings once the cumulative loss of playing time exceeds 40 minutes whether by way of a delayed start and/or a subsequent suspension of play.
- c. Delayed start matches –
- The number of overs shall be arranged so that both teams have the opportunity of batting for the same number of overs (minimum 20 overs each team).
 - If the delay in the actual start is 40 minutes or less, paragraph 1 (b) (iii) shall apply and there shall be no deduction of overs from either innings.
 - If the delay in the actual start is more than 40 minutes the calculation of the number of overs to be bowled shall be based on one over per side for each full 7.5 minutes in the time remaining before

the scheduled close of play (as referred to in paragraph 1 (a)).

Time for the interval must be excluded from the calculation of time remaining.

d. Suspended matches –

i. First innings – When play is suspended during the first innings and the cumulative loss of playing time in the Match is 40 minutes or less, paragraph 1 (b) (iii) shall apply and there shall be no reduction in overs. Once the cumulative loss of playing time in the Match has exceeded 40 minutes and either play continues to be suspended or is subsequently suspended during the first innings, the object shall be to rearrange the number of overs so that both sides have the opportunity of batting for the same number of overs (minimum 20 overs per side). The reduction of the number of overs to be bowled shall be based on one over per side for each full 7.5 minutes in the time remaining before the scheduled close of play (as referred to in paragraph 1 (a)). Should the calculation regarding the number of overs result in an odd number of total overs then one over shall be added and the new total divided in half

Time for the interval must be excluded from the calculation of time remaining.

ii. Second innings – If there is a delayed start to the second innings or a suspension of play during the second innings and the cumulative loss of playing time in the Match is 40 minutes or less, paragraph 1 (b) iii shall apply and there shall be no reduction in the overs which the side batting second shall face.

Once the cumulative loss of playing time in the Match has exceeded 40 minutes and either the start of the second innings continues to be delayed or play in the second innings continues to be suspended or is subsequently suspended so that there is :-

(A) sufficient time for the side batting second to receive the same number of overs as the side batting first had the opportunity to receive, there will be no reduction in the number of overs in the second innings; or

(B) insufficient time for the side batting second to face the same number of overs as the side batting first had the opportunity to face, then the number of overs to be bowled will be those that could be bowled by the scheduled close of play (as referred to in paragraph 1(a)) assuming a rate of 3.75 minutes per over, subject to a minimum of 20 overs. The number of overs to be faced by the team batting second will never be increased because of a delayed start to the second innings or after a suspension in the second innings.

iii. In the event of a suspension occurring in the middle of an over, the number of full overs to be bowled will be calculated by treating such partial over as a complete over (i.e. treat 3 overs and two balls as 4 overs) and any balls remaining to be bowled in the over during which play was suspended, will be bowled when play is resumed.

e. The fielding Captain shall agree drinks intervals with the Umpires prior to the start of each innings. A maximum of 5 minutes will be allowed for each drinks break. Time for agreed drinks intervals shall be excluded when calculating any time remaining.

f. Should the loss of time result in less than 20 overs being available to either team , the game shall be abandoned.

g. Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored.

Illustration of paragraph 1.d.i. (Suspension of play in the 1st Innings including examples of partial overs, calculations resulting in a fraction of an over and an odd number of overs)

Facts :

Scenario for game played in week 3 (1pm start) 40 minutes is lost before the start of play. Play starts at 13.40. It rains at 14.40 and the play is suspended after 14 overs and 3 valid balls have been bowled. Play resumes at 16.00. Before play re-starts the Captains and the Umpires agree that there will be no drinks break in the 1st Innings but that tea and drinks in the 2nd innings will proceed as normally. How many overs will each side now have the opportunity to face?

Application of para 1 d i.:

***Step 1:** calculate how many overs can be played in remaining playing time ("PT") by dividing it by 3.75 (ignore any fraction).*

***Step 2:** Add any overs already bowled (round any incomplete over at stoppage up).*

***Step 3:** If the resulting number of overs is uneven, add one.*

***Step 4:** Divide the resulting total by 2 to arrive at the numbers of overs for each Team.*

***Step 5:** where the stoppage occurred mid-over, bowl the remaining balls of that over and then, per the calculation, bowl the remaining overs of the batting's side's revised entitlement.*

Calculation:

***Step 1:** Remaining PT 1950 (extended Close of Play) minus 16.00 = 3 hrs 50 min minus intervals to be taken in that time i.e. 35 mins (tea + 1 drinks)—3 hrs 50 hours minus 35 mins = 3 hours 15 mins (195 mins). 195 divided by 3.75= 52 overs (note – ignore Fractions of an Over, if any (paragraph 1 g).*

***Step 2:** Add overs already bowled (round up any incomplete over per – Paragraph 1 d iii) so 14.3 overs become 15 overs. 15 overs +52 overs = 67 overs.*

***Step 3:** If the resulting number is uneven— 67 is uneven—add one over (Paragraph 1 d i) so 67 overs becomes 68 overs.*

***Step 4:** Divide resulting total (68 overs) by 2 = 34 overs for each Team so the side batting first has 34 minus 15 overs (19 rounded up if applicable per Step 2) = 19 overs left to face on resumption of play (plus, per Step 5, the 3 balls remaining from the incomplete over).*

***Step 5:** On resumption, complete the incomplete over by bowling the remaining 3 balls and then the side batting first gets the chance to face its remaining 19 overs.*

Note: An Illustration of how to arrive at the revised target score in a manner consistent with paragraphs 8 c and d appears after paragraph 1 g of this Part of this Schedule.

2. The Balls

The Home Club shall provide two new cricket balls of a quality and manufacture as supplied by the Committee per the MCL Playing Conditions. The Home Club shall be responsible for supplying enough spare balls of equal standard. One new ball shall be used at the start of each innings. Spares on varying conditions to be provided by the Home side and if necessary loss of new ball within first 4–5 overs to be replaced with a new ball.

3. Number of overs per bowler

a. In a 45 overs match, no bowler may bowl more than 9 overs in an innings.

b. In a match where the start has been delayed and the innings of both teams are reduced prior to the commencement of the match to less than 45 overs, no bowler may bowl more than one fifth of the total overs allowed. Where the total overs are not divisible by 5, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance – e.g. in a 43 over match, 3 bowlers may bowl 9 overs and no other more than 8 overs.

c. In the event of a reduction in overs after the commencement of the match, the maximum number of overs allowed per bowler will be calculated as in paragraph 3(b) (unless such number has been

exceeded before the suspension) – e.g. after 16 overs, rain results in the innings being reduced to 32 overs. Both opening bowlers have already bowled 8 overs each. 2 bowlers can bowl 7 overs and 3 can bowl 6. Bowlers 1 and 2 have already exceeded this limit. They count as the 2 bowlers who were allowed the extra over (7 as opposed to 6) and so any other bowlers are limited to 6 overs.

d. Where a suspension occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.

e. In the event of a bowler being incapacitated or suspended and being unable to complete an over, the remaining balls will be bowled by another bowler providing that bowler did not bowl the previous over or part of it. Such part of an over shall count as a full over only in so far as each bowler's limit is concerned.

f. The ECB Fast Bowling Directives may affect the above over limitations.

g. Umpires please ensure minimum of 16 overs per hour is being achieved.

4. Restriction on the placement of fielders

a. At the instant of delivery, there may not be more than five fielders on the leg side.

b. One circle of 30 yards from wickets shall be drawn on the field of play using circular plastic markers. The circle shall have as their centre the middle stump at either end of the pitch. The fielding restriction area should be marked by 'dots' at five-yard (4.57 metre) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring seven inches (18 cm) in diameter.

c. At the instant of delivery, there may not be more than five fielders outside the fielding restriction area referred to in paragraph 4 (b) above.

d. In the event of an infringement of any of the above fielding restrictions, the Umpire at the striker's end shall call and signal 'No Ball'.

e. In the event of the striker's end Umpire failing to call and signal No Ball when the fielding restrictions in this playing condition have been breached or when Law 28.4 has been breached (i.e. at the point of delivery, not more than two fielders other than the wicketkeeper shall be behind the popping crease on the on side), immediately the ball becomes dead, the striker may draw the matter to that Umpire's attention. If the striker's end Umpire is able to verify the breach, he shall call and signal No Ball. If the striker's end Umpire is unable to verify the breach then he shall confirm that the events of the delivery shall be unchanged.

f. Irrespective of the Ground size, 30 yard circle and marked boundary markings will apply as consistent across all grounds as both innings will have the same conditions.

COVERED BY LAWS OF CRICKET BUT FOR REFERENCE (*where non qualified umpires officiating game*)

5. Law 21.3 BALL THROWN OR DELIVERED UNDERARM

After the bowler has entered his/her delivery stride, if in the opinion of the umpire, the ball has been thrown or, unless permitted by agreement in 21.1.2 delivered underarm that umpire should call and signal No ball and when the ball is dead, inform the other umpire of the reason for the call. The bowler's end Umpire will then : warn the Bowler, indicating that this is the first and final warning. This warning shall apply to that bowler throughout the innings.

21.7 Ball bouncing more than once, rolling along the ground or pitching off the pitch

The umpire shall call and signal No ball if a ball which he/she considers to have been delivered, without having previously touched bat or person of the striker,

bounces more than once or rolls along the ground **before** it reaches the popping crease

OR

- pitches wholly or partially off the pitch as defined in Law 6.1 (Area of pitch) before it reaches the line of the striker's wicket. When a non-turf pitch is being used, this will apply to any ball that wholly or partially pitches off the artificial surface.

Wide ball/pitch markings

a. Umpires are instructed to apply a very strict and consistent interpretation in regard to judging a wide in order to prevent negative bowling wide of the wicket.

b. The following criteria should be adopted as a guide to Umpires:

If a ball passes either side of the wicket sufficiently wide to make it virtually impossible for the striker to play a "normal cricket stroke" both from where he is standing and from where he should normally be standing at the crease, the Umpire shall call and signal "Wide Ball". Any ball that passes to the leg side of the wicket without being hit by the striker or hitting any part of the striker's person or equipment shall normally be called wide.

c. Pitch markings should be expanded to include lines, 17 inches (43.18cms) inside either return crease as an aid to Umpires in judging whether an offside wide has been bowled.

d. The above provisions in a and b do not apply if the striker makes contact with the ball, or if it passes between the striker and the wicket.

6.

Law 41.7 Bowling of dangerous and unfair non-pitching deliveries

As is already the case with short-pitched bowling, the umpire will now decide whether a full-pitched delivery is dangerous, based on various factors such as the ball's speed, direction, repetition, and the ability of the batsman. There is no longer a 'catch-all', but umpires are required to use their best judgement to determine whether it is dangerous. If it is dangerous, it will lead to a first and final warning. If not, it will still be a No ball, but there will be no warning.

Refer to Appendix 2

7. **Foot No Balls** – No free hit to follow (Normal no ball Law)

8. **Maximum of One Bouncer allowed per over**, any additional bouncers to be 'No balled'

9. **Result**

a. A result can only be achieved if, prior to being so achieved, both teams have had the opportunity of batting for at least 20 overs.

b. When there is no suspension after play has commenced and when both sides have had the opportunity of batting for the same number of overs, the team scoring the higher number of runs shall be the winner. For the avoidance of doubt, in the event of scores being equal no account shall be taken of wickets lost and each team shall be awarded 5 points.

c.

i. If, due to suspension of play after the start of the match, the number of overs in the innings of

the team batting second has to be revised to a lesser number than that originally allotted (minimum of 20 overs), then a revised target score should be set for the number of overs which the team batting second will have the opportunity of facing.

ii. This revised target score shall be calculated by the scorers on the basis of average run rate (to be determined in accordance with paragraph (d)).

iii. If this target score is exceeded a win for the team batting second shall result. For the avoidance of doubt, in the event of the target score being equalled (but not exceeded) no account shall be taken of wickets lost and each team shall be awarded 5 points.

iv. If a match is abandoned before it has been played to a conclusion and before the team batting second has received its allotted number of overs (minimum of 20 overs), the result shall be decided by average run rate per over (to be determined in accordance with paragraph (d)).

d.

i. Save as mentioned in d.(ii) below, a team's average run rate per over is calculated by dividing the number of runs scored in its innings by the number of complete and partial overs received during that innings counting only valid deliveries (i.e. not no balls and wides) and ignoring any umpire miscounting. Any partial over shall be expressed as a decimal point e.g. where a team has faced 40 overs and 2 valid balls, the denominator shall be 40.3333.

(ii) In the case of the team batting first being dismissed in less than the number of overs allocated for their innings, the calculation will be based on the number of overs that the team was scheduled to receive and not on the number actually received.

(iii) In the case of the team batting second being unable to receive their allocated overs, the calculation of their average run rate per over will be made as stated above in d(i) and will be based on the actual number of valid deliveries received by them during their innings.

(iv) The average run rate per over can be calculated to any number of decimal positions and a tie can only be achieved if the average run rate per over is identical.

e. The home team will also use best efforts to display to the players on the field and to spectators the target score as calculated in accordance with this paragraph on the scoreboard or by some other means.

f. Any dispute between the scorers as to the target score shall in the first instance be referred to the Captains who shall endeavour in good faith to resolve it. Only if the Captains fail to reach agreement shall the matter in dispute be referred to the Umpires (provided they are not players in the relevant match) whose decision shall be final.

g. If after the restart of play it is discovered that the wrong target score has been set the faulty target score shall stand.

h. In this Part of this Schedule, the expression "target score" or "target" means either the number of runs scored by the side batting first or, where Paragraph 8.c. applies, the revised target score calculated in accordance with Paragraphs 8.c. and 8.d.

10. Points

- a. Win – 10 points
- b. Loss – 0 points
- c. Scores level/tie – 5 points to each side
- d. No result (Match Abandoned)– 1 point to each side
- e. Failure to honour fixture – if a team fails to honour a fixture their opponents will be deemed to have won the match and shall be awarded 10 points.

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| POINT SCORING IN 45 OVER GAMESs | Win - 10 points. | Para 10 point a |
| | Loss - No points where an average run rate has been used. | Para 10 point b |
| | - 2 points if the losing side batted second and its actual score was 90% or more of the target score or bowled second and took 8 or 9 wickets and/or the winning side took 95% or more of the balls allocated to it (excluding wides and no balls) to pass the target score. | BONUS POINTS |
| | - 1 point if the losing side batted second and its actual score was between 80% and 90% of the target score or bowled second and took 6 or 7 wickets and/or the winning side took 90% or more and less than 95% of the balls allocated to it (excluding wides and no balls) to pass the target score. | BONUS POINTS |
| | Scores level/tie - 5 points each | Para 10 point c |
| | No result (Match Abandoned) - 1 point each | Para 10 point d |

11. Over rates

- a. All sides are expected to be in position to bowl the first ball of the last of their 45 overs within 2 hours 50 minutes playing time. In the event of them failing to do so, the full quota of overs will still be completed
- b. The Umpires shall make allowances for any occurrence beyond the control of the fielding side which slows down the overall over rate. Batsmen will normally be expected to cross on the field of play at the fall of a wicket.
- c. Captains should achieve minimum of 16 overs per hour as an Over rate in 45/45 format matches.

12. Responsibility of Captains

The Captain is responsible for all aspects of the conduct of his side including over rates. If the Umpires feel that their advice in this matter is being wilfully ignored, the Captain of the fielding team may find his name included in the Umpires' report for possible disciplinary action By the League Disciplinary Committee.

MCL Divisions 1–3 (Team 2 games and Div4)–Summary of Playing Conditions for 45 Over Matches

NOTE : THIS IS A SUMMARY ONLY

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| Playing Conditions for 45 Over Matches (Weeks 1 – 5 and 15 –18 inclusive) | | |
| TIMINGS, INTERVALS ETC. (all timings for Weeks 17 & 18 – 1 hour earlier) | | |
| First innings timings | 1.00pm – 3.50pm / wk 17&18– 12pm – 2.50pm | |
| Interval between innings | 30 minutes | |
| Second innings timings | 4.20pm – 7.10pm / wk 17&18 – 3.20pm–6.10pm | |
| Extra time in event of bad weather | Up to 40 minutes (Close of play extended to 7.50pm weeks 1–5, 6.50pm for weeks 17 & 18) | |
| Time to bowl full 45 overs | Last over to commence by start of “cut-off” time, ie 2hr 50mins from start (16 overs PH minimum in 45/45) | |
| | Cut-off time is finishing time for innings plus allowances made by the umpires. | |
| Penalties for failing to make “cut-off” time | No ‘run penalty’ to be applied | |
| Minimum overs for a result | Minimum 40 over match in total ; 20 overs in 2nd innings | |
| | Over-rates – effectively 16 overs per hour (as per ECB KO times) | |
| | After 40 minutes weather loss, then overs reduced as below: 1 over per innings for each 7.5 mins lost in 1st inns 1 over per 3 75 mins in 2nd inns Timings are worked out according to time remaining before adjusted close of play (i.e. 7.50 pm) | |
| RESTRICTIONS ON BOWLER’S OVERS | | |
| Maximum number of overs | 9 (ECB Young Player Directives apply as relevant) | Para 3 |
| In shortened matches | ECB guidelines for reduced overs matches | Para 3 |
| POWER-PLAYS | None | N/A for 2019 Season Div 1-3 Team 2 & Div 4 matches |
| FIELDING CIRCLES | 30 yard Circles to be drawn with the centre being the middle–stumps of each and the ends to be joined by straight lines. | Para 4 (b) and Appendix 1 |
| FIELDING | No more than 5 fieldsmen on the leg side at any | Para 4 (a) |

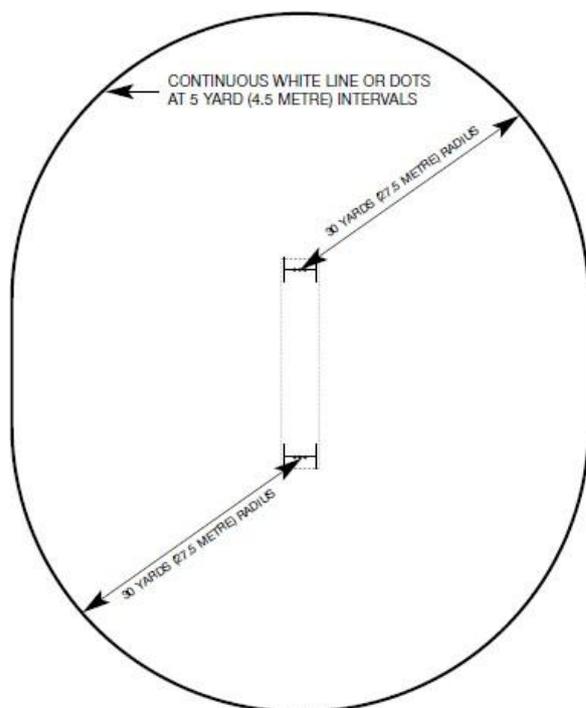
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| RESTRICTIONS | time. | |
| | No more than 5 fielders allowed outside the circle at any time | Para 4 (c) |
| FOOT NO-BALL /Bouncers | No free hits and any more than one Bouncer in a over will be a No Ball | |
| BALLS | One new League supplied Red ball for each innings. For 2019 Div 1 Team 2 games will feature Lords Vulcan League Match Balls | Para 2 |
| | Team bowling 2nd must take new ball | Para 2 |
| SIGHT-SCREENS | Normal sight-screens Div 1 and 2 Compulsory, Div 3 & 4 – Recommended By MCL Committee | |
| WEATHER AFFECTED/ SHORTENED GAMES – REVISION OF TOTALS | Duckworth Lewis Stern not to apply. Revised target score to be calculated on an average run rate | Para 10 |
| Other | Strict wides and pitch markings. | Para 6 |
| | Fast short pitched – ECB definition and laws of cricket to apply. | |
| | High full pitched balls – any pace as per ECB – to be called no ball; Only one warning to the bowler before removal from attack. – See Appendix 2 | Law 41.7 |
| | Time allowances as per ECB guidelines | Para 10 (b) |
| | 45/45 matches to be played Weeks 1 to 5 (inclusive) and 15 to 18 (inclusive) | Para 1 (a) |

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| POINT SCORING IN 45 OVER GAMES | Win - 10 points. | Para 10 |
| | Loss - No points where an average run rate has been used. | Para 10 |
| | - 2 points if the losing side batted second and its actual score was 90% or more of the target score or bowled second and took 8 or 9 wickets and/or the winning side took 95% or more of the balls allocated to it (excluding wides and no balls) to pass the target score. | Bonus Points |
| | - 1 point if the losing side batted second and its actual score was between 80% and 90% of the target score or bowled second and took 6 or 7 wickets and/or the winning side took 90% or more and less than 95% of the balls allocated to it (excluding wides and no balls) to pass the target score. | Bonus Points |
| | Scores level/tie - 5 points each | |
| | No result (Match Abandoned) - 1 point each | |

Div1-3 Team 2 games & Div 4 Edited on 08 April 2019

APPENDIX One

THIS IS THE GUIDELINE FOR 30 YARD FIELDER CIRCLE MARKERS



Markers not provided

If 30yard markers are not provided by home team then that will result in 4 penalty points for the home team and this should be mentioned in the home captain report by both the captains.

When markers are missing then umpire should use imaginary line for that or use paint or other valid means to draw 30 yards circle.

APPENDIX 2

Every beamer is still to be considered unfair – non-pitching deliveries above waist height are not a part of the game and should always be called a No ball.

Assuming a non-pitching delivery is accidental, the umpire has two matters to take into consideration:

First, the umpire must consider the height at which the ball would have passed the striker standing upright at the crease. The ball that is difficult to judge for height is one that is dropping as it reaches the striker. If the striker tries to play it well in front of the body, or has perhaps stepped down the pitch, it will be difficult to know how far it would have dropped by the time it reached the popping crease. An enquiring look from the bowler's end umpire to his/her colleague, answered by a pre-agreed signal from the striker's end umpire, can be extremely helpful. However, it should be noted that it is still for the bowler's end umpire to make the decision. If the decision is taken that the delivery was above waist height, then it is a beamer and unfair. The umpire will call and signal No ball, whatever else he/she decides. Then, the umpire must make his/her second decision, on whether the delivery is dangerous. This is not as straightforward as simply judging the pace and direction of the ball. Of course, faster deliveries are more likely to be dangerous, but there are many other considerations, not least the context of the delivery. For example, against a fast bowler, the

batsman, anticipating quick, possibly short-pitched deliveries, will be expecting the ball to rise up of the pitch. An attempted slower-ball that loops out of the bowler's hand and hits the batsman on the head might be extremely dangerous, despite being slow, because it is so unexpected that the batsman does not 'pick it up' out of the hand. That same looping delivery, bowled by a spinner who is constantly flighting the ball, comes without the element of surprise and might not be dangerous.

Similarly, deliveries directed at the batsman are more likely to be dangerous than those which are wide of him/her, but this is not a hard and fast rule in determining danger. An umpire may very well consider that a fast bowler who bowls one ball fast, high and well wide of the batsman on the off side, followed by one that is fast, high and well wide of the batsman on the leg side, is becoming dangerous. The third such ball may be straight, and could be seriously dangerous to the batsman, and the bowler is clearly out of control.

The second such ball might, therefore, be considered dangerous in the eyes of the umpire even if the first, in isolation, was not. Another factor to be considered is repetition. As with short-pitched bowling, even a very skilful player might be worn down by a barrage of beamers. A batsman who is constantly swatting such deliveries for six should not be 'punished' with the removal of the wayward bowler, but once it is clear that, due to their repetition, the deliveries have become dangerous, the umpire should begin the warning process.

The first time that an umpire identifies any delivery as dangerous, a warning must be given. Once a bowler has been warned, the process continues against any batsman. If that bowler bowls a second dangerous beamer at any batsman, that is enough for them to be suspended from bowling for the rest of the innings.