



Pennsylvania United Cricket Association
(PAUCA)



Tennis Ball Cricket League Tournaments
Rules Document
& By-Laws



Page Index

Contents

INTRODUCTION	1
SPIRIT OF THE GAME.....	2
LAW 1: CODE OF CONDUCT.....	3
LAW 2: THE PLAYER.....	4
LAW 3: THE TEAM.....	5
LAW 4: THE OFFICIATING MEMBER.....	6
LAW 5: BATTING RULES.....	7
LAW 6: BOWLING RULES	8
LAW 7: FIELDING RULES	9
LAW 8: WEATHER RELATED DIRECTIVES	11
LAW 9: GROUND PREPARATION	12
LAW 10: THE GAME/MATCH.....	13
LAW 11: TOURNAMENT	16
LAW 12: PENALTIES AND FINES.....	19
LAW 13: MISCELLANEOUS.....	21



Pennsylvania United Cricket Association

INTRODUCTION

The Pennsylvania United Cricket Association (PAUCA) was established in 2004 to provide a united and organized front for the sport of cricket; a collective effort for cricket players and enthusiasts to enjoy and promote the sport in the area; an attempt to leverage the enthusiasm to address issues related to the sport.

The mission statement of PAUCA reads: To organize, facilitate, and promote the sport of Cricket in great region of Pennsylvania. The objectives of PAUCA also include participating in community building activities and charity events.

One of PAUCA's most important responsibilities, which it has carried out since its establishment, is to incorporate the Laws of Cricket also known as "PAUCA Rules" in all PAUCA tournaments and leagues. This edition also known as 4th edition is displayed on our website for viewing or for download at <http://pauca.criket.io>; it is the most up to date version, for use in all PAUCA tournament and leagues.

Most of the PAUCA rules are derived from the International Cricket Council (I.C.C.) rules and some rules are modified based on the local environment, restrictions and other known or unknown conditions to make it a more competitive form of cricket. It is also influenced by our league team captains and members over a period of time from their experience.

For rules that are not part of this document, one can refer to the PAUCA Cricket Executive Committee for consideration to be incorporated or consult the ICC to adopt anything new. All other basic rules remain to be observed as ICC rule guidelines.

Questions or suggestions regarding PAUCA rules must be addressed to the PAUCA Cricket Executive Committee at cricket@pauca.com.



Pennsylvania United Cricket Association

SPIRIT OF THE GAME

PAUCA is responsible for providing descriptive language for all PAUCA rules and its true interpretation. However, PAUCA always believes "Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws, but also within the spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself".

The affinities for the sport help to build communities around the sport, promotes friendship and camaraderie, defines character; respect towards every individual whether they play the game or not and, above all, provides a feeling of home away from home. Ours is a great sport and it is upon us to make it better!

The Spirit of the Game involves RESPECT for:

- Your opponents
- Your own captain and team.
- The role of the umpires and scorer.
- The game's traditional values.
- PAUCA Cricket Executive Committee which provides volunteer services to manage it with high standards
- Spectators / Visitors

It is against the Spirit of the Game:

- Any unlawful conduct, categorized by local, state and federal government
- Use of technologies and tactics to alter the natural results of the game
- To dispute an umpire's decision by word, action or gesture.
- To direct abusive language towards an opponent or umpire.
- Captains and umpires together set the tone for the conduct of a game. Every player is expected to make an important contribution towards this goal.
- The captains are responsible at all times to ensure that play is conducted within the Spirit of the Game as well as within the rules.
- To indulge in cheating or any sharp practice, for instance:
 - To appeal knowing that the batsman is not out.
 - To advance towards an umpire in an aggressive manner while appealing.
 - To seek to distract an opponent either verbally or by harassment with persistent clapping or making unnecessary noise under the guise of enthusiasm towards motivating one's own side.

The PAUCA Rules goes on to explain the roles and responsibility of Team Captains, Team Representatives, Players, Umpires, and Scorers.



Pennsylvania United Cricket Association

LAW 1: CODE OF CONDUCT

1.1 Personal

- 1.1.1 Any activity that can be categorized as criminal in nature is prohibited under the land of law.
- 1.1.2 No argument shall be made with the officiating member or opponent team member. If a team member has an issue, then, he must bring it to the notice of his team captain and the captain will bring it to the notice of the umpire.
- 1.1.3 Sledging is strictly prohibited. But the difference between encouraging one's own teammate and sledging can sometimes get unclear. Under such circumstances, the umpire will have discretion.
- 1.1.4 If the umpires find things going beyond the limit, they will warn the player and the captain. Upon repeated warnings, the umpire will expel the player from the ground and can stop them from playing the rest of the game.
- 1.1.5 There is no place for any act of violence on the field of play. Any acts of violence or hints towards acts of violence will result in expulsion of the player and/or disqualification of the team.
- 1.1.6 Ignoring trash on the field and not reporting it to authorities may result in penalties for individual member.
- 1.1.7 Cigarette smoking is strictly prohibited inside the playing field and outside with-in 10 feet of the boundary marker.

1.2 Team

- 1.2.1 The umpires will make all the calls. Their decision is final.
- 1.2.2 The teams are here to have fun and to sigh a bit of relief during the weekends. A sense of camaraderie and sportsmanship is essential.
- 1.2.3 Fielders and bowlers are prohibited from shouting/distracting from the instant the bowler starts the bowling stride to the instant the ball is either played or crosses the normal batting position of the batsman. The umpire will have the discretion in what is meant by distraction. Accordingly, the umpire may declare the ball as a dead ball.
- 1.2.4 If there is any arbitration between the captains and umpires, the captains must let the PAUCA Cricket Executive Committee know of the issues. The final decision will lie with the PAUCA Executive Committee.
- 1.2.5 There is no place for any act of violence on the field of play. Any acts of violence or hints towards acts of violence will result in expulsion of the player and/or disqualification of the team.
- 1.2.6 Leaving any kind of trash behind is subject to penalty.
- 1.2.7 PAUCA doesn't impose any specific color T-Shirt/Shorts/Pants for playing in the league. But we encourage teams to have their own cricket uniform.

1.3 Spectator / Visitor

- 1.3.1 There is no place for any act of violence on the field of play. Any acts of violence or hints towards acts of violence will result in expulsion of the player and/or disqualification of the team.
- 1.3.2 If involved in creating unwanted disturbance will result in penalties and legal prosecution.



Pennsylvania United Cricket Association

LAW 2: THE PLAYER

2.1 Team Captain

- 2.1.1 The team captain must be identified to PAUCA Cricket Executive Committee for the course of the tournament.
- 2.1.2 Any changes to captain's position must be notified in writing to PAUCA Executive Committee.
- 2.1.3 The team can assign Vice Captain who can act as Captain in absence of Captain.
- 2.1.4 The captain is responsible for any misconduct or violation that may occur during the course of his captainship.
- 2.1.5 The captains are responsible at all times for ensuring that play is conducted within the spirit and traditions of the game as well as within the Laws.

2.2 Team Representative

- 2.2.1 The team representative is assigned at the beginning of the tournament.
- 2.2.2 Any changes to team representative position must be notified in writing to PAUCA Executive Committee.
- 2.2.3 Team representative is responsible for communicating with PAUCA Cricket Executive Committee on behalf for team and captain.
- 2.2.4 Team representative is point of contact for any essential team message which needs to be conveyed to team member(s).

2.3 Team Members

- 2.3.1 All team members must be PAUCA registered members.
- 2.3.2 All team members must subscribe to official PAUCA communication channel.
- 2.3.3 All team members must be aware of code of conduct all the time.
- 2.3.4 All team members must have signed liability waiver annually.
- 2.3.5 All team members must provide all necessary information which is mandatory for online profile



Pennsylvania United Cricket Association

LAW 3: THE TEAM

3.1 To Both Teams:

- 3.1.1 **Field Permission:** PAUCA Cricket Executive Committee will get playing permission from local authorities to play the game. Teams have to get permission from PAUCA Executive Committee.
- 3.1.2 **Hosting:** Teams that are hosting the game shall be ultimately responsible for the disposal of trash/litter. The Host team will be charged with any fine incurred due to violation of ground maintenance rules.
- 3.1.3 **Safety:** Both teams are responsible for making sure all the people are in safe position. They should be in control of the ground as well as spectator's safety.
- 3.1.4 **Officiating member:** Each team is required to provide PAUCA umpires to assigned matches. It shall be the responsibility of each team's official spokesperson to submit the names of candidates for umpiring to the PAUCA Executive Committee. Team may not change the name of assigned job on schedule time without consulting the PAUCA Executive Committee.
- 3.1.5 **Balls:** Each team will provide a new ball while they are batting. In order to replace lost ball, batting team must provide used ball. Only a tennis cricket ball of a brand approved by PAUCA Cricket Executive Committee shall be used in a league game.
- 3.1.6 Each team will be given appropriate numbers of new balls to be used during their league games. There is a fee associated with the dispersal of the ball quota (A per ball fee will be charged for any dispersal of additional balls).

3.2 Host Team

- 3.2.1 **Boundary Marker:** Use the boundary marker provided to mark the outside boundary and inner circle.
- 3.2.2 **Carpet or Mat:** PAUCA provides full length carpet (mat). During the game if it rains make sure the carpet doesn't get wet. Remove the carpet and put it in PAUCA provided storage bin so that it doesn't get wet.
- 3.2.3 **PAUCA Property:** It will be the sole responsibility of the host team using PAUCA materials on the field. Any damage or concern must be raised at the beginning of the game. Keep used material in storage box and make sure it is locked properly.
- 3.2.4 **Trash Removal:** All kind of trash must be removed from the field. Put the trash inside a trash bag and drop it inside the trash bin provided. If all trash bins are full, secure the trash bag tightly and keep it next to the trash bin. Don't leave it open.

3.3 Visitor Team

- 3.3.1 **Assisting Host Team:** It's not required but we encourage visiting team to assist the host team in preparing field, marking boundary and other activities pertaining to the match in all circumstances.
- 3.3.2 **Trash Removal:** All kinds of trash must be removed from the field. Make sure you help the host team in not trashing the playing field and the ground. Secure the trash in a bag and drop it inside the trash bin or leave it next to the trash bin.



Pennsylvania United Cricket Association

LAW 4: THE OFFICIATING MEMBER

4.1 Umpire

- 4.1.1 All umpires shall be governed and will be held responsible to the highest standards of the Code of Ethics of the PAUCA. The umpiring director shall appoint a team to officiate for each game when possible, regardless of whether or not a request was made by any of the contending teams.
- 4.1.2 Will remain IMPARTIAL at ALL times on the field and Will maintain time of all intervals and notify the Captains when to resume the play.
- 4.1.3 **Attendance:** The umpires should be on the ground 15-20 minutes prior to the scheduled start of the game. If the umpire doesn't show up or shows up after the scheduled game time, he will be considered late show up and will result in fine and penalties. It is up to playing captains to consider them to continue officiating games.
- 4.1.4 **Authority:** Certified Umpires are authorized to make any decision of any misconduct behavior by players during the game and are the final authority during the game. Their decisions are final.
- 4.1.5 **Change of Umpire:** An umpire shall not be changed during the match, other than in exceptional circumstances, unless he is injured or ill. If there has to be a change of umpire, the replacement shall act only as striker's end umpire unless the captains agree that he should take full responsibility as an umpire.
- 4.1.6 **Request to Change of Umpire:** Both Captains have to agree to request for a change of umpire at any given stage of the game. The request must be made by appealing to PAUCA Cricket Executive Committee by holding the game progress. This may imply shortening of game as well.
- 4.1.7 **Backup Umpire:** In the absence of an assigned umpire, PAUCA Cricket Executive Committee will arrange for emergency backup. In such case, PAUCA will pay the backup umpire \$30 at the end of the season. There is no compensation for umpiring in normal match.
- 4.1.8 **Match Report:** Both the umpires are subject to submit the match report pertaining to any incident occurred before, during or after the match to PAUCA Executive Committee. The Umpire's report must conform in all respects to the highest standards of Code of Ethics of the PAUCA.

4.2 Scorer

- 4.2.1 All scorer must tally electronic and paper version of score at end of the over.
- 4.2.2 Scorer should keep updating players with current and accurate scores at the end of the over.
- 4.2.3 A paper copy is official version of score if, electronic version is having technical difficulties.
- 4.2.4 Batting side must provide scorer.

4.3 Match Referee

- 4.3.1 Any PAUCA Cricket Executive Committee member can act as third umpire / match referee.
- 4.3.2 An officiating member can initiate dialogs with any PAUCA Cricket Executive Committee member, if the decision is not concluded by all knowledge and limitations that they might have.



Pennsylvania United Cricket Association

LAW 5: BATTING RULES

5.1 Out Caught: If a batsman is out caught, new batsman will take the strike unless it's the last ball of that over. If they are out caught on the last ball of an over, non-striker takes strike for the first ball of the new over

5.2 Providing Running Help:

- 5.2.1 PAUCA restricts automatic substitute runner for any batsman without consent of opposite side captain.
- 5.2.2 The umpire will decide, upon the agreement of the opposing captain if a by-runner is allowed. The final decision will be made by the umpire.
- 5.2.3 The batsman, if allowed a runner in the first innings, can lawfully bowl in the second innings
- 5.2.4 A runner can only be used if the batsman becomes injured or ill during the match.
- 5.2.5 The runner must be a member of the batting side, but not the twelfth man.
- 5.2.6 He must also already have batted in the innings, if possible.
- 5.2.7 The runner must wear all the external protective equipment worn by the batsman and must carry a bat.

5.3 Batsmen Leaving the Field and Retiring

- 5.3.1 A batsman may retire at any time during his innings. The umpires, before allowing the play to proceed, shall be informed of the reason for a batsman retiring.
- 5.3.2 If a batsman retires because of illness, injury or any other unavoidable causes, he is entitled to resume his innings after any fall of wicket. If for any reason he does not do so, his innings is to be recorded as 'Retired – not out'.
- 5.3.3 If a batsman retires for any reason other than as mentioned above, he may only resume his innings with the consent of the opposing captain, or as last batsman. If for any reason he does not resume his innings, it is to be recorded as 'Retired – out'.
- 5.3.4 If a batsman retires without consent of umpire is declared as 'Retired – out'.
- 5.3.5 **Wasting of Time:** Consistently failing to take strike after the bowler is ready to start his run up or after he has started his run up. The umpire shall be the official timekeeper and is the sole judge in this matter. He shall inform the player and captain immediately after each violation.



Pennsylvania United Cricket Association

LAW 6: BOWLING RULES

6.1 No Ball Rule directives

- 6.1.1 If the bowler bowls a ball which passes, or would have passed, above the head of the batsman standing upright at the crease, the leg umpire shall call and signal "no ball". It also includes warning.
- 6.1.2 A bowler shall be limited to one (1) fast short-pitched delivery per over. A fast short-pitched ball is defined as a ball, which passes, or would have passed, above the shoulder and below the head of the batsman standing upright at the crease.
- 6.1.3 In the event of a bowler bowling more than one (1) fast short-pitched delivery in an over, the umpire at the bowler's end shall call and signal "no ball" on each occasion.
- 6.1.4 If the bowler bowls a high full pitched ball which passes, or would have passed, on the full above batsman's waist height, the leg umpire shall call and signal "no ball".
- 6.1.5 A ball that pitches outside the defined playing area and which in the opinion of the umpire, deviates unnaturally shall be called a "no ball".
- 6.1.6 Runs scored off no balls shall be added to the one bonus run, which is automatic with such deliveries.
- 6.1.7 If the bowler's forward step is over the popping crease, then umpire at the bowler's end will call "no ball".
- 6.1.8 If any part of the bowler's feet is within the boundaries of the mat and behind the crease, then it is a fair delivery.

6.2 Wide Ball Rule directives

- 6.2.1 If the bowler bowls a ball sufficiently wide on either side of the wicket to make it impossible for the striker, standing in his normal guard position, to play a normal cricket stroke, the umpire at the bowler's end shall call and signal "wide ball".
- 6.2.2 Notwithstanding the above, all balls bowled that passes outside the leg stump is deemed to be a wide.
- 6.2.3 The umpire shall not adjudge a ball as being a wide if the striker, by moving from his guard position, either causes the ball to pass out of his reach or brings the ball within his reach.
- 6.2.4 Runs scored off wide balls shall be added to the one bonus run, which is automatic with such deliveries.
- 6.2.5 A ball that is pitched outside the width of the pitch or outside the mat but bounces only once before crossing the stump line will be called a Wide ball.
- 6.2.6 In the event a batsman plays a switch hit / reverse sweep, both sides are considered off-side. If the ball is between the two orange wide markers, then it is not considered a wide ball.

6.3 Dead Ball Rule directives

- 6.3.1 A ball that bounces more than once before crossing the batsman's stump line will be called a dead ball.
- 6.3.2 If ball pitches on a nail, it is a dead ball
- 6.3.3 It is finally settled in the hands of the wicket-keeper or the bowler.
- 6.3.4 A boundary is scored.
- 6.3.5 A batsman is dismissed.



Pennsylvania United Cricket Association

- 6.3.6 Whether played or not it becomes trapped between the bat and pads of a batsman or between items of his clothing or equipment.
- 6.3.7 Whether played or not it lodges in the clothing or equipment of a batsman or the clothing of an umpire.
- 6.3.8 The umpire calls over or Time.
- 6.3.9 It is clear to the umpire at the bowler's end that the fielding side and both batsmen at the wicket have ceased to regard it as in play.

6.4 Substitute bowler

- 6.4.1 If a bowler is injured during an over and cannot complete it, another bowler must bowl the remaining deliveries in that over. The bowler chosen to finish the over must not be the bowler who bowled the previous over and must not bowl the over immediately following either.
- 6.4.2 If the bowler has bowled illegal / foul deliveries and has not accounted for any legal deliveries can be replaced by another bowler. The substitute bowler will take over from is allowed number of quota of limited bowling.
- 6.4.3 Substituted bowler will not be allowed to bowl again in the same inning.

LAW 7: FIELDING RULES

7.1 General fielding directives

Absent or Leaving the Field:

- 7.1.1 If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play
 - The umpire shall be informed of the reason for his absence.
 - He shall not thereafter come on to the field during a session of play without the consent of the umpire. The umpire shall give such consent as soon as is practicable.

General:

- 7.1.2 All fielders should be inside the boundary when the bowler takes start.
- 7.1.3 Wicket keeper shall be in a stand still position when the bowler takes start
- 7.1.4 Wicket keeper will inform any umpire if he wants to change his position during the running over.
- 7.1.5 All fielders in the ground will not make any kind of noise or inappropriate gesture after bowler takes start.
- 7.1.6 All fielders can take start while bowling is in progress, but they cannot move sideways.
- 7.1.7 At any point there should be maximum 5 players on either side of the pitch.
- 7.1.8 During power play overs, only 2 fielders can stay outside the 30-yard circle.
- 7.1.9 **Wasting of Time:** It will be based on completing the required number of overs in the allotted time. If any of the exceptions are to be applied, then the umpire should keep track of it in his notebook and inform both captains of the exceptions.

Boundary:

- 7.1.10 If the ball rolls over the boundary line (marker) then it is considered as "Four".
- 7.1.11 If the ball is inside the boundary line and any part of the fielder's body is touching/outside the boundary line and at the same time if the fielder touches the ball, it is considered as "Four".



Pennsylvania United Cricket Association

- 7.1.12 If the ball directly bounces over the boundary line (marker) it is considered as "Six".
- 7.1.13 If the ball directly touches the boundary line (marker) it is considered as "Six".
- 7.1.14 If the fielder catches the ball and touching or over the boundary line (marker) it is considered as "Six".
- 7.1.15 If the ball rolls over and touches any Non-moving visible objects, which is inside the boundary line it is considered as "Four".
- 7.1.16 If the ball directly touches any Non-moving object which is inside the boundary line it is considered as "Six".
- 7.1.17 If any Non-moving object exists inside the boundary line (marker) it is considered as "Boundary line" too.
Example: Bench, Fence, Tree, Helmet, Water bottle, etc.
- 7.1.18 If the ball hits a bird, animal, small rocks or such objects which is inside the playing field and the ball stays inside the boundary line, it is not considered as a "Boundary (Four or Six)".

7.2 Substitute fielder

- 7.2.1 Substitute fielder must be declared at the beginning of the game.
- 7.2.2 Must be PAUCA registered and qualified player.
- 7.2.3 Only one substitute is allowed per incident.



Pennsylvania United Cricket Association

LAW 8: WEATHER RELATED DIRECTIVES

8.1 Management Declared Washout games

- 8.1.1 Management will declare washout games, in condition where the climate is going to be unfavorable to play, with the help of local and national weather forecasting system. In such case, management will send out notification of affected games.
- 8.1.2 Management will try to reschedule such cancellations depending on time and resources available.
- 8.1.3 Teams should not play on a damp pitch.

8.2 Officiating Team Declared Washout games

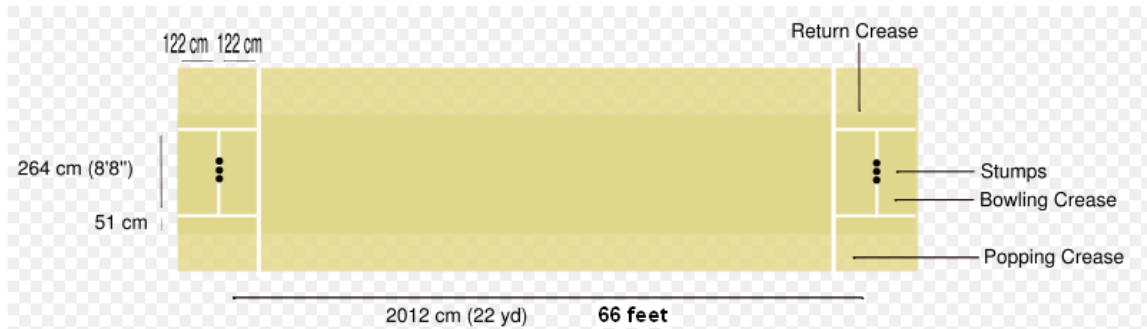
- 8.2.1 All playoff matches will have at least one reschedule in case of washed-out game.
- 8.2.2 Also known as 30-minute Rule: For all washed out games, rescheduling rules apply for all declared washed out games.
- 8.2.3 If no ball is bowled, Game can be declared, washed out game after 30 minutes from scheduled game time.
- 8.2.4 If the game is in progress, and it's interrupted by weather related issues for more than 30 minutes, it's automatically declared as washed-out game.
- 8.2.5 If Officiating members decides to remove mat for weather related issues, it will not be allowed put back and game is concluded as washed out game.
- 8.2.6 Officiating member must decide the continuation of game with some adjustments like reduced overs before the window of 30 minutes from the time the game has stopped. If officiating members cannot decide within 30 minutes, game will be automatically declared as washed-out game.
- 8.2.7 If the game is not reached to last (typically 4th session) session, and if there is an interruption due to weather related issues, the game is considered washed out. The officiating members have the right to skip the 10 over break and start the last session.
- 8.2.8 If 10 overs in the second innings are bowled and game is stopped due to weather related issues, and officiating members declared it is a washed-out game, or 30 minutes has passed from the stoppage of the game, the game results will be calculated as follows:
 - Total Runs scored by First batting Team / Total number of deliveries used = For Run Rate
 - Total Runs Scored by Second batting Team **+1** / Total number of deliveries used = Against Run Rate
 - Whichever team has higher Run Rate will win the game
 - In case of equal Run Rate, whichever team has less number of wickets will win
 - In case of equal number of wickets, higher ranked team will win
 - In case of equal rank, coin toss will be used to decide the winner of the game



Pennsylvania United Cricket Association

LAW 9: GROUND PREPARATION

9.1 Field setup



9.1.1 Pitch measurement

- The pitch measures between both end stumps 10 × 66 feet (3.05 × 20.12 m).
- Batting Crease to Stumps 4 feet (122 cm)
- Wide ball line on each side of the Stumps 4 Feet (122 cm)

9.1.2 PAUCA approved ground will be fixed Circle for each team. The diameter of circle will be maximum 340 feet and minimum 310 feet. Ground size will be measured from the center of the pitch using the rope provided.

9.1.3 The inner circle is measured in oval shape of fixed length, it's not exactly 30 yards as ICC recommendation, but it's nearly 40% of length of boundary.

9.1.4 PAUCA will provide either full or half mat subject to change based on conditions and permissions associated with it.

- It's the host team responsibility to lay and put away the mat.
- Only in the event of inclement weather should the mat be left on the grass to be dried and subsequently returned to the storage area as soon as possible by the hosting team.
- Ground should be ready to play 10 minutes before the start of the game time.
- Each host team must satisfy all rules implied under this section.
- Nails and hammer must accompany with use of mat. There is exact number of nails associated with each mat.
- Missing material must be reported to PAUCA Cricket Executive Committee prior to use.

9.1.5 Boundary markers and inner circle markers are provided by PAUCA

- The distance between boundary markers shall not exceed 20 feet (approximately 7 normal steps). The home team shall lose overs and the toss, per league rules, in the event this requirement is not met by the official starting time of the game. Teams in violation of this rule may lose a maximum of 9 overs, but not forfeit the game. Only official umpires assigned by the PAUCA Cricket Executive Committee shall have the authority to enforce this rule or determine if the requirement is met.
- Host team shall arrange for visible markers, In case of missing marker or short of markers must be reported to management.
- Umpire approval must be taken before starting of the game.



Pennsylvania United Cricket Association

LAW 10: THE GAME/MATCH

10.1 Time Management

- 10.1.1 All games must start on scheduled time.
- 10.1.2 The game is divided into 4 sessions. Each Session consist of 2 Session of Batting by each team. Each unit of Session is half of the overs bowled of total number of overs declared in each match. T20 is assumed to be 20 overs, and T10 is assumed to be 10 overs game.
- 10.1.3 Hosting team must prepare the ground ready to play 10 minutes prior to scheduled start time
- 10.1.4 Both teams must submit their playing eleven to officiating member 15 minutes prior to scheduled start time
- 10.1.5 Officiating member must report to both captains 20 Minutes prior to scheduled start time
- 10.1.6 Next hosting team must take responsibility from previous hosting team before they leave the field
- 10.1.7 If the game is delayed for some reason for more than 30 minutes, one of the management people must be informed or notified for possible alteration of the game.
- 10.1.8 A player is considered **LATE ARRIVED**, if Playing Eleven is submitted and player is not present on the field. In case of player being late, appropriate penalties must be imposed by officiating members
- 10.1.9 A team is considered **LATE ARRIVED**, if playing eleven is not submitted 10 minutes prior to scheduled game time. In case of team being late, appropriate penalties must be imposed by officiating members
- 10.1.10 An officiating member is considered **LATE ARRIVED** if they don't report to match captains 15 minutes prior to scheduled start time. Captain must report this to PAUCA Cricket Executive Committee in order to make arrangements for substitution.
- 10.1.11 For all PAUCA games, teams are required to complete each over within average of 6 minutes. Though a penalty will not be assessed after each over, a team that fails to complete its scheduled overs in given time (not including 10 minutes for 1 or maximum 2 breaks per innings) will be penalized as follows for wasting of time.
- 10.1.12 Breaks between innings shall not exceed 10 minutes. However, both captains may agree to make them shorter.
- 10.1.13 Each drink break shall be exactly 10 minutes and may not exceed 1 per innings. Umpires must offer breaks to both teams at similar intervals in both innings. In the event a team refuses to take its break as offered by the umpire, it may not request another one before the next scheduled break.
- 10.1.14 Drink intervals shall not be taken if both captains agree to forego a drinks interval, or if an innings has been reduced to fewer than qualified overs because of unfavorable weather conditions.

10.2 Power Play

- 10.2.1 Per Innings there will be 6 Total Overs of "Power Play". 3 Overs for each batting and bowling teams.
- 10.2.2 "Power Play" overs are always Continuous.
- 10.2.3 Both teams can choose "Power Play" anytime during the game with other restrictions applied.



Pennsylvania United Cricket Association

- 10.2.4 Batting "Power Play" is allowed only from the start or before of the 15 over (which is 15, 16 and 17th overs). If not called by batting team, it will be LOST opportunity.
- 10.2.5 Automatic bowling "Power Play" will kick in at the start of the 18th over if it's not taken (which is 18, 19 and 20th overs).
- 10.2.6 If the batting "Power Play" is taken at the start of 15th over then bowling "Power Play" will follow immediately if not already taken.
- 10.2.7 If both teams want to take "Power Play" on a same over, batting team's "Power Play" will take the precedence. Then bowling team has the option when to choose their "Power Play".
- 10.2.8 If no team is taking the "Power Play" till end of 14th over of the Innings, then last 6 overs of that innings will be the Mandatory "Power Play" Overs.
- 10.2.9 During "Power Play" only 2 fielders can stay outside the 30 Yard Circle.
- 10.2.10 Either umpire can call "No-Ball" if more fielders are standing outside the inner circle during the "Power Play".

10.3 Tied Games & Super Over

- 10.3.1 All PAUCA scheduled games (T10 and T20) which result in Tie will qualify for playing "Super Over" for the result of that match
- 10.3.2 Guidelines for the super over:
 - "Super Over" will start approximately five minutes after the regular time of the match is completed.
 - Three batsmen and one bowler for each team need to decide before start of Super Over.
 - Each team has to play with same playing 11.
 - Team batting second in regular match **bats first** in super over.
 - Loss of two wickets ends super over innings for a team.
 - Each team will get to bat 1 over (6 Balls).
 - The team that scores the most number of runs will be declared as winner.
 - If Super over is a tie, then subsequent super overs shall be played until there is a winner.

10.4 Abandoned Games

- 10.4.1 All abandoned games will be rescheduled based on rules and regulations declared in tournament format.
- 10.4.2 Due to circumstances if management declares game to be abandoned, the results of that game will be decided by the management.
- 10.4.3 Officiating members will make decision about single abandoned or rained out game on the field. Captains must obey umpire's decision.
- 10.4.4 If play is abandoned because of unfavorable weather conditions or because a ground or pitch is unfit or unavailable for play, then only PAUCA Cricket Executive Committee will decide and has the right to either "Abandoned" or "Reschedule" the match.
- 10.4.5 A game that is interrupted by rain, bad light or other factors will be decided on the runs-per-over average of both teams, provided the game completes 10 overs in the 2nd innings of the game. For example, for 20 overs game, if team batting second has batted for at least ten (10) overs. These 10 over minimum rules shall apply to all



Pennsylvania United Cricket Association

league games; even if the number of overs for the game is reduced due to some penalty are less than 20 overs.

- 10.4.6 Runs per over average for abandoned / rained out games will be calculated as follows:
Team batting first: Runs scored, divided by the allotted number of overs for the game.
Team batting second: Runs scored+**1**, divided by the actual number of overs completed.
Allotted number of overs will be:
- League maximum numbers of overs.
 - The number of overs decided/agreed and one of the management members is informed before the start of the game.

However, no PAUCA game will be played less than 10 overs

- 10.4.7 Note that several other situations and complications may arise. PAUCA Cricket Executive Committee will make the final decisions after assessing the situation.

10.5 Reschedule Games

- 10.5.1 Teams must make sure to reschedule each washout game in order. They cannot pick and choose which games to reschedule. For example, if this is the second game a team is rescheduling, they must have rescheduled and obtained PAUCA approval for their first washed out game; in order to play the second rescheduled game.
- 10.5.2 PAUCA will not reschedule any games.
- 10.5.3 If the teams submit a plan to reschedule within 2 weeks of the original game date, PAUCA Cricket Executive Committee will review and approve based on grounds and logistics availability.
- 10.5.4 It is the responsibility of the teams to follow-up and receive PAUCA Cricket Executive Committee approval within 2 weeks from the original game date.
- 10.5.5 If PAUCA does not receive/approve a reschedule request within 2 weeks of the original game date, points will be shared.
- 10.5.6 The allocation of grounds and logistics will be on a first-come first-serve basis (or number of games already rescheduled for the teams concerned).
- 10.5.7 PAUCA reserves the right to approve/decline any request.
- 10.5.8 Rescheduling is available only for games scheduled in the first 12 weeks of the tournament.

10.6 Forfeitures / Walkovers

- 10.6.1 Any team, which uses an ineligible player in non-playoff games, shall automatically forfeit the game and is subject to other fines and penalties.
- 10.6.2 Any team, which uses an ineligible player in playoff games, shall automatically forfeit the game and opposite team advances to next phase.
- 10.6.3 If a team forfeits a scheduled fixture for any reason whatsoever, the offending team shall be liable for a fine as outlined in Fines & Penalties Section.
- 10.6.4 **Match won on Forfeitures:** All points/percentage shall be awarded to the winning team.
- 10.6.5 **Expulsion:** A team shall automatically be expelled from the league upon forfeiting 3 games in one season.



Pennsylvania United Cricket Association

10.7 Reduced Number of Overs

- 10.7.1 Reduction of the overs will affect in batting side only.
- 10.7.2 If reduction is imposed as penalty, it only applies to team who is penalized.
- 10.7.3 Reducing Rate should be Every 6 minutes 1 Over unless other method suggested by management on specific reason.
- 10.7.4 PAUCA does not implement The **Duckworth–Lewis (D/L)** method for any format of the game. When time comes, management will evaluate the situation and may suggest the best possible scenarios to both captains.

10.8 Bowling Action/Mankad

- 10.8.1 Umpires can make on-field calls using their best judgement.
- 10.8.2 If Umpires are not able to decide, umpires/teams can lodge an official complaint (after the game) by submitting a video evidence to PAUCA Cricket Executive Committee.
- 10.8.3 PAUCA Cricket Executive Committee will review the evidence and decide if the concerned player can bowl in future games.
- 10.8.4 Any video recording by a player from within the playing area is prohibited.
- 10.8.5 Leg Umpire has the option to make a video recording, with out disturbing the game proceedings.
- 10.8.6 Mankad is a legitimate dismissal and the non-striker is out without warning if caught stealing any ground before delivery.

LAW 11: TOURNAMENT FORMAT 2022

League Round 1



	Format	Weeks	Teams qualifying to major league	Teams moving to minor league	Points Carryover
Group A 12 Teams Group B 12 Teams	Group A plays with 12 teams from group B and vice versa.	12	Top 6 from Group A go into Major Group 1 Top 6 from Group B go into Major Group 2	Last 6 from Group A go into Minor Group 1 Last 6 from Group B go into Minor Group 2	YES

Round 1: All reschedules should be completed on or before the end of week 12 (when round 1 completes)

Round 2: All reschedules should be completed on or before the end of week 17 (when round 2 completes)

Failure to complete rescheduling of games before the above deadline will lead to points split between the teams



Pennsylvania United Cricket Association

League Round 2



		Format	Weeks	Qualification to playoffs	Elimination
Major League	Group 1 6 Teams	Group 1 plays within the group and Group 2 plays within the group	5	Top 6 (across both groups) based on consolidated points	Last 6 will be eliminated
	Group 2 6 Teams				
Minor League	Group 1 6 Teams	Group 1 plays within the group and Group 2 plays within the group	5	Top 4 (across both groups) based on consolidated points	Last 8 will be eliminated
	Group 2 6 Teams				

Eliminator Round (Quarters)



		Format	Weeks	Winners	Losers	
Major League 6 Teams	Rank 3 vs Rank 6 Rank 4 vs Rank 5	1	2 - Goes into major league semis	2 - Goes into minor league semis	One-off: Rank 1 vs Rank 2 Winner plays with lower ranked team in semis.	
Minor League 4 Teams	Rank 1 vs Rank 4 Rank 2 vs Rank 3	1	2 - Goes into minor league semis	2 - Eliminated		



Pennsylvania United Cricket Association

Semi Finals



**Major League
4 Teams**

Format	Weeks	Winners	Losers
Rank 1 vs Lowest Ranked Winner Rank 2 vs Highest Ranked Winner	1	2 - Goes into major league finals	2 - Play for 3 rd place

**Minor League
4 Teams**

Format	Weeks	Winners	Losers
Rank 1 vs Lowest Ranked Loser from Major Rank 2 vs Highest Ranked Loser from Major	1	2 - Goes into minor league finals	2 - Eliminated

Finals & 3rd Place



**Major League
4 Teams**

Format	Weeks	Winners	Losers
Finals: Winner 1 vs Winner 2 from Semis 3 rd Place: Loser 1 vs Loser 2 from Semis	1	Finals: Tournament Winner 3 rd Place: 3 rd Place	Finals: Runner up 3 rd Place: 4 th Place

**Minor League
2 Teams**

Format	Weeks	Winners	Losers
Finals: Winner 1 vs Winner 2 from Semis	1	Tournament Winner	Finals: Runner up



Pennsylvania United Cricket Association

LAW 12: PENALTIES AND FINES

All fines and penalties are subject to further scrutinized at each occurrence; following is just a guideline for management to consider. With evaluation of the situation it may increase or decrease based on the severity of the case. This further also expands the categories and description upon knowledge of it any time of the year. Management can take appropriate decisions in case of unknown situations.

12.1 Penalties

- 12.1.1 In case of termination all penalty deposit will be withheld.
- 12.1.2 All penalty fee balance will be due before the next game.
- 12.1.3 There will be threshold for each team, which cannot be higher than penalty deposit decided at the beginning of enrollment before re-depositing penalty deposit
- 12.1.4 If either team does not have minimum required playing members on the ground, then the game is considered as late start.
- 12.1.5 In case of late start following points must be considered:
 - Team having less number of players will lose the toss.
 - The game can be started at designated time with minimum number of players without losing any overs.
 - If the team does not have minimum required players on the field before the coin toss, will result in forfeiture
- 12.1.6 In case of team decides to start the game on time with minimum required players following points must be considered:
 - The game must start on time, with prior acknowledgement to officiating members and opposite captains, that late arrived player will either bat or ball when then come.
 - If the players come after first 10 overs has finished, the late coming players will only be able to field
- 12.1.7 If a team decides to wait for complete required 11 players, they can do it by losing 1 over for every 6 minutes of wait time, up to a maximum of 30 minutes.
- 12.1.8 The penalty of losing overs must be deducted while batting
- 12.1.9 Late start or delay of game Penalties will be waived for the following:
 - Interruptions due to unfavorable playing condition.
 - Ball is lost outside the field of play.
 - Interruptions due to major injury/external bleeding.
 - Fainting, head injury, or concussion symptoms or visible struggle.
- 12.1.10 Waste of time by batsman will result in losing overs.
- 12.1.11 Waste of time by bowlers/fielder will result in losing overs; in case of fielding second the total number of runs will be deducted in descending number of overs. e.g. In 20 overs game, 1 over penalty will be enforced by taking away all runs scored in 20th over (or last over if it's not 20th).



Pennsylvania United Cricket Association

12.2 Fine Guidelines

Category	Description	1 st Occurrence*	2 nd Occurrence*	3 rd Occurrence*
Team	Late arrival / No show of Officiating Member	\$50 - \$75	\$75 - \$100	\$100 - \$125 + 1 Point
Team	Damp Pitch	\$150 (Host Team) **		
Team	Damp Pitch	\$75 to each Umpire if they force teams to play on damp pitch		
Team	Walkover or Forfeiture ¹	\$250	\$250 + 2 points penalty	Ejection from league
Team	Trash Removal	\$50	\$100	\$250 + 1 Point
Team	Resource handling error	Replace resource	\$100 + Replace	\$500 + Replace
Team	Playing with ineligible Player	\$100 + 1 game Captain Suspension	\$250 + 1 game Team Suspension	Termination
Team	Playing with ineligible player in playoff game	Termination with opposite team awarded victory		
Personal	Umpire Ejection from the game	\$50	\$100 + 2 Games	Termination
Personal	Violation of Code of Conduct	\$100	\$250 + 2 Games	Termination

*The amount of penalty will be solely management's decision.

¹PAUCA takes walk over as a very serious offence. The amount of penalties is described in table. Below explanation of walk over is provided for more insights:

**It is the responsibility of the host team to inform PAUCA before the start of their game if the pitch is already damp and the previous game had happened on it (in that case previous game's host team will be fined). If the mat gets wet during the game, the host team must make sure that it is dried up before the next game. Else, wet mat fines will apply.

Definition of Walkover: With or without notification to management, if team doesn't have minimum required players on the scheduled game time, it's consider walkover.

First offence: \$250.00 fine

Second offence: \$250.00 fine with 2 points penalties

Third offence: ejection from the league with no possible return in future.



Pennsylvania United Cricket Association

LAW 13: MISCELLANEOUS

13.1 FINANCIAL REPORT:

13.1.1 At the end of every year a financial statement will be provided on our website for public report.

13.2 LEAGUE WEBSITE:

13.2.1 League Website will be prepared and maintained by PAUCA webmaster. League By-Laws and Rules will be prepared and maintained by PAUCA Officiating Coordinator. Each team will be given limited access to web content management. Teams will be responsible for the content on the website.

13.3 INSURANCE

13.3.1 Each PAUCA player/umpire/member is required to carry some kind of medical insurance that covers that individual's injury or worst. It is the SOLE responsibility of each Team Representative in relation to PAUCA to make sure about this policy. In the event a player/umpire/member is found playing without the medical insurance then the particular team who they are associated will be held 100% responsible and liable for that and any outcome in the event that a player/umpire/member or someone on his behalf decides to claim the cost associated with an injury.

13.3.2 However, each and every player, team members, umpires and scorers need to sign an individual Release and Hold Harmless agreement that will bind him not to claim anything against anyone associated with the league and PAUCA.

13.3.3 Again, It is the SOLE responsibility of each Team Representative's in relation to PAUCA to make sure that all their players / umpires / members have signed the PAUCA Release and Hold Harmless Agreement and then the team representatives have signed on their behalf and handed the hard copy of the agreement to the PAUCA.

13.4 LIABILITY WAIVER

13.4.1 Every player must sign the Liability Waiver form before he actively participates in a game. If it is determined that a player has not signed the Liability Waiver and has played a match, that player will be suspended for one game. The player must also sign the Liability Waiver before playing his next game. Note that PAUCA Cricket Executive Committee may also impose monetary penalties on teams that are repeat offenders.

13.5 AMENDMENT

13.5.1 PAUCA Cricket Executive Committee may alter these by-laws with the approval of the PAUCA Board. Any inaccuracy or redundancy about this document must be verified with management.

13.6 DISCLAIMER

13.6.1 The cricket rules provided in this document are by no means exhaustive. This document is intended to serve as guidelines for the PAUCA tournament and Leagues. As a guideline for the remaining laws, please visit <http://www.lords.org/cricket/laws.asp>.

13.6.2 The final decision regarding the game lies with the umpires. Any other situations that have not been covered in the document and all other logistic decisions lie with the PAUCA Executive Committee.



Pennsylvania United Cricket Association

13.7 BAN GUIDELINES

- 13.7.1 The imposing of ban on player is absolute decision of PAUCA. It is up to the management, whether ban has to be exempted.
- 13.7.2 If the player is serving a ban for a match and following match is affected by the rain, then player has to wait for next completed match to serve his ban.