



## **PMCL T20-T30 Bylaws**

### **1. THE LEAGUE RULES**

- 1.1 All games will be played according to the latest MCC Laws of Cricket, ICC Standard ODI and Twenty20 Playing Conditions and ICC Code of Conduct.
- 1.2 Apart from the ICC rules, PMCL bylaws listed below will be followed. If the issue is explained in PMCL bylaws, then it shall be applied before ICC rules will be referred.
- 1.3 All time periods are converted to number of overs for make it easier for umpires to enforce the rules.

### **2. PLAYING CONDITIONS**

#### **2.1 START TIME OF PLAY**

- 2.1.1 All the morning games including play-offs shall start at 10:00 AM and the afternoon games at 2:30 PM (Afternoon game) except games at those fields where the permit time is after 10:00 AM then the matches will start at the mutually agreed upon (Captains, Exec. Committee and Umpires) start time for those fields. The PMCL Executive Committee reserves the right to decide the playing times for the semi-finals and the final games.
- 2.1.2 In unforeseen circumstances beyond the control of the home team, if the ground is not ready for play by the scheduled starting time, the official umpire in consultations with both the captains may agree on a new start time.
- 2.1.3 In the event of a delayed game as a result of PMCL approved reasons, the revised starting time shall be changed in order to complete the minimum number of overs to constitute a T20 match which will be 10 overs per side.

#### **2.2 ABANDONED/RAINED OUT GAMES**

- 2.2.1 A game is considered abandoned if it is decided that no play is possible due to unforeseen circumstances and the decision is made before any teams or umpire can reach the ground.

- 2.2.2 A game is considered Rained-out/Wash-out if ground conditions are not conducive for play. Decision for a wash-out may be taken few hours before by the home captain before the visiting team and Umpire reach the ground. The League must be informed of and approve all wash-outs decisions. If both teams are on the ground along with the Umpire and it is considered a wash-out, the Umpire will be paid half the match fees.
- 2.2.3 Duckworth-Lewis Rule inside Cricclubs will be used for all rain affected games. If no play is possible after a game starts, both teams share points and umpire get full fees (\$60)

### 2.3 FORFEIT

Any team forfeiting a game before 24 hours will incur a \$100 fine and deduction of 2 points. If the forfeit occurs within 24 hours of the start of the game, the team is also responsible for the entire umpire fees for the game (both teams share of umpire fees)

### 2.4 TIED GAMES

- 2.4.1 Tied games will be decided by a Super Over. The team who batted second in the match bats first in the Super Over.
- 2.4.2 Each team selects three batsmen, giving them two wickets, for their Super Over. The bowling team chooses the end to bowl from. If the Super Overs of both teams also end in a tie, another super over is played until a winner emerges.

## 3. THE TOSS

- 3.1 The toss must take place 15 minutes before the start of the game. Toss must occur on the playing pitch.
- 3.2 Any team that does not have minimum of 8 players in playing attire on the field 15 minutes before the start of the game automatically loses the toss. If both teams have less than 8 players on both sides, it is considered a delayed start and loss of overs are calculated by the minutes lost (see 3.7).
- 3.3 The captains shall provide a list of the names of the eleven (11) players, plus the substitute fielders in writing to the umpire before the toss. This list cannot be altered after submission to the umpire(s). The list must clearly identify the captain, vice-captain and the wicketkeeper (WK)
- 3.4 All players must have a photo uploaded on the cricclubs website. A team will default on the result of a game and incur a fine if any team member does not have a photo on cricclubs site. **No exception to this rule.**

- 3.5 Once the toss is spun, the team player must immediately inform the umpire of its decision to bat or field. The decision may not be altered, once the umpire has been notified
- 3.6 Minimum numbers of players in a team to start the game is 8. This count does not include the 12<sup>th</sup> man. If the fielding team begins the game with 10 players, the 12<sup>th</sup> man does not become the 11<sup>th</sup> member of the team.
- 3.7 The team that is not ready for play by the scheduled or revised start time shall lose one(1) over for every five (5) minutes, or fraction there of delay in starting the game (Example: A team will lose 1 over if is not ready to play 1-5 minutes after the scheduled start time. If they are not ready to play 6 minutes after the start time, they will lose 2 overs).
- 3.8 A team not ready to play or unwilling to start after 45 minutes past the scheduled starting time shall automatically forfeit the match.
- 3.9 Deadline for players joining late is 30 minutes after the game has started. Late players may take part in the game (bowling/batting) after the number of overs they were missing has been completed.  
If a player joins after 25 minutes and 4.3 overs have been bowled, they cannot bowl or bat for another 5 overs (rounded up from 4.3 overs) have completed after they joined their team.

#### **4. CRICKET ATTIRE – T20 & T30**

- 4.1 Every player participating in T20 & T30 matches including the substitutes shall wear proper cricket attire, which comprises of team color shirt and long trousers/pants. Shorts of any color are not allowed at any time during the game.
- 4.2 Club logos or other sponsorship logos may be worn on pants/shirts.
- 4.3 Cricket shoes and sneakers are required to be worn. Shoes with metal spikes are not allowed.
- 4.4 Colored batting pads are recommended for play as a white ball will be used for T20 games. A batsman is not helping a LBW to go in his favor if he is wearing white pads!
- 4.5 White batting pads and gloves are mandatory for play as a red ball will be used for T30 games.

## **5. CRICKET BALLS**

- 5.1 A new white ball must be used for each innings.
- 5.2 The captains are responsible for providing the umpires with the new ball prior to the start of the game.
- 5.3 Only league approved white balls may be used in all matches.
- 5.4 If during play, the ball cannot be found or recovered, or the umpires agree that it has become unfit for play, the umpires shall replace it with a ball, which in their opinion has similar amount of wear as the previous ball had before the need for its replacement.

## **6. UMPIRES' FEES – T20 & T30**

- 6.1 In all matches including play-offs, the umpire(s) fees is \$40 per umpire by each team. Total \$80 when there is one umpire for the game.
- 6.2 In all matches including play-offs, the umpire(s) fees is \$75 per umpire by each team. Total \$150 when there is one umpire for the game.
- 6.3 The umpire fees must be paid even if game is abandoned due to unfavorable weather conditions after the first ball is bowled.
- 6.4 If the umpire reaches the field and for some reason both or one of the teams present at the field has decided to cancel the game, the umpire gets paid \$15 each from both teams
- 6.5 In cases where 2 umpires are assigned to a game, each umpire shall be paid \$60(T20) & \$100(T30)

## **7. PLAYING RULES**

### **7.1 OVERS TO BE BOWLED – T20 & T30**

- 7.1.1 In PMCL-T20 league matches, each side will play a maximum of 20 overs. Each team will be required to complete their 20-overs in 90 minutes.
- 7.1.2 In PMCL-T30 league matches, each side will play a maximum of 30 overs. Each team will be required to complete their 30-overs in 110 minutes.
- 7.1.3 No bowler shall be allowed to bowl more than 20% of the total number of overs in an inning

## **7.2 OVER ADJUSTMENTS**

- 7.2.1 Minimum of 10 overs per innings will constitute a game. If 10 overs per innings cannot be completed, match will be considered a "wash-out" and teams will share points.

## **7.3 NO BALLS**

- 7.3.1 A bowler shall be limited to 1 fast short-pitched delivery per over for a T20 game. For rain/delayed shortened games, 1 bouncer are still allowed per over.
- 7.3.2 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"

## **7.4 FREE HITS**

## **7.5 WIDE BALLS**

- 7.5.1 Any off side or leg side delivery in the opinion of the umpire that does not give the batsman a reasonable opportunity to score, shall be called and signaled "wide ball" by the umpire at the bowler's end.
- 7.5.2 Notwithstanding the above, any delivery, which passes outside the line of leg stump, and on the leg side of the striker, without making contact with the striker's bat or person, shall be called a wide ball.
- 7.5.3 A penalty of one run for a wide shall be scored. This penalty shall stand in addition to any other runs that are scored or awarded.
- 7.5.4 Wide line moves with the batsman on the off-side i.e. if a batsman decided to move sideways towards the offside the wide line also moves along with him with the exception that a delivery cannot be called a wide within the leg stump limit on the leg side. Leg stump line remains the same and if the ball drifts away from leg stump then it shall be called a wide. Leg stump lines remains the same even if the batsman moves towards offside.

## **7.6 PLAYERS ABSENT FROM FIELD**

- 7.6.1 The consent of the umpire at the bowler's end must be obtained for a player to leave the field or comeback to the field during a session of play.
- 7.6.2 A player who is off the field for longer than eight (8) minutes shall not be permitted to bowl after his return until he has been on the field for "rounded up" number of overs he was off the ground.

- 7.6.3 The player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his side's innings has been in progress for at least that length of playing time for which he has been absent or, if earlier, when his side has lost five (5) wickets.
- 7.6.4 Any player that is late by 30 minutes or more after a game has begun cannot play in the game and the team will play less than 11 players. 12th man cannot be used to replace missing player. Any team with less than 8 players at the start of the game will forfeit the game.

## **7.7 SUBSTITUTE FIELDSMAN OR BY-RUNNER**

- 7.7.1 A team can request substitute fielders only in the cases of injury, illness or other wholly acceptable visible reasons.
- 7.7.2 The consent of the opposing captain must be obtained for the use of a substitute if any player is prevented from fielding for any reason other than illness or injury suffered during the match.
- 7.7.3 Only a registered player of the team can be used as a substitute fielder. A substitute fielder should have been declared in the team list submitted to the umpire(s) at the start of the game.
- 7.7.4 A by-runner will be permitted for any batsman exhibiting visible injury. Dehydration and pulled muscle are not considered visible injury. If a batsman is injured and is unable to run or continue batting then he can retire and come back at the fall of the next wicket as long as he doesn't need a by-runner.
- 7.7.5 If a fielder returns to the field of play without notifying the umpires or their consent the ball that is currently in progress or the ball that was bowled previously will be called a "no ball" and the next ball will automatically become a Free-Hit.
- 7.7.6 If a fielder returns to the field of play without the umpire's consent and fields the ball, there will be an additional 5 run penalty awarded to the Batting Team.
- 7.7.7 Wicketkeeper must be declared at the start of the game for both teams. In case the wicketkeeper needs to be substituted, it has to be one of the players declared in the playing 11. 12<sup>th</sup> Man cannot become the wicketkeeper.

## **7.8 SCORING & SCORES IN DISPUTE**

- 7.8.1 In the event of a dispute in the scores, scorecards need to be rectified online on [cricclubs.com](http://cricclubs.com). All corrections will need to be fixed before continuing with the game.
- 7.8.2 Scorecards/scorebooks are no longer accepted. All teams should have access to the scoring tab within [cricclubs.com](http://cricclubs.com).

## **7.9 INNINGS BREAK**

- 7.9.1 Breaks between innings shall not exceed 15 minutes. However, both captains, with the consent of the umpire, may agree to make them shorter.
- 7.9.2 There may be a drinks interval after 10 overs are completed in each inning. This will be considered the "time off" period. There is only one such "time off" period in each inning.

## **7.10 FIELDING RESTRICTIONS 25 YARD CIRCLE & BOUNDARY MARKERS**

- 7.10.1 25 yard markers and boundary markers are the responsibility of the home team and must be set up before the toss.
- 7.10.2 If there are discrepancies about the markers, it must be resolved by the umpire and the two captains before the start of the game.
- 7.10.3 Two fielders are allowed outside the 25 yard boundary during the first six overs (powerplay), five fielders after the sixth over. Bowler and wicketkeeper do not count in this rule.

## **7.11 POINTS SYSTEM**

- Win - 3 points  
Loss - 0 points  
Tied / Wash Out - 1 point  
Forfeit - minus 2 points

- 7.11.1 In the event of teams finishing on equal points in its Pool/Group stages (including playoff groups, if any), the rankings/seedings will be decided in the following order of priority:
- 7.11.2 The team with the highest net run rate
- 7.11.3 If still equal, head-to-heads between 2 or more teams. The team with higher win percentage
- 7.11.4 If still equal, the team with higher net run rate
- 7.11.5 If still equal, The team with most number of wins at head to head.

## **7.12 DEFINITION OF A DEAD BALL**

- 7.12.1 A ball bowled by bowler bounces more than once will be deemed a dead ball and will not count towards the six ball in a over. No runs awarded for dead ball.
- 7.12.2 A ball is considered dead when the ball rests in the wicketkeeper's gloves after a play.

7.12.3 A ball is considered dead if it rests in the batsmen's clothes/pads after being delivered.

### **7.13 BATSMAN RETIRING**

7.13.1 A batsman can retire due to injury and return after a wicket has fallen. No substitute runner will be allowed for the injured batsman.

## **8. POWERPLAY RUNS – T20 & T30**

There will only be one powerplay in each innings. It begins with the first over bowled

8.1.1 **Powerplay 1(T20)** – At the instant of delivery, no more than two (2) fieldsmen shall be permitted outside the 25-yard field restriction area. In an innings of 20 overs, these are overs 1 to 6 inclusive. In event of 9 players or less present on the field no player is allowed to field outside the inner circle. Respectively, with 10 players only 1 is allowed to field outside the inner circle during regular PP overs.

8.1.2 **Each inning is divided into three (3) powerplay sessions. – T30 Power Play**

8.1.3 **8.1.1 Powerplay 1 – first 20% of the over (overs 1-6) – 2 players outside 30 yards**

8.1.4 **8.1.2 Powerplay 2 – next 60% of the overs (over 7-24) – 4 players outside 30 yards**

8.1.5 **8.1.3 Powerplay 3 – last 20% of the overs (over 25-30) – 5 players outside 30 yards**

8.1.6 During the non-powerplay overs, no more than 5 fielders shall be permitted outside the fielding restriction area.

8.1.7 At the commencement of Powerplay Overs, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.

8.1.8 In the event of an infringement of any of the above fielding restrictions, the umpire shall call and signal "No Ball".

8.1.9 In circumstances when the number of overs of the batting team is reduced, the number of powerplay overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

8.1.10 If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of Powerplay overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.



<b>INNINGS DURATION (No. of Overs)</b>	<b>POWERPLAY 1 (No. of Overs)</b>
<b>10-11</b>	3
<b>12-14</b>	4
<b>15-18</b>	5
<b>19-20</b>	6

<b>No. of Players</b>	<b>POWERPLAY 1 (No. of Fielders)</b>	
	<b>Inside circle</b>	<b>Outside circle</b>
11	7	2
10	7	1
9	7	0
8	All players inside the circle	

\*\*\* Wicketkeeper & Bowler are not considered as Fielders and hence all the numbers above are calculated excluding Bowler & Wicketkeeper \*\*\*

#### **8.1.7 BOWLER ATTEMPTING TO RUN OUT NON-STRIKER BEFORE DELIVERY – “MANKADING”**

The bowler is permitted, before releasing the ball and provided he has not completed his usual delivery swing, to attempt to run out the non-striker.

8.1.9 Whether the attempt is successful or not, the ball shall not count as one of the over.

8.1.10 If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal dead ball as soon possible.

### **8.2 MODES OF DISMISSALS FOR NO-BALLS (FREE-HIT) & WIDE BALLS**

No-Ball (Free-Hit) Dismissal Wide Ball Dismissal

Handling the Ball Handling the Ball OUT

Obstructing the Field Hit Wicket OUT

Run Out Obstructing the Field OUT

Hitting the Ball Twice Run Out OUT

Stumped OUT

\*\*\* A Batsman cannot be out Stumped off a No-Ball or Free-Hit Ball \*\*\*

### **8.3 PLAYER QUALIFICATIONS**

- 8.3.1 To be eligible to play in the playoffs, a player must have played in rounded down 1/2nd (half) of the number of games actually played by the club (counting the games that rained out after the game started and forfeited games) he is representing during the season in question. In the event 1/2nd represents a fraction, the number will be rounded down to the whole number.
- 8.3.1.2 If a team has played 7 games in total then the eligibility criteria for each player to qualify will be 1/2nd of 7 = 3.5 = 3 games.
- 8.3.2 In case where the game was rained out or abandoned for other reasons, team captain is responsible to enter names of players before the scoresheet lock day (Currently following Thursday evening). Players entered by Captain on the website before scoresheet lock will be eligible to be counted as played the game.
- 8.3.3 In the case where a game was forfeited by a team, team who is forfeiting the game will not get any credit for player. The team who is winner by forfeit need to submit player list to the umpire on the field. Players will be eligible to be counted as played the game and will receive credit toward the playoff qualification requirement.
- 8.3.4 In case where a game was forfeited by a team well in advance where both teams do not have to be at the field. The players of the team against whom the forfeiture happened will receive credit toward the playoff requirement. The team receiving the credit of the forfeiture must enter the names on the score sheet online on the league website by scoresheet lock day (currently Thursday of the following week). Players will not get any credit, if their names are not entered in the score sheet within the time mentioned.
- 8.3.5 The playoff qualification requirement does not apply to substitute fielders. Any player played as 12<sup>th</sup> Man in the game will not get credit for the playoff qualification requirement.
- 8.3.6 All the teams qualified for the playoffs are required to carry photo id on the day of game for umpires to verify the player qualification.
- 8.3.7 For any player whose profile is active on Cricinfo website to be eligible to play in playoffs, the player should have played 70% of the total number of team league games (rounded up to whole number). Only one Cricinfo active profile player will be allowed to play in any match (league/playoff).

## 9. Rain/Washouts

- 9.1 Duckworth-Lewis Rule as defined within the Cricclubs App will used to determine target for team batting second.