

PTC Cricket League

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Rules and Regulations

The games will be played as per the MCC Laws of Cricket with some exceptions. The exceptions and other tournament rules are as follows:

1. Each game shall be played between two teams of 11 players each.
2. Each inning will consist of 15 Overs.
3. The overs shall all be bowled from one end of the pitch, as determined by the umpires.
4. There will be no LBWs. However, leg byes will be permitted as long as there is no deliberate padding by the batsman – umpires call is final.
5. All matches will be played as one inning per side. Teams will have power play in first 3 overs of the innings where only 3 fielders are allowed outside the inner circle. At any point in the match, there should be a minimum of 4 fielders within the inner circle. There should be a minimum of 4 fielders on any side of the field (Off/Leg side) at any point of time. Violation of this will result in a no-ball.
6. Each team will be required to bowl the allotted 15 overs in no more than 1 hour and 15 minutes. There will be a scheduled drink break for 5 minutes after 8 overs. Innings break will be for 10 minutes.
7. A bowler will be allowed to bowl no more than 3 overs.
8. The home team is responsible for setting up the field and boundary before the start time of the match.
9. Each team will be permitted to register a maximum of 15 players, although only 11 can bat or bowl in any one game. All 15 players should be registered and should have signed the waiver form and should not have played in any other team in this tournament. The teams should submit the playing 11 at the beginning of the match.
10. To play in final, a player should have played (in playing 11) minimum 1 match in earlier round.
11. No last man batting is allowed
12. Each team should have at least 8 players on the field (and registered) to begin playing a match.
13. Each team is responsible for sending 2 umpires during their umpiring schedule.

Field Setup and Pitch Length

1. The pitch length should be 21 yards/63 Feet Stumps to Stumps.
2. The suggested boundary limit is 160 Feet from the center of the pitch unless restricted by the shape of the field.
3. Wide will be setup at 3 feet in length away from the middle stump on the off side. Anything on the leg (away from leg stump) is a wide.
4. Batting and bowling crease will be setup at 4 feet in length from the stumps. (Return Crease: 4ft 4in from middle stump)
5. All the team should carry a measuring tape at least for 200 feet and it should be used for measuring the pitch length and boundary.
6. All the teams should carry one set of spring stumps and cones (30).
7. The pitch length and boundary setup should be verified by both captains and umpire BEFORE the start of the game and cannot be modified once the play has started.

Spirit of the Game

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 major responsibility for ensuring the spirit of fair play rests with the captains.

1. **Captain's Responsibility** - The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws. The responsibility for the team's conduct firmly lies with the captain.
2. **Player's Responsibility** - It's their utmost duty to maintain the spirit of the game till the end on and off the field during the match
3. Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

Additional Rules

1. Both wide-balls and no balls shall count as 1 extra run and an extra ball will have to be bowled in the over. Any runs (byes, leg-byes, etc.) scored off wide-balls or no balls will be credited to team score as well.
2. A batsman can be, stumped off a wide-ball and run-out off a wide-ball or a no ball.

3. If a bowler bowls a ball that makes **two bounces before the stumps** on the batting side then the ball is considered to be a **dead ball** by the umpire. Any kind of batsman dismissal, scoring rule is invalid for a dead ball. An extra ball should be bowled for the dead ball.
4. In a situation where all the **stumps are knocked down** and the batsmen are looking to run an extra run (in an over throw situation), if there is a possibility of a run-out again - the fielders should fix at least one stump back in an upright normal position and then knock the stumps down again or carry one of the stumps together with the ball in hand. In case of spring stumps, the stumps need to be in upright and original position or can be considered as single stump.
5. **Mankading-out** is not allowed.