**PTC Cricket LEAGUE Rule Hand-Book**

**PTC cricket league has zero tolerance policy towards abusive and aggressive on field behavior by any person. Any abusive behavior with umpires, committee members and other players will result in immediate suspension of the player and penalty for that team.**

**All grievances and concerns to be conveyed to the committee through team captains. Specific details are given in Supplementary C – Disciplinary guidelines.**

 **MCC/ICC rules will be followed in the league. The exceptions to MCC rules are listed below:**

1. Each inning will consist of Maximum 20 Overs unless it is a shortened match due to weather or any other situation, determined by the PTC Committee Coordinator and Umpires.
2. Team will consist of Playing 11 + 1 players. But only 11 players can bat and bowl.
3. A team MUST have a minimum of 8 players to start the match. If Team A is not ready or does not have minimum 8 players on the field, Team A will lose the Toss to Team B by default, assuming Team B is ready and have minimum 8 players on the field.
4. All 12 players’ names should be updated in CricClubs before start of the match. Umpires should be informed before toss if any players in Playing 11+1 are joining late. Late joining player must be at the ground before the start of 7th over and umpires should be informed upon arrival. A player in failing to join in time will not be allowed to play.
5. Any player in team roster can field as a substitute
6. Power play: First 4 overs mandatory power play. Batting team can choose 2 more overs (back-toback) between 5th and 15th over. 16th and 17th overs become automatic power play overs if batting team did not take it.
7. Power play: First/Bowling power play 2 players outside the inner circle and for second/batting power play 3 players can be outside inner circle.
8. Each team will have 100 minutes to complete the 20 overs bowling.

Breakdown of 100 mins.

* + 1. 20overs: 89Mins
		2. Drinks break: 6Mins (Either 2 breaks of 3 mins each after 7th and 14th or one of 6 mins after 10th over depends on playing team)
		3. Innings Break: 5Mins
		4. Total Innings duration: 100Mins
1. Slow Overrate: If a team exceeds their allocated quota of 100 mins per innings, then Umpires will take a note of it and reduce the number of fielders allowed outside the inner circle.

Umpires will do time check at the completion of 18th over (18 overs should be completed by 90 minutes).

 If failing to do so, if it is between 91-95 minutes, only 4 fielders (instead of 5) allowed outside the inner circle for 19th over

If it is 95+ minutes – both 19th and 20th over will have only 4 fielders outside the circle.

If play is stopped in the middle due to other reasons like weather, injury etc., umpire will take a note of lost time & take decision accordingly.

1. Both teams are responsible for field setup including pitch and crease markings, boundary, and inner circle.
2. All the matches will be played on MAT
3. The pitch length will be the length of the mat or 22 yards (66 Feet)
4. The suggested boundary limit is 160 Feet from the center of the pitch unless restricted by the shape of the field. Inner circle 80 feet.
5. Wide will be setup at 3 feet in length away from the middle stump on the offside. Anything on the leg (away from leg stump) is a wide.
6. Batting and bowling crease will be setup at 4 feet in length from the stumps. (Return Crease: 4ft 4in from middle stump)
7. Bathroom breaks are allowed during the match and a substitute player can be used to continue the match. Bathroom break cannot delay the start or continuation of the match.
8. No last man batting is allowed. This rule applies even if the team has less than 11 players on a given match day.

**Dead Ball:**

1. If the bowler drops the ball accidentally before delivery or the ball does not leave the bowler’s hand for any reason, umpire should call it as a **dead ball**.
2. Ball pitching on grass and can reach a batsman with one bounce that shouldn’t be called as dead ball.

**No Ball:**

1. If a bowler bowls a ball that makes **two or more bounces before the stumps** on the batting side, then it is called a **No ball**.
2. Either umpire shall call and signal No ball if the bowler **hits the bowler side wicket** at any time during delivery of the ball.
3. A ball is called "No ball” if it is
	* Full toss above the waist
	* overstepping by bowler or
	* ball bounces above the batsman head and batsman plays it
	* Ball pitches outside the MAT
4. A ball is called “No ball”, if there are a greater number of fielders outside the inner circle than allowed limit.
5. A ball is called “No ball” if there are less than 4 fielders on any one side of the field (excluding bowler and keeper)
6. For a delivery to be fair in respect of the feet, in the delivery stride the bowler's front foot must land with some part of the foot, whether grounded or raised behind the popping crease. • the bowler's back foot must land within and **not touch the return crease. If it touches return crease shall be called no ball.**
7. The delivery following the no ball is a free hit.
8. A batsman can only be out on a free hit for ‘handled the ball’ or ‘hit the ball twice’ or ‘obstructing the field’ or ‘run out’. No other dismissals allowed for free hit/No ball.

**Wide Ball:**

1. A delivery shall be called wide, if the ball passes above or outside the “Wide Guideline” with the batsman in a normal batting stance. • If the batsman takes guard on his off stump or outside the off stump or shuffles to the offside before the delivery of the ball, then wide guideline will also move in the same proportion till the return crease, and it is up to Umpire’s judgment to signal wide based on the line of the ball.
2. A ball after pitching passes above the head of the batsman standing upright at the popping crease and if the batsman had not made any contact with the bat, then the delivery should be signaled as wide. Square leg umpire will judge the height and signal wide. If square leg umpire is unsighted

or does not provide a signal for whatever reason, then main umpire can use his best judgment to signal wide. If batsman touch the ball which over the head, then it is a No ball.

1. When a switch hit, or reverse sweep is played, or the batsman gets in a position to play the shot and then aborts it: •The Wide Guideline shall apply on both sides of the stumps. • The leg stump wide interpretation is no longer in play.
2. A batsman can be out on a wide ball for a Hit Wicket or Obstructing the field or Run Out or Stumped.

**Bouncer:**

1. First bouncer in an over which is above shoulder and below the head is just a warning. First bouncer in an over which is above head is wide if a batsman doesn’t touch the ball, and it should be a warning. Second bouncer above the shoulder (irrespective of batsman touching or not) in same over will be a no ball and will be given free hit.

**Retiring:**

1. A batsman may retire at any time during his innings. The umpires reserve the right to allow the batsman to retire (Retired Hurt). RETIRED HURT: If a batsman retires due to illness, or on-field injury or any other unavoidable cause while playing, he is entitled to resume his innings. If for any reason he does not resume his batting, his innings is to be recorded as “Retired Hurt / Retired - Not Out‟. A retired hurt batsman can only resume his innings, at the fall of a wicket or the retirement of another batsman. RETIRED OUT: If a batsman retires for any reason other than above reasons, he may resume his batting only with the consent from umpires. If for any reason he does not resume his batting, his innings is to be recorded as Retired Out. If a batsman retires for convenience, the batsman cannot resume his innings and will be declared as “Retired OUT”.

1. **Illegal Action Rule:** If during the match batsman appeals about an illegal action of bowler to

Umpire then below is the process

* + - Umpires updates the captain of respective teams and committee about his finding.
		- Player is allowed to bowl in the match. It is the bowling team’s captain decision to continue or withdraw from bowling in the match.
		- It's the captains and their team's decision to correct the action and decide whether to bowl the bowler in the next match.

1. LBW & leg byes: There will be no LBW in PTC matches. However, runs for leg byes are allowed if the batsman does not deliberately pad or block the ball with body. There is no such rule saying batsman did not offer any stroke. If not deliberate padding or block, batsman can take leg byes. For Example, if a batsman tries to avoid a bouncer and if it hit any part of his body, there is always run for that.
2. Keeper advancing: It is unfair if the wicketkeeper who was standing back at the start of delivery makes a movement towards the wicket after the ball comes into play but before it reaches the striker. In the event of such unfair movement by the wicketkeeper, either umpire shall call and signal No Ball.
3. If a batsman is out, the new incoming batsman should always be on strike unless the previous batsman was run out or there was an over change.
4. Stand by player: If teams, does not have 11 players for any match, they can pick players from the standby list for the match. This allocation is only for the match. They will not be permanently allocated to one team. ( Refer Supplement A for rules on picking players from the standby list ) **Umpire:**
5. All teams MUST umpire in the tournament. If an umpire fails to show up for an assigned match (start time CUT OFF time), Committee will impose a penalty to the umpiring team

**Post-match:**

1. Winning team captain shall pick the Player of the match in consultation with umpires and notify the committee
2. Fixtures at Ground: Any equipment at ground disturbed during match should be put back in place. Teams are not allowed to remove bases in baseball grounds
3. Each team must fully cleanup all water bottles and their trash near their dugout. Ground, dug outs and seating area, must be in similar condition in which they were before the match. PTC Committee will take disciplinary action in the event any Team fails to follow this.

1. Team standings
	* Team will get 2 points for a win and 0 point for a loss
	* If match abandoned due to weather or ground condition, both teams will share 1 point each
	* If match is forfeited, opposite team will get 2 points
	* No reserve day for the league matches. If match cannot be completed on schedule, both teams will share the points
	* No D/L method for the games affected by rain. Match should be completed at agreed number of overs before start of the match, else both teams will share the points
	* Cricclubs points table will be used to determine the team’s standings towards the end of the league stage
	* Top1 team will directly qualifies for the Finals
	* Top2 and Top3 teams will play semifinal
	* Semifinal: No game on scheduled day, following weekend Saturday/Sunday will be reserve day. If no match on reserve day, Top2 team will qualify for finals
	* Finals: No game on scheduled day, following weekend Saturday/Sunday will be the reserve day. If there is no match on the reserve day, then both teams with share the Trophy.

SUPPLEMENT A

(Match timings – note that this can change after every tournament)

Morning games:

1. Starts at 10 AM. Toss at 9:45AM. From both the teams a minimum of 8 Players have to be at the ground by 9:45AM.

|  |  |  |  |
| --- | --- | --- | --- |
| SL NO. |  Team A  | Team B  | Result  |
| 1  | 7  | 8  | Team A loses the toss. |
| 2  | 8  | 7  | Team B loses the toss.  |
| 3  | Less than 8  | Less than 8  | NA  |

1. The 1st Ball has to be bowled by 10:15AM. Failed to do so results in every 10 minutes, 1 over being reduced for both the teams.

|  |  |  |
| --- | --- | --- |
| SL NO |  Time  | Reduced Overs  |
| 1  | 10:16AM  | 19  |
| 2  | 10:21AM  | 18  |
| 3  | 10:26AM  | 17  |

So On …..

Afternoon games:

1. Toss at 1:45PM. From both the teams a minimum of 8 Players have to be at the ground by 1:45PM.

|  |  |  |  |
| --- | --- | --- | --- |
| SL NO. |  Team A  | Team B  | Result  |
| 1  | 7  | 8  | Team A loses the toss. |
| 2  | 8  | 7  | Team B loses the toss.  |
| 3  | Less than 8  | Less than 8  | NA  |

1. The 1st Ball has to be bowled by 2:15PM. Failure to do so every 10 minutes results in 1 over being reduced for both the teams.

If the 1st game is delayed. Then the 2nd game has to be started within 20mins of the 1st game end time.

Example: 1st game has completed by 1:50PM. 2nd game then should start at 2:10PM

|  |  |  |
| --- | --- | --- |
| SL NO |  Time  | Reduced Overs  |
| 1  | 2:26PM  | 19  |
| 2  | 2:35PM  | 18  |
| 3  | 2:45PM  | 17  |

So On …..

1. Each innings has to be completed in 100 minutes. If a team has not completed 19th over by 90Mins mark, 20th over field restrictions apply. i.e. 5 fielders have to be inside the 30 yard circle. Then the captain gets 1st warning. If this is repeated 2nd time, the captain will be banned for 1 match.
2. Umpires would start the stopwatch to track the game time or Criclubs website time.
3. Umpires have to be on the ground by 9:40 AM for the morning game and 1:30PM for the afternoon game.

NOTE: Umpires decision is final on above rules mentioned in supplement B.

SUPPLEMENT B

(Disciplinary Guidelines)

1. Team with the misbehavior: The player(s) of that team involved in the incident shall not play the remainder of that game. There will be no substitute.
2. In case there is a repeat offense by the same player in the tournament, then that player will not play the current and the next two games.
3. In case there is a third offense by the same team (by same or any other player), then 2 points are deducted for that team. There will be no substitute.

Any dispute on the field needs to only be discussed and decided by the two umpires, the two captains and two icon players. The committee may be involved, if needed. If this cannot be resolved, the matter will be handed over to the Disciplinary committee/League President for final say.

SUPPLEMENT C

1. MVP/Best Bowler/Best Batter award will be changed to be judged after the finals.

2. We will continue to use ICC rule of 5 bowlers.

3. We will continue to have first 4 overs power play and 2 overs batting power play.