

**PTC Cricket League Rule Book**

**POCs:** [**peachtreecitycricketleague@gmail.com**](mailto:peachtreecitycricketleague@gmail.com)

[**leagueptccricket@gmail.com**](mailto:leagueptccricket@gmail.com)

**WhatsApp:** [**https://chat.whatsapp.com/IJ5ErohQLamF7BRvvWKI2m**](https://chat.whatsapp.com/IJ5ErohQLamF7BRvvWKI2m)

**Cricclubs:** [**https://cricclubs.com/PTCCricketLeague**](https://cricclubs.com/PTCCricketLeague)

**FB:** [**https://www.facebook.com/groups/ptccricket**](https://www.facebook.com/groups/ptccricket)

INDEX

[1 Rule Book Objective:- 3](#_Toc87885908)

[2 Rules & regulations:- 3](#_Toc87885909)

[2.1 Mandatory power Play: 3](#_Toc87885910)

[2.2 Reduced over Matches: 4](#_Toc87885911)

[2.3 Reserve day 4](#_Toc87885912)

[2.4 Tie Match 5](#_Toc87885913)

[3 League format 5](#_Toc87885914)

[4 Field Setup and Pitch Length 6](#_Toc87885915)

[5 Spirit of the Game 6](#_Toc87885916)

[6 Additional Rules 7](#_Toc87885917)

[7 AWARDS 8](#_Toc87885918)

[8 All star XI (Subject to schedule) 9](#_Toc87885919)

# Rule Book Objective:-

Below list of points/ rules are with the objective of having Game rule fairness across the players, teams, league.

# Rules & 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 12 (11+1- supper sub) players each.

2. Each team decision to play game with either 11 OR 12(11+1 super sub) players. Can have 12 players in the team (including super Sub), but only 11 will Bowl, Bat and Field.

3. Playing 11 OR 12(11+1 super sub) would be named before toss. Umpires should check this.

4. Each inning will consist of 20 Overs

5. The overs shall all be bowled from one end of the pitch, as determined by the umpires.

6. 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**.

7. The evening games will use “**Yellow”** ball and day games **“Red”** ball for the match. New ball will be used for each innings.

8.All matches will be played as one inning per side. In 20 overs match, Teams will have 2 power plays.

## Mandatory power Play:

First **4 overs** of the innings where only 2 fielders are allowed outside the inner circle.

**Batting power play: 2 overs** (between **13 To 18 overs)** where only 3 fielders are allowed outside the inner circle. If batting power play is not taken, then Over 17 & 18 are mandatory power play.

In 15 Overs match, only 1 power play for first 4 overs.

9. 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. This rule excluding bowler and keeper. Violation of this will result in a **no-ball (no free hit).**

10. Each team will be required to bowl the allotted 20 overs in no more than 1 hour and 45 minutes. There will be a scheduled 1 drink breaks for 5 minutes after 12 overs. Innings break will be for 10 minutes.

In 15 overs match, each team will be required to bowl 15 overs in no more than 1 hour and 15 minutes. This includes 1 drink breaks for 5 minutes after 8 overs.

The match shall start no later than 30 minutes from scheduled time. i.e 6 PM, match shall start latest by 6.30 PM. Afterwards every 5 minutes delay will result in reducing 1 over for each team. E.g. if match starts by 6:45, then it will be 17 overs match.

11. A bowler will be allowed to bowl no more than 4 overs (20 overs match) or 3 overs (15 overs match)

12. Minimum 6 bowlers must be used in a match (i.e in 20 over match, max 4 bowers can bowl 4 overs) – This rule applicable only for league games

13. Both the teams are responsible for setting up the field and boundary before the start time of the match. After the match, both teams will be responsible for cleanup, removing the MAT and put it back in the storage.

14. All the players should be registered and should have signed the waiver form. The teams should submit the playing 11+1 at the beginning of the match.

15. To play in playoffs, a player should have played (in playing 12) minimum 2 match in League stage.

16. No last man batting is allowed.

17. Each team should have at least 8 players on the field (and registered) to begin playing a match.

18. All the players in playing 12, must be present in the field before first 6 overs bowled.

19. In case of batsman retired hurt and leave field, can come back anytime in the batting order when wicket falls

20. Anytime player goes out of playing field and comes back, has to be in the field for a minimum 1 over before bowling

21. No runner allowed for batsman.

22. Each team is responsible for sending umpire during their umpiring schedule. Each match will have 1 umpire each from non-playing teams.

## Reduced over Matches:

In case of reduced over matches due to rain or other environmental reasons, following rule applies 24.1 10 minimum overs to be played by each team

24.2 No D/L method. Only when the both sides completes allocated quota of overs, match considered as complete. Else to be rescheduled and start fresh

24.3 When the matches reduced to 15 overs or less, only one power play at the beginning of the innings. It is minimum 25% of the total overs & decided by the umpires. E.g for 15 over matches, one power play of 4 overs.

24.4 The bowling quota has to be shared by 6 bowlers, with maximum overs allowed for 4 bowlers is 3 overs – This rule applicable only for league games

## Reserve day

25.1 All the matches will have Thursday and Friday as reserve day for weekday games & Sunday for weekend games.

25.2 Match should be played if ground condition is good and at least 10 overs match possible on reserve day. If any team backs out due the any reason, it will be considered as forfeited and opposite team will get the full points. Organizing committee decision is final.

25.3 If matches cannot be played even on reserve day, the points will be equally split between the teams.

(Note: Weekday matches will be scheduled on Tuesday & Wednesday, weekend matches on Saturday. This is subject to change based on field availability).

25.4 The reserve day will follow same schedule as time slot as scheduled earlier. i.e if match was scheduled at Wednesday 6PM, Friday match will be scheduled at same time slot 6PM. Scheduled slot can be swapped only if mutual agreement between the teams. Else same time slot is applicable.

25.5 If the match cannot be played on reserve day, on mutual agreement, teams can reschedule. If no agreement, match will be cancelled. – This rule applicable only for knock out matches.

25.6 If the playoff match cannot be completed on reserve day, the team which finishes higher in the point tables, advances to next round.

25.7 In Finals, if no match possible on the schedule and on reserve day, both teams will be declared as joint winners

## Tie Match

• In case of match is tied (both teams score same number of runs)

26.1 In the league matches, both teams will split the points

26.2 In Play off, each team will get 1 super over to decide the winner. Whichever the teams score more runs in the super over will be declared as winner. If super over scores are tied, whichever the team tops in point table during the league stage will qualify for finals

26.3 In Final, each team will get 1 super over to decide the winner. Whichever the teams score more runs in the super over will be declared as winner. If super over scores are tied both teams will be declared as joint winners.

## Player replacement:

26. Player replacement is not allowed for this season. If there is any emergency, organizing committee will evaluate the request based on circumstances.

## Player Trading:

Players can be traded between teams before completion of first round of matches. Maximum 3 players trading are allowed for each team. Player trading is through mutual agreements between the teams.

## Match suspension

27. While match is in progress, if it is stopped due to any reasons (rain, ground reservation etc), it will be rescheduled and starts from the beginning starting from toss (No resumption from suspended match)

# League format

**League phase:**

1. This is 4 teams league. During league stage, each team will play against the other team twice in round robin format. So there will 2 league games for each team.
2. Teams get 2 points for win, 1 point for tie or cancelled matches, 0 points for loss
3. The point table position is based on No. of points. The team with maximum number of points stays in higher position in the table. If the points are equal, position will be decided based on net run rate (standing as in cricclub)

**Play offs:**

1. After completion of league phase, top team will qualify directly for the Championship final
2. Teams finishing in the position 2 and 3 in point table after the end of the league phase, will play qualifier match.
3. The winner of qualifier match plays in the final against the top team.

# Field Setup and Pitch Length

1. The weekend matches will be played on MAT and weekday matches will be played in the evening “**without MAT**”

2. The pitch length will be the length of the mat or 22 yards (66 Feet)

3. The suggested boundary limit is 165 Feet from the center of the pitch unless restricted by the shape of the field.

4. 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.

5. Batting and bowling crease will be setup at 4 feet in length from the stumps. (Return Crease: 4ft 4in from middle stump)

6. 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.

7. All the teams should carry one set of spring stumps and cones (30).

8. 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. **No Ball:** Full toss above the waist **OR** over stepping by bowler. **Umpires call is final**. Next ball will be **Free-hit**.

2. If the ball is bounces **over the head**, wide is called and no free hit. If batsman hits over the head bouncer ball, it will be called no ball and next ball will be free hit.

3. If the ball is lost or damaged during the match, 2 on field umpires and both team captains will decide and chose to use “new” ball or “used” ball as replacement. The decision will be based on the majority. If no agreement, it will be replaced with “new ball”

4. When the bowler bowls a ball, if it pitches on the grass area, it will be called dead ball. (Half of the pitch has grass, towards the bowler end).

5. Ball pitching on the grass (with or without MAT): teams will make sure more than half of the Mat (33 feet +) is on mud area. Pitching on the grass or mat (over grass area) while bowling is not dead ball.

This is delivery will be a legal delivery unless it is wide, no ball or dead if it is pitches twice before stumps

6. While bowling, if ball pitches outside the mat (when Mat is used) , it will be called wide ball.

7. Light up bails: If the ball hits the stumps, batman will be declared out, irrespective of if bails fall or not

8. No warnings or restriction on number of bouncers above the shoulder in an over

9. 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.

10. A batsman can be, stumped off a wide-ball and run-out off a wide-ball or a no ball.

11. 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.

12. 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.

13. **Mankading-out** is not allowed.

14. **Bowlers chucking:** If any bowler is noticed chucking (throwing) during the bowling, below procedure is followed

• Batsman will appeal to the umpire.

- During the appeal, If batsman play the ball and appeal, it is considered as legal ball

- If batsman step out, leave the ball and appeal, it is considered as dead ball.

• Umpire verify the action, if it is found illegal, 1st warning will be issued

• If Bowler continue with illegal action, 2nd warning will be issued

• If Bowler found with illegal action 3rd time, will be banned from further bowling in the match and tournament

• The on field umpire decision is final

• The warning count is not carry forward to subsequent matches. In the subsequent match, if reported again, new count will start.

E.g. The bowler is warned 2 times in Match 1. In the second match, if again found with illegal action, he will be issued 1st warning.

15. NO “No Ball” call, if bowler forget to tell his guard, or field team does not inform umpire if there is a keeper change.

16. Whenever bringing in substitute player on to the fielding, need to inform umpires. If not informed, umpires can call “No ball” and No Free hit.

# AWARDS

1. **Player of the Match (PoM)**: 2 on field Umpires and winning team captain choose MOM. If there is a tie on POM nomination, winning captain will choose the MOM. MOM to be named and updated in the cricclubs scorecard by the end of the game.

2. **Best Batter:** Highest Run Scores of the League Stage. Data will be taken from Cricclubs.

3. **Best Bowler:** Highest wickets taker of the League stage. Data will be taken from Cricclubs.

4. **Most valuable Player:** Decided based on the performance after finals (league stage + playoffs + final)). Each team captains will nominate 1 player for this awards. If there is more than one nomination & tie, winner will be decided through voting. Team captains and org committee will vote to decide the winner.

**Voting rights:** Each team captain + Org. committee (1 vote)

5. **Emerging player:** Highest points among the members, who has played 2 or less games before the start of this season in the PTC premier league.

Award Nominees cannot be an Icon Player or Captain.

6. **Most Sixes Award:** Player who scores maximum number of Sixesby the end of the Finals game.

7. **Best Fielder/Wicket Keeper**: Based on most number of Catches after the finals.

# All-star XI (Subject to schedule)

1. This year we are proposing Winner Vs All star XI match

2. Runner’s up team captain will captain the All start XI team

3. Other than captain, 11 players (11+1) will be chosen based on the cricclub points after end of the finals. These are the top 11 players excluding the winning team members.

4. If any of the 11 players not available, then next rated player will be chosen as replacement.

# PTC Cricket League Core Values

1. We are friends first then cricketers
2. Respect for every Individual