



PA Premier League (PPL)



RULES AND UMPIRING GUIDELINES 2018



Table of Contents

1. SPIRIT OF CRICKET	3
2. UMPIRING GENERAL GUIDELINES.....	4
3. VENUE	5
4. PARTICIPATING TEAMS	6
5. TOURNAMENT FORMAT	6
6. PRIZES.....	6
7. Balls and Equipment	8
8. Standings and Points distribution	8
9. Over Limits	8
10. Field size and Restrictions.....	8
11. Umpires.....	11
12. Players Eligibility	12
13. Scoring.....	13
14. Leg Byes.....	13
15. Wide Balls.....	13
16. NO Balls	14
17. Stumping	14
18. Match Timings.....	15
19. BAD WEATHER	15
20. Organizing Committee	15
21. MATCH TIMINGS, PUNCTUALITY, TEAMS, UMPIRES RESPONSIBILITIES.....	16



1. SPIRIT OF CRICKET

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 with 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 / Vice-Captains.

Responsibility of captains

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.

Player's conduct

In the event of a player failing to comply with instructions by main umpire, or criticizing by word or action decisions of the umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the concerned umpire in the first place shall report the matter to the player's captain and instruct the him to take action. In the event Captain is not able to resolve the issue, umpire will contact the organizing committee to resolve the matter. Organization committee's decision will be final.

Fair and unfair play

The main umpire is the the sole judges of fair and unfair play. The umpire may intervene at any time, and it is the responsibility of the captain to take action where required.

The Spirit of the Game involves RESPECT for:

- Your opponents
- Your own captain and team
- Role of umpires
- Game's traditional values

It is against the Spirit of the Game:

- To dispute an umpire's decision by word, action or gesture
- To direct abusive language towards an opponent or umpire
- Any individual should not be targeted at any point of time during the game.
- Captains will ensure that audience is not making any individual comments.
- Indulge in cheating or any sharp practice, for instance:
 - a. To appeal knowing that the batsman is not out
 - b. To advance towards an umpire in an aggressive manner when appealing
 - c. To seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side

Violence

There is no place for any act of violence on the field of play; any Violence in field will lead to League cancellation. It is against the law and since the field is a rented space and we are being watched by



neighbors and spectators. Team members involved in any act of violence should be immediately removed from the ongoing game. This will also be immediately reported to organizing committee.

Players

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.

Limerick Park and Linfield township and ground rules

Seasonal Field/Court Rental Rules & Guidelines - Limerick Township

Rules & Regulations:

- All Limerick Township Parks & Recreation Rules and Regulations shall remain in effect at all times throughout the duration of the permit. The Township, as deemed necessary, may impose special rules, regulations and restrictions.
- **The uses of alcohol and controlled substances are strictly prohibited within all Township facilities. Smoking is prohibited under pavilions or inside the Manderach Memorial Playground area.**
- Tents/canopies are not permitted without special permit for certain events.
- Firearms or other weapons are prohibited within the parks.
- Grills are available at Veterans Park and Trinley River Park only. NO gas grills, charcoal grills, fires, etc. are permitted at the Limerick Community Park.
- There shall be no soliciting of any kind, including the sale or vending of food, except by special permit issued by LTP&R. Vendors are not permitted in the park except by special permit issued by LTP&R.
- Minor Field Maintenance is permitted, such as raking out puddles or leveling base paths. You may not mow fields or drag fields using power equipment unless granted by the LTP&R Parks Crew.
- LTP&R staff, LT Parks Crews and the Limerick Township Police has the right to enforce all permits and park rules. If a park use emergency occurs, please call (484) 644-5320. In the event of a police, fire or medical EMERGENCY call 9-1-1.

Applicant Responsibilities:

- The contact person and **all coaches** must comply with and enforce all Limerick Township established ordinances, regulations and policies.
- **In the event of inclement weather:** financial reimbursement or rescheduling games will be permitted if LTP&R is notified within 48 hours of the cancellation or the Monday after a weekend playing date. Reimbursement or rescheduling will not be approved for any other reason.
- The fields/courts must be cleaned from litter, **especially water and sport juice bottles.** The parking lot and immediate facility area are considered part of the facility and must be free from litter also. If trash becomes a problem, LTP&R will begin to deduct money from security deposits at \$30.00 per offense.
- **Please make sure to have your permit with you at all times.**
- **Parking:** Parking in designated parking spots **ONLY.** Vehicle access is limited to the general parking areas. **Driving on the walking path or parking on the grass is strictly prohibited. POLICE WILL BE NOTIFIED AND FINES WILL BE ISSUED!** It is the responsibility of the organization that holds the permit to police all spectators and members during practices/games/events.

Animal Policy:

- All animals must be on a leash at all times and owner must clean up after them. It is the responsibility of the organization that holds the permit to police all spectators and members. If there is a problem the police will be contacted and citations issued. **No animals are permitted within the Manderach Memorial Playground area.**

2. UMPIRING GENERAL GUIDELINES

Never rush a decision!

Nothing makes a batsman feel that he was on the wrong end of a decision more than an umpire who immediately raises his finger upon an appeal. Give yourself at least 3 and up to 10 seconds if you need to, just to consider EVERY reason behind your decision. The fielding team is not going anywhere, let them wait. Don't let the vociferousness of an appeal pressure you into making the decision quickly that you might later regret. If after you have thoroughly considered all the reasons and you are **100% certain**, **ONLY** then make the decision.

***Don't feel you need to be part of the game***

Your role as umpire is just to keep things fair and neutral, and move the game along -- not to have any effect on the game itself. The less you can impact proceedings the better. It is a game between two teams and the captains have the responsibility to ensure that the game is played according to rules and the spirit of the game. As umpire, be involved as little as possible and don't let your ego dictate that you need to have an impact.

If asked, it is okay to explain to the Bowler why it was not out

Bowlers feel much better about getting an unfavorable decision if they know **WHY** you made it. You don't have to be categorical in your answer, just explain why you had a Doubt. Bowlers will understand if explained that way. Although you have no obligation to explain yourself, it helps show everyone that you are genuinely trying to be fair and impartial.

If the fielding team is appealing frequently don't let it affect you

Feel free to tell them that appealing on unlikely cases is only HURTING their chances of getting wickets on the good chances! If they don't get the message, simply ignore their appeals.

Be consistent with your calls

Make sure that whatever calls you make are consistent throughout the game. For example, we use cones/flags as markers to call wides (measured as one bat from the middle stump). If you are going to call a ball that goes over the cone/flag as a wide ball, then consistently call it as such throughout the game. Trust me the fielding side will catch on pretty quickly.

If in doubt, consult

The umpire at the striker's end (square leg umpire) is there to help you. For example, if you are in doubt about a catch (you were blinded because the fielder had his back to you), or whether the ball landed in front of the boundary fence etc, consult (if you need to) with your umpiring colleague and then make your final decision.

Just do your best

As long as you are doing your best both teams will appreciate and respect your efforts as an umpire and everyone will understand if decisions are not perfect. Hey if nothing else, you get to enjoy having a great position to watch a good game of cricket and evaluate your opponents for next year!!

3. VENUE

- ECG1 and ECG2 (Evansburg Cricket Ground) - 528 Skippack Creek Rd, Collegeville, PA
- Limerick Community Park - Field 6 (LCP - Field 6) - 40.242577, -75.524887
- Linfield Sports Park - Field 1 and Field 2 - 40.207512, -75.578001

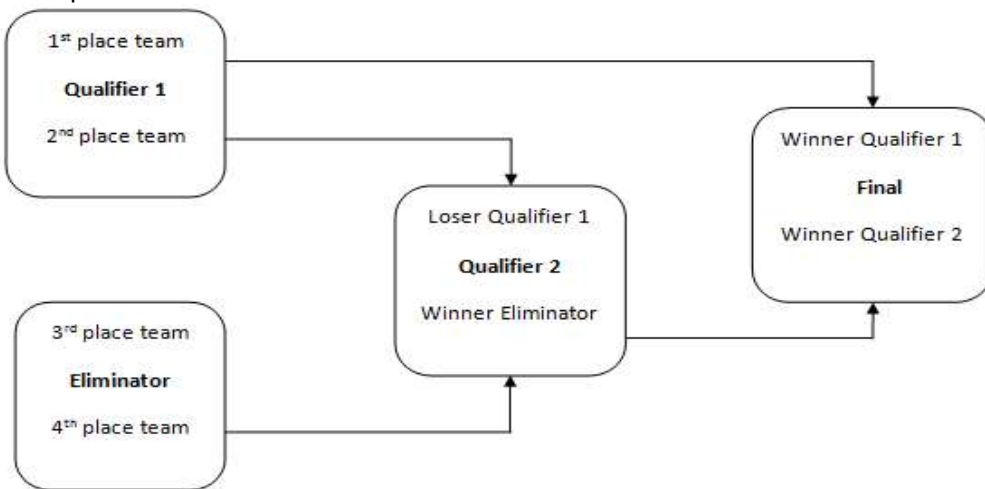


4. PARTICIPATING TEAMS

1	Blade Runners (24)
2	Blue Lions Cricket Club (25)
3	Conquerors Friends Club (15)
4	Philly Eagles (18)
5	Pitch Smashers (17)
6	PSC Rockers (17)
7	Sharks (17)
8	YODDHAS (18)

5. TOURNAMENT FORMAT

8 teams will be participating in the tournament. In the league, each team will play the other teams in the tournament once, so each team will get to play 7 games. After the league games, top 4 teams will be selected for playoffs on the basis of points and run rate from League’s Web portal (<https://www.cricclubs.com/PennsylvaniaPL>). The playoffs will be conducted in similar fashion as IPL also explained below



6. PRIZES

- Tournament Winners - \$400 CASH and Winners trophy



- Tournament Runners - \$300 CASH and runner up trophy
- Individual prizes (only trophies):
- Man of the match (for every game)
 - Best Batsman of the tournament (Based on the rank given in PPL web portal)
 - Best Bowler of the tournament (Based on the rank given in PPL web portal)
 - Man of the series (Based on the rank given in PPL web portal)
 - Best Fielder of the tournament (Based on the rank given in PPL web portal)

Expense Sheet is given below. This will be tracked as items are procured. Anything remaining from expenses will be added towards prizes. Since these are estimates only, these are subject to change. As needed additional items may also be added to the expenses as the tournament progresses.

PPL 2018- Expense sheet					
Expense Item (s)	Count	Estimated Unit Cost	Total Estimated Cost	Actual Cost	Remarks
Balls (SG Icon)	65	\$3	\$195		Raju sports will bring by next week. delivery time is high for online orders.
Balls (bought 10 SG endura as SG icon was not available)	10	\$3	\$30	\$30.00	bought from raju sports
stumps - set of six (total 12 with 8 bails)	2	\$42	\$84	\$95.38	Ordered from amazon
Keeping gloves - 2 sets.	2	\$30	\$60	\$78.00	from raju. \$35 and \$43.
Storage box (need for both fields)	2	\$25	\$50	\$67.76	Two large boxes. 45 and 65 GLs. And two locks.
Cones for two grounds- 30 and 55 yard boundaries	1	\$60	\$60	\$59.29	ordered from amazon
Hammer, perm marker, ropes, marking paint spray	1	\$60	\$60	\$21.40	
All Trophies (4 MOM for Playoffs remaining. If 4 games are cancelled we can use non-used MOM trophies)	1		\$365.12	\$365.12	Added all trophies cost here.
winner cash prize	1	\$400	\$400		
Runner up cash prize	1	\$300	\$300		
Grounds liability insurance	1	\$272	\$272	\$271.80	
ECG fees	1	\$585	\$585	\$585.00	
Limerick parks fees	1	\$170	\$170	\$210.00	



PPL 2018- Expense sheet					
Expense Item (s)	Count	Estimated Unit Cost	Total Estimated Cost	Actual Cost	Remarks
Tools to fix Bob white Pitch (Grass removal and some fill ups)	1	\$1	\$40	\$43.35	Shovels and rake from home depot
Grand Total			\$2,671	\$1,827.10	

7. Balls and Equipment

Organizers will provide balls, wickets and keeping gloves for every match and the rest of the cricket equipment should be brought by the teams. Hard tennis balls (not tape ball) will be used for the tournament. Water, other drinks will not be provided by the Organizers. Teams will be required to bring their own.

8. Standings and Points distribution

Winning team will get two points and losing team will get zero point. In case of a tie, super over will be conducted as per international rules. In the event of match being tied in super over, each team will get one point. In the event of match being cancelled (including the matches that are stopped in between for any reason) and in situation where a rematch can't be conducted, each team will get one point each.

PPL Web Portal (<https://www.cricclubs.com/PennsylvaniaPL>) will be used to determine the ranking of teams.

It is very rare or quite impossible for two teams ending up with same run-rate. But under the very rare scenario of two teams ending up with the same run-rate, the team which had lost less number of wickets in the league matches will be placed higher than the team which had lost more wickets. In case of final being tied on super over, run rate would be considered to award the winner.

9. Over Limits

All the matches will have 16 over per innings. There will be no break during an inning. After first inning is over a 5-10 minutes break will be taken to rest and prepare for second innings. In case of bad weather or any other reason, game is not started on time; both captains along with umpire can decide late start and therefore over reductions can be applied as appropriate. **Only one bowler can bowl maximum 4 overs all other bowlers will have maximum limit of 3 overs.**

10. Field size and Restrictions

- Field Pitch length: 21 yards (63 Ft)
- 30-yard circle: 30 yards from batting side (90 Ft)



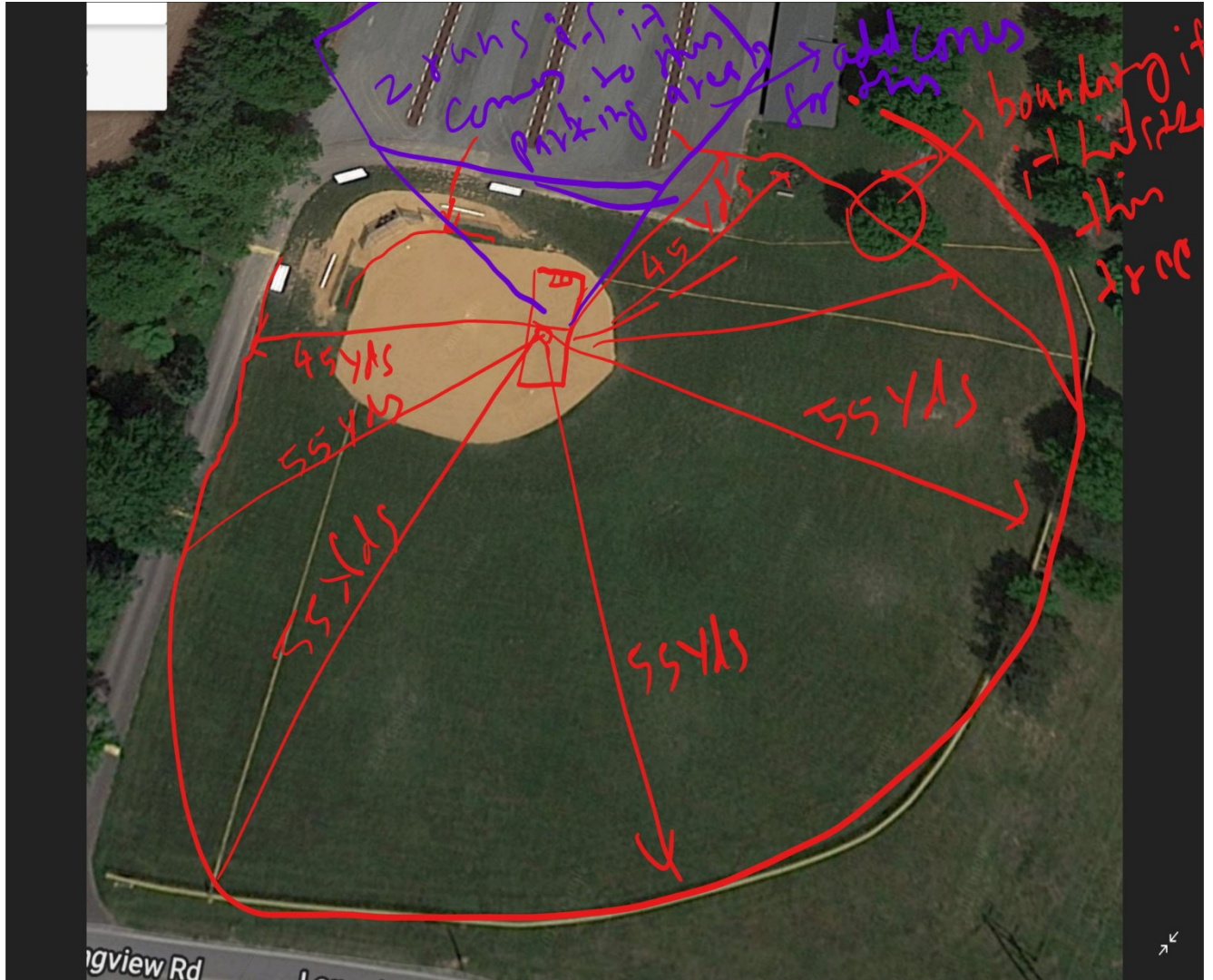
- Boundary: 55 yards from center of the pitch (165 Ft)
- Batting/ Bowling crease: a full bat plus the handle of the bat
- Wide Marks/Lines: 30 inches mark from the off and leg stumps

Limerick Community Park - Field 6 setup:



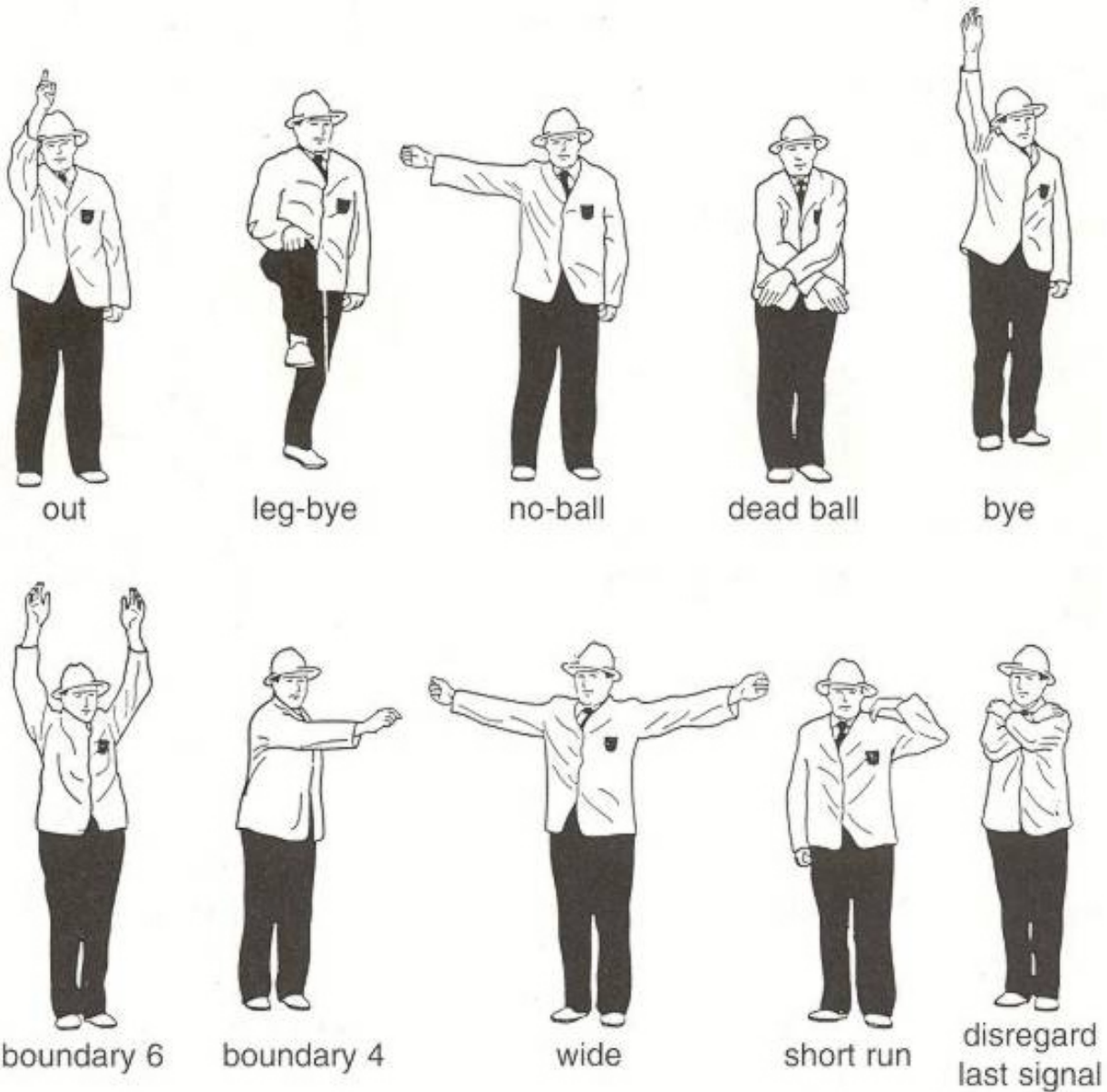


Linfield Community Park - Field 1 setup:





take the decision. In case of any major conflict, sensitive situations, he can involve Organizers to help make the decision.



12. Players Eligibility

One player can play for only one team in the tournament. If it comes to the Organizer’s notice that a team has a player who has played for another team in the tournament, then the team will be penalized. The penalty could range from awarding runs to the opponent, reducing overs to even disqualifying the team. This is completely the Organizer’s discretion. (Exception – Other team player can be used for fielding alone, only after the opponent Captain agrees to do so for few overs) .



In order for a player to play in the playoffs he must have played **at least two league games** with the team. New players cannot be added during playoffs.

13. Scoring

Live Scoring will be done using CricClub app. All captains and vice captains should have already logged in in order to start score as soon as game starts. This helps avoid delays due to login issues. Umpire will ensure that as soon as Toss is completed team batting first starts team selection and live scoring. If app is down manual scoring should be done to capture detailed scores. A manual scoring sheet can be obtained at PPL web portal. Since Best player, bowler, batsman, and fielder will be selected using CricClub app following precautions must be taken:

- Ensure extras are counted correctly, E.g. Byes should not be counted towards batsman's run.
- Ensure correct fielder names are entered who take the catches, responsible for run outs, stumpings, etc.
- Ensure correct player names are selected for bowling, batting.
- It is responsibilities of captains to provide correct bowler, fielder names promptly to the scorer.

Refer to this short Video to learn how to score: https://youtu.be/dolLCE5IS_Q

14. Leg Byes

There are no leg byes or LBW in this tournament. There is no run out on a LEG BYE. Ball is considered dead immediately after it hits any part of batsman's body. **However if ball touches any body part and goes on to hit the stumps with bells dislodging then it will be considered out.** Umpires will explain all other rules, if any, before the match starts. No Restrictions on a substitute player, except substitute player can't keep wickets. Runners would be allowed only upon the Umpire's decision. Fielding team Captain's decision will override the Umpire decision on allowing runners. Again Organizers decision will override Captain/Umpires decision in all regards. Retired batsman can enter the field only after the other batsmen are out.

15. Wide Balls

- Use a cone or a flag as a marker to call wides (measured as one bat from the middle stump)
- **A ball is a wide if it passes so wide that it is beyond the reach of the striker**
- **A ball is a wide if it passes above batsman's head in upright standing position. This will also be a warning for above shoulder delivery.** Next above shoulder balls in the same over will be considered as no balls.
- The ball must pass behind the batsman AND outside the leg stump to be ruled a wide down the leg side.
- For wides outside the off stump only if the ball pass outside the cone or flag marker.
- If batsman moves before the bowler bowls to make the bowl under his reach it's not a wide ball
- The striker may be out five ways off a wide: Run out, stumped, hit wicket, handled the ball and obstructing the field.



- The umpire should call and signal wide as soon as the ball passes the stumps. All runs scored off a wide are recorded as wides, not byes.
- If a batsman changes his stance during the bowl both sides will be considered as off side for wides.
- Underarm bowling shall not be permitted, and it will be called as NO BALL
- If anything is left out ICC rules will be applied.

16. NO Balls

- No Ball will be called only if the bowler oversteps his foot COMPLETELY over the front part of the popping crease or if bowler's foot lands COMPLETELY outside the side of the popping crease. A **FREE HIT** will be awarded on the next ball.
- First Bouncer above shoulder high is considered a warning. **Second bouncer above shoulder in an over is considered as No Ball.** Above head ball which is wide ball will also be considered as first warning. **No free hit will be given for above waist high or over the shoulder no balls**
- Full-toss balls that are waist high or more of the batsman's normal batting stance will be considered No Balls.
- If fielders talk while the bowler is running in to bowl, the umpire will give warning to fielding teams. After two warnings these disturbances will be called as no ball. This can cause distraction to the batsmen and fuel controversy.
- If fielder moves laterally as the bowler bowls umpire will give a warning to fielding team. After two warnings all such instances will be considered as no balls.
- If fielding team does not follow fields restrictions of keeping required fielders within 30 yard circle at different stages of the games circles it will be considered a no ball. No warning will be given for this however fielding team can confirm with umpire if their field setup is not breaking field setup rules during a particular point in the game.
- The Umpire shall ascertain whether the bowler intends to bowl right handed or left handed, over or round the wicket, and shall so inform the striker. It is unfair if the bowler fails to notify the Umpire of a change in his mode of delivery. In this case the Umpire shall call and signal No ball.
- The bowler is permitted, before entering his delivery stride, to attempt to run out the non-striker. The ball shall not count in the over. The Umpire shall call and signal Dead ball as soon as possible if the bowler fails in the attempt to run out the non-striker. Whether bowler succeeds or not the first instance where batsman is at fault will be considered a warning for him, a second successful instance will be considered run out.
- If anything is left out ICC rules will be applied.

A good video of how to determine no balls: https://youtu.be/uQ_aQXo8BTM

17. Stumping

- Run out on NO Ball is OUT but Stumping on a No Ball is NOT OUT



18. Match Timings

Because of the availability of ground and tight schedules of tournaments captains need to make sure that the matches are completed within given time.

- 1st session - 8:00 AM to 10:30 AM
- 2nd session - 10:30 AM to 1:00 PM
- 3rd Session 1:00 PM to 3:30 PM
- 4th Session 3:30 PM to 6:00 PM

3rd and 4th session will be done only if all teams are available and ECG ground is available for only one full day out of Saturday and Sunday.

Timings of the game may be changed as weather changes in coming months. PPL web portal will be used to schedule the games.

For any significant delays, especially for ESG ground, Umpires and captains will reduced the innings maximum overs to ensure the game is completed on time.

19. BAD WEATHER

1. In case of bad weather during a league match the match will be considered cancelled only if 80% of the match has not been in progress i.e. more than a total of 26 overs have been bowled (16 overs for the team batting first and a min of 10 over's for the team batting second . Even if the Team A, batting first is all out in 13 over's, it will be counted as 16 over's played by team A and the time gained by Team B due to the same will not be taken in to consideration).
2. If 80% of the match has been played i.e. it has been in progress for more than a total of 26 over's (16 over's by the team batting first and a min of 10 over's by the team batting second) and has to be stopped due to bad weather, the match result will be decided based on the batting run-rate.
3. **Example 1:** If Team A bats first and scores 80 all out in 14.2 overs. Team B starts chasing , and were 46 for 7 in 10 overs when the match is interrupted by heavy rain and there is no sign of continuing the match then Team A will be declared the winner based on higher run rate (Team A $80/16 = 5.00$, Team B = $46/10 = 4.6$). Fall of wickets will not be taken into consideration.
4. The main UMPIRE in consultation with leg umpire and captains on ground will make decision on continuing the match or abandoning it (i.e. going for RR decision if 80% of the match is complete). If the two Umpires have a conflict in opinion, the committee member who is not involved in any of the playing team or umpiring of the current match will make the final decision based on the ground playing condition.

20. Organizing Committee

In cases where organizing team is playing all other captains, except the captain playing against organizing committee, will jointly act as organizing committee to help resolve any issue/conflict during the game. For all other games organizing committee will help resolve the issues/conflicts.



21. MATCH TIMINGS, PUNCTUALITY, TEAMS, UMPIRES RESPONSIBILITIES

1. All matches are slated to start sharply at scheduled time.
2. **Since Mostly league will have two games on a day, both teams will work together to setup the field along with main Umpire. This includes setting up 30 yard boundaries, Wickets, boundary cones.**
3. **If the game is not at ESG ground, 3-4 team members of both teams need to come at the ground to set above mentioned boundaries and Mat also as applicable.**
4. **Last teams playing at the ground will have the responsibilities to pick the equipment and store securely in the kit box or hand over to teams playing next game, or umpire.**
5. **It's the responsibly of Team captain to send the Umpire having of minimal knowledge in doing the umpiring. The Umpire will be required to review this rulebook and follow during umpiring.**
6. Both Captains have to be present for the toss at 15 minutes before the schedule time. If the Captain is not available, anyone else from the team should go for toss. The first ball of the match should be bowled at scheduled time.
7. All team members should be present before the match on the field. The game will not be held up due to the absence of any player of either side.
8. Any side not ready to take the field (or an incomplete team<7) will forfeit, or must take the field with 'player(s) short'.
9. Team has to be in the ground 15 minutes before the game start time. If the majority of the team doesn't show up before scheduled time, the other team will be declared as the winner. This will be followed strictly. A minimum of 7 players are required to start the game.