

Rules – Cricket America

| Rule # | Rule Name | Description |
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| Rule 1 | Attire | Shorts not allowed |
| Rule 2 | Walk Out | If any team walks out for any reason/conflict then the team in the ground will be awarded winning points |
| Rule 3 | Forfeit | If any team forfeits the game due to any reason, opponent team will be awarded winning points |
| Rule 4 | Schedule Changes | Any schedule changes should be co-ordinated with opponent teams, umpiring teams and OC. Refer website for final schedule. |
| Rule 5 | Ground Cleanup | Both teams are responsible for cleaning-up the trash after the game. City requires us to cleanup after use. Do not leave any used water bottles in side or near the ground. its out responsibility to clean up even the used bottles are already there. |
| Rule 6 | Ground Setup | Ground setup and cleanup is home teams responsibility |
| Rule 7 | Match Balls | Home team to provide the match balls. Only OC supplied balls needs to be used. |
| Rule 8 | Lights | Lights will be turned of at 10 PM. Ensure match ends before 10. |
| Rule 9 | Pitch Length | Pitch length - 22 yards (66 ft.) from one end of the stumps to another |
| Rule 10 | Wide line | Length of wide line should be 35 inches (89 cm) on either side of wickets from the middle stump, |
| Rule 11 | Batting Crease | 4 feets is batting crease size from middle stump |
| Rule 12 | Bowling Crease | Bowling crease 8 feet wide and 4 feet long |
| Rule 13 | Inncer Circle | Inner circle – 90 ft from center of pitch in all directions |
| Rule 14 | Boundary | Minimum - 170 ft from center of pitch in all directions. Boundary marking behind the stumps can be less than 170 yards. Maximum - 185 ft from center of pitch in all directions. Both captains to align on the boundary markings |
| Rule 15 | Player Eligibility for Play Offs | A player to be eligible to play in Playoffs should have played in at least 1 league match |
| Rule 16 | Stumps | Regular stumps are preferred. However if both teams agree they can use Spring Stumps. Incase of Spring Stumps, captains needs to align on what happens if the ball hits the wickets and bails did not go off with umpire before the match starts. |
| Rule 17 | Rain washed games | Points will be shared for both teams on rain washed games where city do not give alternate ground |
| Rule 18 | Mankading | Mankading is allowed and it is a run out. No warnings. |
| Rule 19 | Game Start Time | Games should start between the below times Evening Games - 6 PM to 6.30 PM Morning Games - 8 AM to 8.30 AM |
| Rule 20 | Game End Time | Games should end on or before below mentioned time Evening Games - 10 PM Morning Games - 12 PM |

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| Rule 21 | First Innings End Time | First Innings should end before Evening Games - 8 PM Morning Games - 10 AM |
| Rule 22 | Second Innings start Time | First Innings should Start on or before below times. Any delay caused requires over reduction. Evening Games - 8.15 PM Morning Games - 10.15 AM |
| Rule 23 | Second Innings End Time | Second innings end at game end time |
| Rule 24 | Delayed Start | 1 Over will be reduced to both teams for every 10 minutes delayed. |
| Rule 25 | Delayed First Innings | In case of delayed start with both teams alignment, breaks can be reduced to cover the overs. In case of delay in completing the first innings, overs will need to be reduced to second batting team due to slow over rate. 1 over for every 5 minutes. |
| Rule 26 | Games do not end on time | Winner will be announced based on DL when the games do not end on time due to weather/ground related issues. Any games delayed due to team issues, umpires will take the de Overs should be reduced to second batting team and accordingly target. |
| Rule 27 | D/L method | For DL to apply minimum 6 overs should be completed in the second innings. |
| Rule 28 | Playing 11 | The list of playing 11 must be finalized before the toss & submitted to one of the two umpires. No changes once the first ball is done. |
| Rule 29 | Minimum no of players | Minimum 7 players should be in the ground to start the game. Inform umpires about if any player coming late. |
| Rule 30 | Power Play | First 6 overs should be power play. It applies even in case of over reduction too. |
| Rule 31 | Power Play | During mandatory power play of 6 over at the start of each innings where only 2 players can be out of 30-yard circle. |
| Rule 32 | Power Play | If 11 players are not available on field, then only 1 fielder is allowed outside of the 30 yards |
| Rule 33 | Non-Power Play | Minimum 4 players excluding keeper and bowler should be in the inner circle. Any number of fielders can be on anyside. |
| Rule 34 | Umpire Instructions | Umpiring decisions is final. Team captains can appeal to umpire and have right to listen the reasons for the decision. |
| Rule 35 | Umpire Instructions | Decisions can be discussed between umpires. It is their discretion to give the decision. Again, umpire's decision is final. Benefit of doubt will go to the batsmen in case of a close call |
| Rule 36 | Umpire Instructions | In the event of a catch out at boundary line, preference is fielder stays at the position without movement the decision will be easier. It is umpires responsibility to check and take the appropriate decision. |
| Rule 37 | Umpire Instructions | Umpire's responsibility to ask the bowler guard (Bowling from which side and which arm) and in case bowler does not let umpire know. |

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| Rule 38 | Wide Ball | On the line is a wide ball. Above head is a wide ball and one warning. After warning above head delivery is a no ball Please use the link- https://www.lords.org/mcc/laws/wide-ball for any rules that are not defined here. |
| Rule 39 | Beamer | If a fast-full toss ball is over the batsman's waist height, it will be called a beamer. First Occurance - Warning Second Occurance - Bowler will not be allowed to bowl in the rest of the innings. The umpire will decide if the waist high full toss is deemed a beamer or not. The general rule is if the delivery seems dangerous for the batsman, it should be called a beamer |
| Rule 40 | Bouncer | Only 1 bouncer is allowed per over. Above Shoulder delivery is a bouncer. Above head is wide |
| Rule 41 | Dead Ball | There is no dead ball unless the umpire decides that it is completely rolled on the ground after pitching. |
| Rule 42 | No Ball | Front Foot No Ball: If the bowler delivers a ball without some part of the front foot (either grounded or raised) behind the popping crease. • Sideline No Ball: If the bowler bowls with the back foot not wholly inside the side crease. • Bouncer: If the bowler bowls a bouncer after the one warning in an over, every such delivery shall be called a No Ball. • Waist High Full Toss: If a full toss ball reaches the batsman above his waist, it will be called a No Ball. If the ball is delivered by a fast bowler and deemed dangerous, the bowler gets a warning. Two such consecutive warnings in same Others: • If the bowler breaks the non-striker's wicket during the act of delivery. • If the bowler throws, rather than bowls, the ball as per ICC rules • If the bowler changes the arm with which he bowls without notifying the umpire. • If the bowler changes the side of the wicket from which he bowls without notifying the umpire • If the bowler throws the ball towards the striker's wicket before entering the "delivery stride" |
| Rule 43 | Free Hit | After no ball, the delivery following a no ball shall be called a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball) then the next delivery will become a free hit for whichever batsman is facing it. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball. Field changes are not permitted for free hit deliveries unless there is a change of striker. If the umpire notices a change in fielding position that ball will be a no- ball followed by a free-hit. |
| Rule 44 | Objects inside and outside ground | If the ball hits any objects in ground like trees or light posters ball in play and treat it as grounded. If the object is outside the ground and ball hits it then it is six even if it comes inside the ground after it hits. if the object is outside and any branches of it are leaning inside the ground and ball hits the branches then also it is a six. |
| Rule 45 | All Other | During a match if a situation arises that is not defined in this rule document then the decision will be taken based on the rules mentioned in the following website. http://www.lords.org/laws-and-spirit/laws-of-cricket/laws/ |