Before the toss:

Tell captains:

- 1. All leg side deliveries not played by batsmen are wides.
- 2. All deliveries which results in high full toss above waist will be no balls.
- 3. ALL No-balls are free-hits (Front Foot No-Balls and all other No-Balls).
- 4. All the field restrictions should be met before the bowler starts his bowling strides. Fielders cannot take a start outside the circle, they have to be physically present inside the 30 yard circle.
- 5. Injured player can return in game after talking with umpires and will have to stay two full overs before he can bowl.
- 6. If fielders stop the ball close to boundary line, he needs to stay there for umpires to determine the spot. If the player moves then it will be umpire call.
- 7. At all times Only active Captain (On field) should be communicating to umpires if there is an issue on or off-field, no other players should approach asking for umpiring decision or rules, you can still appeal but not engage in verbal conversation regarding the game or umpire decision other than the Captain
- 8. First 3 overs are mandatory power play and batting power play of 3 overs as chosen by batting team.
- 9. Immaterial of how many players on the field, during the power play teams can have 2 players outside 30 yards.
- 10. Maximum 5 players on leg side depending on the batsmen guard (left or right handed)
- 11. Consulting Leg Umpire is completely at the discretion of the Main umpire. Leg umpire cannot initiate calls for caught behind or nicks. Main umpires will consult leg umpires only to check for bump ball or clean catch.
- 12. Benefit of Doubt will go Batsman.

Umpiring Checklist:

- 1. Be there at the ground not later than 15 min prior to the start time
- 2. Toss time (At least 10 minutes before the match start time)
- 3. Any team with less than 8 players at toss will lose the toss.
- 4. Teams cannot put 12th man for a player who is running late and is not present on ground.
- 5. Game will not start if following conditions are not fulfilled.
 - a. Both teams should provide playing 11 roster at the time of toss and have Minimum 8 players.
 - b. Deduct 1 over for each 5 min, up to 5 over's. The late team will also lose 1 over of their batting power play, so will have only two overs of batting power play instead of three overs.
- 6. No Balls = Front foot / side wise foot away, Over the waist. Waist NB should be called by leg umpire.
- 7. If full toss hit the wicket without touching bat or any part of the body = Out
- 8. Pad and Bat is out and also they can score If it touches your body or legs and a fielder try to throw for a run out, you can make over throw although there are no leg byes.
- 9. Wides Anything on leg + outside mat is wide
- 10. One bounce over the shoulder =warning, Over the head = no ball
- 11. Keep checking the score after every over.

Super Over:

- 1. Both teams need to nominate three batsmen and 1 bowler.
- 2. Field Restrictions are same as first over (Max 2 fielders outside 30 yard circle).
- 3. If at the end of the Super Over, the teams are still tied, the match will be decided as follow.
- 4. The team whose batsmen hit the most number of boundaries (fours and sixes) combined from its two innings in the main match and the Super Over shall be the winner. In an event of a Tie with numbers of boundaries from Main match and Super Overs, only the number of boundaries from the Main match will determine the winner.

Code of Conduct:

- 1. There will be a no tolerance policy with any physical or verbal (direct or implied) attack by a player(s) against: The umpire, Other cricketers, The stumps, ball or other cricket gear or Spectators. Yellow cards are being introduced. Umpire needs to give warning before booking a player for yellow card.
- 2. Unruly and un-sportsman like behavior will not be tolerated. Guilty players will be ejected. If the player refuses to leave the field, the team will be penalized with forfeiture of the match. No substitutes will be allowed for the ejected player. Determination of what constitutes unruly or unsportsmanlike behavior will be based on the umpire and Loudoun County PRCS League Commissioner combined opinion.