

Pittsburgh Cricket Association

2010 League Rules

1. General

- 1.1 The competition shall be known as the Pittsburgh Cricket Association league [herein after referred to as the PCA]. The Executive Committee of the PCA consisting of officers appointed by the President and Vice President shall be responsible for the administration of the competition and shall have jurisdiction for the implementation and interpretation of the rules and playing conditions governing the competition.
- 1.2 Except for those laws that are unique to local playing situations and conditions, the PCA, will abide by the ICC standard playing conditions published in 2003, the Laws of Cricket [[The 2000 Code 2nd Edition - 2008](#)] and the code of conduct. In the event of conflicts, the rules as stipulated by the PCA shall supersede.
- 1.3 No games will be rescheduled due to weather related circumstances.
- 1.4 Clubs must designate captain or other contact person and provide detailed contact info. E-mail will be considered official contact channel (however league officials will make all other possible good faith efforts to contact the club)
- 1.5 Clubs must respond to any communication from league within two (2) business days. It is the responsibility of the clubs to ensure this happens. If no reply is received within two business days league officials will take decisions without consulting the contacted club.
- 1.6 A mandatory meeting will be scheduled with representatives from all teams participating in the League to discuss league rules.
- 1.7 Club captains are responsible for providing initial list of players on their roster. Any additions during the season should be notified immediately to PCA.
- 1.8 2 copies of the Laws of Cricket [[The 2000 Code 2nd Edition - 2008](#)] will be kept for reference in the PCA shed at the field. These should not be removed.

2. Matches & Playing Times

- 2.1 Every club will be allotted a minimum of 18 games during the 2010 season.
- 2.2 All matches will be 25 overs per club. Each club will be allowed 2 hours in which to complete their 25overs.
- 2.3 Match 1 will begin at 8.30 am and Match 2 at 1.00 pm

2.4 A club shall not be allowed to declare its innings closed.

3. Start Of Match

- 3.1 In order to guarantee that the first ball is bowled at the mandated starting time, clubs are required to spin the toss no less than 15 minutes prior to the scheduled starting time. A club shall give up the toss to the other club if no player is available to spin the toss or is not ready or unwilling to spin the toss. Once the toss is spun, the winning club must immediately inform the opposing club of its decision.
- 3.2 At least seven members of a club must be at the ground prior to the start of a match. If a club does not have at least seven members properly dressed in generally accepted white cricket clothing (white shirt with sports logo no bigger than a quarter, white long pants, white socks, predominately white shoes are preferable) and ready to play at the scheduled start time, that club will be deemed to be "late" and penalties will be applied as per Rules 3.6 and 3.7
- 3.3 In the situation where the match is never begun because of weather or other conditions that is the fault of neither club, there must still be seven members of each club at the ground within 15 minutes of the scheduled start time of the match. If both clubs are present, the points will be shared equally (two points each) between the two clubs. If neither club is present, no points will be awarded to either club. If only one club is present, that club will be declared the winner of the match and will be awarded four points. Unless the President or Vice President of the PCA notifies both captains that neither clubs required to show up due to bad weather or poor field conditions that are not suitable to play the scheduled game in which case both clubs will share two points each.
- 3.4 A written list of eleven registered PCA member players, including first name and last name, taking part in the match must be provided to the umpires prior to the toss being taken. If a club has paid the full dues for the season, they can play a new member on game day without any additional dues. However, the club captain still needs to submit a signed individual registration form for the new member to the umpire before the game starts. In all other cases, the club captain needs to submit the full membership fee in addition to the signed individual registration form for the new member.
- 3.5 The list of players can be changed before the toss. After the toss the list of players can only be changed before first ball for the match is bowled, with the approval of the opposing captain. Any changes so agreed to will be communicated to the umpires prior to the start of the match.
- 3.6 If one club is late for the match, the number of overs faced by the club that is late will be reduced by one over for each five minutes
- 3.7 If a club is more than 30 minutes late, the match will be automatically awarded to the other club.

- 3.8 If there is no official league umpire present at the ground at the scheduled start time, the two captains may determine if weather or other conditions will allow the game to proceed. If it is determined that the match cannot be played, a written report must be filed to the President or Vice President of the league by both captains within three days of the scheduled match date explaining why the game was not played. Failure to do so may result in the match being awarded to the club that does file a report. Rule 3.2 takes precedent over any other consideration in this matter.

4. Intermissions

- 4.1 A maximum of 10 minutes is allowed between innings.
- 4.2 One 5 minute water break is allowed during an innings.
- 4.3 When conditions warrant, the umpires may, solely at their discretion, allow an additional water break during an innings.

5. The Ball

- 5.1 Balls provided by the PCA shall be used for all the matches.
- 5.2 If a ball is determined to be lost, umpire will select a ball that is, in his estimation, most similar to the condition of the match ball prior to its being lost.
- 5.3 If the condition of the ball deteriorates to the point where the batsman feels it provides an unfair advantage to the bowling club, he may request the umpire to examine the ball. The umpire will make the determination on the ball and may choose to have the ball replaced. The final decision on the replacement of the ball rests with the umpire and if he chooses, he will select another ball as in Rule 5.2.
- 5.4 At the start of each break and at the fall of a wicket, the ball must be handed to the umpire for safe-keeping until play is ready to be resumed.
- 5.5 All match balls must be returned to the umpire at the end of the game. Every ball will be returned to the PCA to be used as stock for the case of lost, damaged or split balls.

6. Pitch & Ground Preparation

- 6.1 Both clubs playing in the match are responsible for ground preparation duties.
- 6.2 PCA will supply all the tools and materials required for ground preparation. These tools and materials will be stored in the PCA box at the ground. The clubs that played match 2 (Match 1 if there is no match 2) are required to return the tools, materials, stumps, boundary markers, etc to the PCA box and lock it at the end of the game. The ground should be ready for play 15 minutes before game time.

- 6.3 Ground preparation will include marking the boundaries and setting up the pitch. It may, at times, also include sweeping, raking mowing and/or rolling.
- 6.4 All field and wicket markings should be in place prior to the start of the match.
- 6.5 No player can wear metal spike shoes when batting or bowling. Only rubber sole or rubber spikes are allowed.

7. Aborted & Delayed Matches

- 7.1 If it is necessary to cancel a match before 15 overs has been faced by the club batting second, and unless the club batting second are all out or the target runs have been surpassed, the match will be declared a no-decision and the points (two points each) will be shared equally between the two clubs.
- 7.2 If the start of game is delayed due to unforeseen circumstances the umpires and captains may agree on a new starting time and reduce the number of overs. If it is decided by the umpires that at least 15 overs can not be completed in both the innings the game will be cancelled. Both clubs are required to be present at the ground until such time as the game is officially cancelled.
- 7.3 If the club batting first is all out in less than the scheduled number of overs for the innings, the club batting second will be allowed the full complement of overs.
- 7.4 If light or weather conditions make it impossible for the club batting second to complete their innings, the result will be based on runs-per-over average of both clubs at the end of the last over completed before play is suspended. The club batting second must have batted at least 15 overs to apply this rule.
- 7.5 If the number of overs in the second innings is reduced because of a stoppage of play after the innings has begun, or the number of overs in the second innings is reduced prior to the start of the innings, the number of overs will be reduced by a rate of one over for every five minutes or part thereof lost due to the stoppage. The new target will be calculated as per [Appendix A](#).
- 7.6 Either batsman at the wicket is allowed one appeal to the umpire to suspend the game because of poor light. This appeal may be made at any time, but the final decision to stop the game rests with the umpires.

8. Umpires & Scorers

- 8.1 PCA will assign the umpiring duties to the individual clubs in the beginning of the season along with the schedule.
- 8.2 The umpires will be paid \$30 each for the game. The two playing clubs will share the cost of umpiring fees.

- 8.3 The umpires must be at the ground at least 15 minutes prior to the scheduled start of the match.
- 8.4 Being late for umpiring (15 minutes before scheduled start time) results in losing umpiring fee. If an umpire does not show up for officiating a match two points will be docked for the team responsible for umpiring.
- 8.5 Umpires have to deposit the balls for completed matches into the ball storage container that will be kept in the PCA shed.
- 8.6 Every attempt should be made to find a substitute umpire who is not playing in the current match.
- 8.7 In case one or both umpires are a no show, prior to the start of the game the two captains will appoint one or more umpires to stand in the match. Rules 8.5 and 8.6 should be followed in appointing the substitute umpires. If both captains cannot agree on the choice of umpires, the match will be declared a no-decision and each club will be awarded two points.
- 8.8 All umpires are required to wear a white shirt, while officiating in the match.
- 8.9 The umpires' decision in all matters is final. There will be no arguments or public disagreement with any decisions that the umpire makes during the course of the match.
- 8.10 Each club shall appoint scorers for the match. The scorers shall frequently check to ensure that their records agree. They shall agree with the umpires, at least at every interval, other than a drinks interval, and at the conclusion of the match, the runs scored, the wickets that have fallen and, where appropriate, the number of overs bowled.
- 8.11 The scorers shall accept and immediately acknowledge all instructions and signals given to them by the umpires.
- 8.12 Score at the end of each over must be recorded in the score sheet. This is absolutely necessary to decide the result in case the second innings is interrupted due to weather conditions.
- Umpires should verify score sheets after each innings, sign at the end of the match
- 8.13 and hand them to the winning captain. The winning captain should enter scores in Resultsvault web site within two days after the game.

9. Bowling Restrictions

- 9.1 Maximum overs a bowler can bowl in a 25 over game is five.
- 9.2 If the number of overs is reduced during the inning, there shall be no change to the number of restricted overs determined at the start of the inning.
- 9.3 If the number of overs is reduced before the start of innings, maximum overs per bowler = total reduced overs/5 rounded to next highest number.
- 9.4 Only players in the official starting eleven are eligible to bowl.

10. Fielding Restrictions

- 10.1 There can be no more than five fielders on the leg side at any time.
- 10.2 There can be no more than two fielders behind the batsman on the leg side at any time.
- 10.3 The umpire will call a no-ball on any infraction of Rules 10.1 - 10.2.
- 10.4 Only players chosen as the starting eleven will be eligible to bat. An opposing captain may make a request to allow a substitute batsman due to injuries sustained in the game, provided that the umpire was advised of the injury at the time of the injury or within reasonable time after it occurred. Both captains must agree that the substitute is acceptable.

11. Substitutes

- 11.1 Substitute players shall be allowed to field for a player who satisfies the umpires that he has become disabled by illness or injury during the match, but not for any other reason without the approval of the opposing captain
- 11.2 Only registered PCA members can qualify as a substitute fielder provided they are properly attired and have both captains permission.
- 11.3 The umpires and batting captain must be alerted when either a player or a substitute fielder takes or leaves the field. There is no restriction on where a substitute may field. But a substitute shall not be allowed to bat, bowl or act as wicket-keeper (except an injury replacement in the case of wicket keeper, purely a safety issue).
- 11.4 If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play, if he is absent for 15 minutes or longer, he shall not be permitted to bowl thereafter until he has been on the field for at least that length of playing time for which he was absent.

- 11.5 A player who suffers an injury caused by an external blow, as opposed to an internal injury, such as a pulled muscle, and has to leave the field for medical attention, may, subject to the umpires approval, bowl immediately after his return, irrespective of the length of time he was absent off the field.
- 11.6 If a fielder leaves the field for 15 minutes or longer, and never returns to field or does not field for the length of the time he was absent after he returns, he shall not be permitted to bat until his side's batting has been in progress for at least that length of playing time for which he was absent or five wickets have been lost, whichever occurs earlier. This rule shall not apply if the fielder suffers an external blow, as opposed to an internal injury such as a pulled muscle, while participating in the match.

12. No-Balls

- 12.1 If the umpire calls a ball a no-ball, any runs scored, either off the bat or as the result of an extra, will be scored in addition to the run being awarded for the no-ball. An additional ball will also be bowled in the over.
- 12.2 Any ball that bounces or would have bounced above the head of a batsman standing upright is a no-ball. One ball per over, that bounces, or would have bounced, over the shoulder of the batsman standing upright at the crease but below top of his head will be allowed. For the second or subsequent time in a single over, a ball bouncing over the batsman's shoulder should be signaled a no-ball. Either umpire may call the no-ball. Should the batsman play the ball, it does not negate the call of no-ball and runs are scored as for any other no-ball.
- 12.3 A full toss which is higher than the waist of the batsman (standing upright) when it passes the batsman will be called a no-ball. Either umpire may call the no-ball. Should the batsman play the ball, it does not negate the call of no-ball and runs are scored as for any other no-ball.

13. Wides

- 13.1 On a wide, one extra will be added to the total and another ball will be bowled in the over. Any additional runs scored off the wide will also be scored as wides and will stand in addition to the one wide extra. A ball shall be declared a dead ball if it either (1) bounces twice or more or (2) rolls along the ground before reaching the batsman.
- 13.2 Any ball, which passes outside the leg stump with out touching bat or any part of batsman's body will be called a wide ball.
- 13.3 Any ball clearly outside the off stump at such a distance to make it virtually impossible for the batsman to play a normal stroke from where he would normally be standing, will be called a wide by the umpire.

13.4 Conditions 13.2 and 13.3 do not apply if the ball comes in contact with the bat or body, or passes below shoulder height between the striker and the stumps, or misses it. In such a case, if the umpire had already called a wide, the umpire shall revoke the call of wide ball.

14. Results

14.1 A minimum of 15 overs must have been completed in both innings to decide a winner. Unless a club has been bowled out prior to the 15 overs have been completed.

14.2 To increase competitive interest even if game becomes one-sided, point system similar to VB series in Australia will be followed as below. This will also help in breaking ties in league standings.

A total of five points for each game awarded as follows –

4 Points to winning club,

1 bonus points for reaching target in 20 overs,

In case of rain affected games, 1 bonus point for reaching target at least in 5 less overs than team batting first.

1 point for holding opposition to 80% of team batting first score.

Targets are rounded to the next highest number.

If winning team does not qualify for bonus, the 1 bonus point goes to losing team.

14.3 In the event of scores being tied at the end of both innings, the following will apply.

For a regular season game, the points will be shared (2 points each).

For a playoff or finals game, the rules will be applied in the order listed below:

1. The winner in head to head competition between the two clubs during the regular season.
2. The club losing fewer wickets in the game will be declared the winner.
3. The club with the higher overall scoring rate (runs per ball) in the game will be declared the winner.

4. Coin toss

15. Player Registration and Transfer

15.1 All cricketers participating the PCA league must be registered with league before playing or training in any official league activities. No player can register for more than one club. However, with both captain approvals a player will be allowed to play as a substitute for NO MORE than TWO (2) regular season games to assist in fielding full competitive clubs for the entire season.

15.2 Clubs are required to provide league with an initial list of all the players before the start of the season and register them online in the scoring system. Clubs may add new players by submitting individual registration forms.

15.3 Professionals or players receiving any payment whatsoever are prohibited from playing in the league. Violation of this rule shall result in loss of the game. Any and all potential player sponsorships shall be reviewed by the PCA board for approval prior to receiving funds.

15.4 The following player transfer rules shall apply for "a season":

- A player can move to another club only once with agreement from current club captain and destination club Captains approval.
- The player must notify the league about such a move via email or in writing, on or before July 1st. No transfers are allowed after this date. The player cannot play for the previous club after notifying the league.
- In order to be eligible to participate in the playoffs or finals, a player must have played at least three regular season matches for the particular club and his last regular season match must have been played for that club.
- Any violation of the above rules will result in the forfeiture of the match in which the offending player participates.

16. Scorecards & Statistics

16.1 Both captains and both umpires must sign scorecards for all matches.

16.2 If a scorecard is determined by the league to be excessively late, he may, solely at his discretion, choose to not include the scores from that match in his calculation of individual performance statistics for the season. The results of the match will however be used to determine club standings.

16.3 Individual performances in cancelled matches will be included in the statistics calculated for a player.

17. Standings

17.1 Each team will play a total of 14 games during regular season.

17.2 The club with the highest number of points across both divisions will be awarded the Regular Season Championship.

17.3 The club with the highest number of points in their division will be awarded the Division Championship.

17.4 If there are two or more clubs with the same number of points at the end of the regular season, the regular season champs, division champs and division standings for playoffs will be determined by the following tie-breaking rules. The rules will be applied in the order listed below:

Points, games won, head to head, followed by NRR will be used for rankings and breaking ties.

18. Trophies & Awards

18.1 Trophy will be awarded to the winner of the League. All trophies will be held for a

period of twelve months. The holders of trophy shall be responsible to the League for its safekeeping and it should be returned in good condition.

- 18.2 A player must play in at least fifty percent of the scheduled regular season matches to be considered for a PCA award except for total runs scored or total wickets taken over the course of the season. In the event that a player is present and on the playing list for a match which is not started because of weather or other conditions, that match will only count towards the 50% if a scorecard, including the club list, is sent to the league statistician within three days of the scheduled match date.
- 18.3 End of season awards for batting average or strike rate will only be awarded to players who have played in at least 50% of the scheduled matches for the season rounded down to the next whole number. To be eligible for a bowling award for best bowling average or strike rate, a player must have played in at least 50% of the scheduled matches and have bowled at least 30 overs.
- 18.4 Players will be eligible for awards for batting average or strike rate only if **ALL** of his club's scorecards are submitted to the league.

19. Code of conduct

- 19.1 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 of the sport and the Rules of the PCA.
- 19.2 Players and Club Officials shall at no time engage in conduct, which would bring them or the game of cricket or the reputation of the PCA into disrepute. Offenders will be subjected to swift and severe disciplinary action by the PCA.
- 19.3 Players and club officials must at all times accept the umpire's decision and not show dissent at the umpire's decision. A batsman once given out, cannot be recalled to the crease unless the umpire revokes his decision. If a player behaves in an un-sportsmanlike manner, the umpire shall report him to his captain and if the situation continues the player will be reported to the league. Appropriate and prompt disciplinary action will then be taken by PCA against that player after a review.

Umpires can assess suspensions for the game in progress based on the offenses outlined below. They should file a joint report for further assessment as per the situation.

Based on the umpire's report, due consideration will be given as to who is/are the instigators of the offense. The suspensions may also be assessed, based on the umpire's recommendations, on the party reciprocating the offense; so if confronted with these situations, the best thing is to walk away.

The team captains should try to immediately diffuse any situation before it escalates

to a punishable offense.

Umpires have to file report jointly.

If the umpire's report includes the following offenses, the action shall be taken as indicated:

Verbal obscenities – Using foul language or gestures against another player or umpire on the field or the pavilion / ground area – **Umpire has to report it to the captain and give 1 warning; if it continues, umpire has the authority to suspend the player/s from the game.**

Physical contact Level 1 – Shoving or pushing, insulting (race religion etc), spitting at, biting, bullying, threatening, inappropriate physical conduct that causes discomfort, etc, to another player or umpire on the field or the pavilion / ground area – **suspended from game in progress followed by next 1 game suspension plus \$100 fine to play further in the season. Assessed suspension / unpaid fines will carry forward into the next season.**

Physical contact Level 2 - Throwing punches, kicking another player or umpire, on the field or the pavilion / ground area – **suspended from game in progress followed by next 3 games suspension plus \$250 fine to play further in the season. Assessed suspension / unpaid fines will carry forward into the next season.**

Physical contact Level 3 – Hitting another player or umpire using a bat, stumps or any other object that can inflict severe injury – **suspended from game in progress followed by lifetime suspension from the PCA league.**

- 19.4 No player, club official or umpire shall at any time engage in any conduct towards or speak to any other player, umpire, spectator or club, match or League official in a manner which offends, insults, humiliates, intimidates, threatens, disparages or vilifies the other person on the basis of that person's race, religion, color, descent or national or ethnic origins.
- 19.5 Players, club officials or umpires shall not use crude or abusive language and make offensive gestures.
- 19.6 Players, club officials or umpires shall not use or in any way be involved in the use or distribution of illegal drugs or any illegal activities. Participants will be expelled from the PCA as a violation of 19.2 and PCA code of conduct.
- 19.7 Players and umpires may not consume alcoholic beverages during a game at any grounds.
- 19.8 All players and substitutes will be dressed in proper white cricket clothing (white shirt with sports logo no bigger than a quarter, white long pants, white socks,

predominately white shoes are preferable at all times during a match. Proper attire means white collared shirts, trousers, socks and sneakers. For some reason that a player is not in white attire he must make a request to the opposing captain to be allowed to play in non white attire.

- 19.9 All clubs must participate in all matches that they are scheduled to play. If a club fails to turn up for two or more matches in a season, that club will be expelled from the League for the following season.
- 19.10 At time to time rules may be added or changed under agreement with the PCA board for the betterment of the game, the league and or the tournament.
- 19.11 All membership and registration dues are non-refundable as the PCA is a non-profit organization and the funds may already have been earmarked for spending.
- 19.12 All registered PCA members are expected to have read this document before the start of the season. It is the individual club captain's responsibility to ensure that all current and future members of their respective club get a copy of the rules.

Appendix A

RULES FOR CALCULATING NEW TARGET SCORE WHEN THE SECOND INNINGS OF A MATCH IS INTERRUPTED.

$$\text{Target} = A + (B * C) + 1$$

Where

A = number of runs scored by the club batting first at the over when the interruption occurs

B = Number of overs remaining to be played

C = Run Rate of club batting first over the last B number of overs in their innings.

Example:

Club Two's innings is interrupted after they have faced 10 overs. The interruption lasts for 40 minutes. Therefore, based on rule 7.4, 8 overs will be lost. Therefore, club Two will have to face additional 7 overs. Their score at the interruption is 65.

Club One had scored 75 runs after the 10th over. After 18 overs, their score was 120. They were all out after 25 overs with a total of 180.

Based on $65 + (7 * 8.57) + 1$, Club Two will therefore have to score a total of 126 or 61 additional runs in the five remaining overs, to win the match.