

MISSION

To promote this beautiful game to all while maintaining the true spirit and competitiveness in its most genuine form, where, people can truly sense and feel the taste of this great game, thus bringing competition, harmony, affection, self-accomplishment, love and unity reflecting the true color of America.

PCL-40

Match playing conditions

By-Laws v2018

EXECUTIVE COMMITTEE

Founder and President – **Shuja Khan**

Vice President – **Sibi Thomas**

Director Administrative Affairs & Bylaws – **Maharishi Patel**

Director Umpires Development Program – **HD Mukund**

Director Umpiring – **Jagadeesan Sivanathan**
Director Event Coordination – **Sana Khan**

TABLE OF CONTENTS

1. THE LEAGUE	4
2. START TIME OF PLAY	4
3. SPINNING OF THE TOSS	4
4. PENALTIES FOR LATE START	5
5. RESPONSIBILITIES OF HOST TEAMS	5
5.1. THINGS TO HAVE & PREPARATION OF FIELD, 5	
5.2. MATTING, 5	
5.3. GENERAL MAINTENANCE OF FIELDS, 6	
5.4. WATER/REFRESHMENTS, 6	
6. SCORER	6
7. FORFEITS/WALKOVER	6
7.1. TEAM WITH FEWER THAN 8 PLAYERS, 6	
7.2. INELIGIBLE PLAYER, 6	
7.3. IMPROPER TRANSFER OF PLAYER, 6	
7.4. MATCH WON ON A FORFEIT, 7	
7.5. EXPULSION BASED ON FORFEITURES, 7	
7.6. FOLLOWING YEAR SCHEDULING CONSEQUENCES, 7	
8. REGISTRATIONS AND TRANSFERS	7
8.1. REGISTRATION LIST, 7	
8.2. NEW REGISTRATION, 7	
8.3. TRANSFERS, 7	
9. CRICKET ATTIRE	7
10. CRICKET BALLS TO BE USED	8
11. UMPIRES	8
11.1. LEAGUE UMPIRES, 8	
11.2. LEAGUE UMPIRE NOT IN ATTENDANCE, 8	
11.3. UMPIRE ATTIRE AND HINGS TO CARRY, 8	
11.4. UMPIRE FEES, 9	
11.5. UMPIRE REPORTS, 9	
11.6. TEAM REQUIREMENTS FOR PROVIDING UMPIRES, 9	
11.7. CERTIFICATION OF UMPIRES, 9	
11.8. RESPONSIBILITIES OF UMPIRES, 10	
12. PLAYING RULES	10
12.1. OVERS TO BE BOWLED, 10	
12.2. ADJUSTMENT OF OVERS TO BE BOWLED, 11	
12.3. NO BALLS, 11	
12.4. FREE HITS, 13	
12.5. WIDE BALLS, 13	

12.6. FIELDSMAN ABSENT FROM FIELD, 13	
12.7. SUBSTITUTE FIELDSMAN OR BY-RUNNER, 13	
12.8. SCORES IN DISPUTE, 14	
12.9. BREAKS BETWEEN INNINGS, 14	
12.10. 25-YARD CIRCLE, 14	
12.11. BOUNDARY MARKERS, 14	
12.12. ABANDONED/RAINED OUT GAMES, 15	
12.13. TIED GAMES, 15	
12.14. POINTS SYSTEM, 15	
12.15. DELAY OF GAME PENALTIES, 15	
12.16. DEFINITION OF TIME WASTING, 16	
12.17. DEFINITION OF A DEAD BALL, 16	
12.18. BATSMAN RETIRING, 16	
12.19. POWER PLAY RULES, 16	
12.20. BOWLER ATTEMPTING TO RUNOUT NON-STRIKER (MANKADING), 18	
12.21. MODES OF DISMISSALS FOR NO-BALLS (FREE-HITS) & WIDE BALLS, 18	
13. STATISTICS	18
13.1. CALCULATING STATISTICS, 18	
13.2. CALCULATING WIN/LOSS PERCENTAGE, 19	
13.3. NET RUN RATE (NRR), 19	
14. PLAYOFFS	19
14.1. TEAM QUALIFICATIONS, 19	
14.2. PLAYER QUALIFICATIONS, 20	
15. COMPLAINTS, PROTESTS AND APPEALS	20
16. DUES/FINES & REFUND POLICY	21
17. CONTACT PERSONS	22
18. EMAIL POLICY	22
19. CONFIDENTIALITY POLICYS	23
20. LEAGUE GAME SCHEDULE	23
21. LEAGUE UMPIRING SCHEDULE	23
22. LEAGUE STATISTICS	23
23. JUDICIARY COMMITTEE	23
24. LEAGUE WEBSITE	24
25. RESPONSIBILITIES OF CAPTAINS	24
26. TROPHIES/PRIZES/AWARDS	24
27. INSURANCE	24
28. DISCIPLINE, DISCIPLINE, DISCIPLINE	24
29. AMENDMENT	25

APPENDIX

1A – REVISED OVERS CALCULATION SHEET FOR DELAYS IN FIRST INNINGS	26
1B – CALCULATION SHEET TO CHECK 1 ST INNINGS TERMINATION	26
2A – REVISED OVERS CALCULATION SHEET FOR START OF 2 ND INNINGS	27
2B – REVISED OVERS CALCULATION SHEET FOR DELAY DURING 2 ND INNINGS	27
3 – DUCKWORTH/LEWIS CALCULATION METHOD FOR REVISED TARGET SCORE	28
4 – SUPER OVER PROCEDURE	30

PHILADELPHIA CRICKET LEAGUE
2006

REVIVAL OF CRICKET IN THE MECCA OF CRICKET



USA



PHILADELPHIA CRICKET LEAGUE 40-OVER MATCH PLAYING CONDITIONS v2018



All rights reserved. Copyright material, no electronic copies or hard copies of the material to be reproduced without the prior written consent of PCL. Violators will be held responsible.

All games are played under International Cricket Council (I.C.C.) rules and P.C.L rules and by-laws. The P.C.L. rules and by-laws will take the precedence over I.C.C. rules.

1. THE LEAGUE

1.1 The name of the league is Philadelphia Cricket League.

1.2 The mission of the league is to promote this beautiful game to all while maintaining the true spirit and competitiveness in its most genuine form, where, people can truly sense and feel the taste of this great game, thus bringing competition, harmony, affection, self-accomplishment, love and unity reflecting the true color of America.

2. START TIME OF PLAY

2.1 All league matches including play-offs shall start at 11:00 AM except games at those fields where the permit time is 12.00 noon or 1.00 PM then the matches will start at 12.00 noon or 1.00 PM. For the teams traveling 3.00 hours to a game the start time will be 1.00 PM. The rest of the rules for 12.00 noon or 1.00 PM games shall be same as for the games starting at 11.00 AM. The Executive Committee reserves the right to set the starting time for the semi-finals and the Championship game.

2.2 If due to circumstances beyond the control of the home team, the ground is not ready for play by the scheduled starting time, the official umpire (or both captains) may agree on a new starting time.

2.3 In the event that a game is delayed as a result of PCL approved reasons, the revised starting time shall not be later than 2.00 PM. Further, the minimum number of overs to constitute a match will be 20 overs. If such an agreement is reached, no penalties shall be imposed on the home team. However, the captain of the home team shall state to the officiating umpire, or the visiting captain if no official umpire is present, what circumstances led to the ground not being ready for play. An email or letter must be sent to the League's Administrative director explaining the same within a day after the game.

3. SPINNING OF THE TOSS

3.1 In order to guarantee that the first ball is bowled at the mandated starting time, teams are required to spin the toss no less than 15 minutes prior to the scheduled starting time i.e. 10.45 AM for 11.00 AM start time and 11.45 AM for 12.00 noon start time and 12.45 PM for 1.00 PM start time.

3.2. The toss should only happen if the field is deemed ready to play.

3.3 A team not having a player to spin the toss or is not ready or unwilling to spin the toss as stipulated, shall be considered in violation of league rules and shall result in the offending team losing the toss.

3.4 A team **needs to have a minimum of 8 declared players** present to spin the toss. Failure to do so will result in the toss being awarded to the opposing team (assuming the opposing team has a minimum of 8 declared players present). Any playing member may spin the toss after providing the officiating umpire and the opposing captain, or the captain's representative, with his list of declared players for that game. Such list must be legible with first and last names. A team will not be considered ready to play unless this requirement is met. In case both the teams don't have 8 players at toss time, then whoever has 8 players 1st will be awarded the toss.

3.5 Once the toss has been spun, the winning team captain (or Captain's representative) must immediately inform the opposing team of its decision else the toss will be awarded to the opposing team.

4. PENALTIES FOR LATE START

4.1 A team is not considered ready to play until the umpire and opposing captain are presented with a legible list of each player's full name (Minimum 8 players needed at start of the game).

4.2 A team is not considered ready to play if it fails to provide any item necessary for the start of play including but not limited to a PCL approved ball, stumps, bails, inner cones, boundary flags/cones, secured matting or a properly prepared pitch.

4.3 For every 5 minutes, or fraction thereof, of delay in starting a game after the scheduled starting time, the offending team will lose 1 over. Example: if a team is not ready to play 1-5 minutes after the scheduled starting time, they will lose 1 over. If they are not ready to play 6 minutes after the starting time, they will lose 2 overs, etc.

4.4 A team not ready to play or unwilling to start after 45 minutes past the scheduled starting time shall automatically forfeit the match or the game will be called off (if both teams do not have 8 players present).

5. RESPONSIBILITIES OF HOST TEAMS

5.1 THINGS TO HAVE AND PREPARATION OF FIELD

Each Host Team shall be responsible for the following:

5.1.1 If the host team does not have the ownership of the field then making sure that they have contacted the team that has the ownership/permit of the field at-least a day before in arranging the key to the field, storage shed, metal box or club house and making sure about the whereabouts of the Matting and the Nails and Hammer box/bag.

5.1.2 Rolling the pitch and making sure the pitch and the outfield is suitable for play.

5.1.3 Clearly marked creases on the pitch/matt.

5.1.4 Providing a broom to sweep the pitch.

5.1.5 Providing boundary markers (Ropes, Cones and Flag markers) to clearly mark 25 yards circle with flat cones or fluorescent paint, boundaries preferably with flag markers.

5.1.6 Providing chalk to mark the batsmen's guard.

5.1.7 Providing two (2) sets of stumps and bails, wood only. (Steel/Plastic stumps or bails are not permitted at-all).

5.1.8 If the host team does not have the ownership of the field then they must carry with them (2) sets of stumps and bails, wood only, boundary markers Flag markers preferable, flat cones for the 25 yard circle, chalk, broom and Nails and Hammer Box/bag.

5.1.9 If the host team does not have the ownership of the field then they may not have to carry the Nails and Hammer Box/bag if the team that has the ownership/permit to field has agreed to provide. However, if for any reason the Nails and Hammer box/bag is missing at the field then it is the host team requirement to arrange it. If the host team is unable to arrange the Nail and the hammer 45 minutes after the regular start time in normal weather conditions then they will forfeit the game. The rule of 1 over lost for every 5 minutes delay shall stay.

5.2 MATTING

5.2.1 It shall be the responsibility of the host team to lay and put away the matting.

5.2.2 Only in the event of inclement weather should the matting be left on the grass to be dried and subsequently returned to the storage area as soon as possible by the hosting team.

5.2.3 If the two non-permitted teams are playing in a field they should contact the team who has the ownership of the field, to leave all the things intact along with the matting if the next day is Sunday and there is a PCL scheduled game with the permission of the team who has the ownership of the field. Both the teams then should let the

league know about such arrangements. However, PCL will not be responsible for any damage to the matting etc. since it is left with the approval of the club which has the ownership/permit to the field.

5.2.4 If the two non-permitted teams are playing in a field on Sunday and due to the inclement weather matting is wet, then they should do everything possible to get the matting reasonably dry. However, they have to put the matting back in the storage area under any circumstances; **otherwise there will be a fine if that field is arranged by the PCL.** There will be no fine if the usage of the field is the direct agreement between the team playing with the team that has the ownership/permit to the field.

5.3 GENERAL MAINTENANCE OF FIELDS

5.3.1 Teams that receive fields from local jurisdictions/townships shall be the only teams holding permits for those fields. The permitted teams shall be responsible for the general maintenance of the said fields.

5.3.2 Teams that are hosting the game shall be ultimately responsible for the disposal of trash/litter generated from games.

5.4 WATER/REFRESHMENTS

5.4.1 Its clubs responsibility to take care of their own drinks and refreshments. It's not host team's duty to provide drinks and refreshments for the visiting team.

6. SCORER

6.1 Each team is required to provide scorers with the score being recorded on the PCL approved carbon copy scorebook.

6.2 If teams have spare players/individuals then both the scorers should tally the score at the end of every over.

6.3 Notwithstanding the above, the captain of each team shall be responsible for a full and correct account of both batting and bowling figures being kept of each match played. The batting scorecards of each team should list out the names of all players regardless of if the player batted during their inning. This will help give credit to all players who played that game. At the close of each game, he shall sign the score sheet of the opposing team as being correct in conformation with the umpire. Umpire should tally the score at each drink intervals and keep copying the detail of the other team in one of the teams score book for which he will be taking the copy with him to fill it online on the website. Umpire is the final authority in confirming the score. He must sign score book of both teams. Umpire must also write down the highlights and declare Man of the Match in conformation with both captains. In case there is a disagreement between the captains then umpire is the one who decides the Man of the Match.

7. FORFEITS/WALKOVER

7.1. TEAM WITH FEWER THAN EIGHT PLAYERS

7.1.1 A team which has fewer than eight (8) declared players present at the ground, 45 minutes after the scheduled start of the game shall automatically forfeit the match.

7.1.2 A team that is not ready to play even with all being perfect and umpire ready, or for any other unjustified reason, or is unwilling to start after 45 minutes past the scheduled starting time, shall automatically forfeit the match.

7.2 INELIGIBLE PLAYER

7.2.1 Any team, which uses an ineligible player, shall automatically forfeit the game and is subject to other fines and penalties as outlined in ByLaw 16.

7.2.2 If a team forfeits a scheduled fixture for any reason whatsoever, the offending team shall be liable for a fine as outlined in Bylaw 16.

7.3 IMPROPER TRANSFER OF PLAYER

7.3.1 Any team in the PCL that uses a player in a PCL game without following the official transfer procedure outlined in section 8.3 below shall forfeit all games that they won while using an improperly transferred player. In addition, that team shall be subject to a fine as outlined in Bylaw 16.

7.3.2 No meeting or hearing of the Executive Committee shall be necessary to enforce this regulation.

7.4 MATCH WON on a FORFEIT

7.4.1 If a team wins a match on a forfeit, it shall fill the score sheet online on the league website a completed team list showing the names of its players by following Thursday. All points/percentage shall be awarded to that team.

7.5 EXPULSION BASED ON FORFEITURES

7.5.1 A team shall automatically be expelled from the league upon forfeiting 3 games in one season. And will lose its membership and will be considered as new applicant if they decide to join back the following year. All prior year forfeiture fines must be paid before the team can be considered for the New Year.

7.6 FOLLOWING YEAR SCHEDULING CONSEQUENCES FOR TEAM FORFEITING GAME(S)

7.6.1 A team that forfeits a game in one year where they are a visiting team to another field will not get the hosting right at their field the following year against the team they forfeited.

8. REGISTRATIONS and TRANSFERS

8.1 REGISTRATION LIST

8.1.1 Teams primary/secondary contacts with PCL are required to have the players' roster updated by March 31st of every year.

8.1.2 All the registered players need to sign a **PCL Release and Hold Harmless Agreement** in presence of their club officers. The club officers will then sign on each form and mail it to the leagues address.

8.1.3 No player shall be allowed to play without being registered and not have his electronic **PCL Release and Hold Harmless Agreement** received by the league by Friday midnight of the game week.

8.1.4 Any player not on this initial registration list but subsequently playing during the course of the season must comply with the ByLaw relating to New Registrations as set down in ByLaw 8.2

8.2 NEW REGISTRATION

8.2.1 Teams may add/register new players throughout the season by going online on the PCL website. **The deadline to register is before 9am EST of the game day.** Each club administrator primary/secondary contact with PCL while registering the player online shall enter the name of the player on the online **PCL Release and Hold Harmless Agreement form** and put his signature on their behalf.

8.3 TRANSFERS

8.3.1 A player may transfer only once into the PCL from another PCL team by May 31st of every year.

8.3.2 The burden of securing a transfer and ensuring that it is done properly shall be the sole responsibility of the player or team seeking such permission. In order for a transfer to be official, a player must seek and receive permission from the League and pay a transfer fee of \$75 no later than the Monday immediately preceding the game in which he wants to participate. Failure to reach the league officials shall not be an excuse for a player to transfer to another team without following the official procedure.

8.3.3 The player being transferred to the new team **will still be required to play 25% of the games** for the new team to be eligible to play in the play-offs.

9. CRICKET ATTIRE

9.1.1 Every player participating in PCL competition matches including the substitutes shall wear proper cricket attire, which comprises white/cream shirt with collar attached, white or cream long trousers. Teams are

encouraged to wear **PCL logo shirts** to discourage the individuals wearing white T-shirts or white shirts without collars and to maintain the league standards.

9.1.2 Club or other logos or emblems may be worn on pants/shirts.

9.1.3 White Sweater/pullover only

9.1.4 Cricket shoes and sneakers only with no metal spikes if playing on jute matting.

Note: Each new member club is encouraged to have at least 15 PCL logo shirts as their basic membership. Thereafter, for every member of their club playing in the PCL, club captains may ask their players to wear the PCL shirt to maintain the standard and uniformity.

10. CRICKET BALLS TO BE USED

10.1 A new ball must be used at the beginning of each inning.

10.2 Only a four-piece leather cricket ball of a brand approved by Philadelphia Cricket League shall be used in a League match.

11. UMPIRES

11.1 LEAGUE UMPIRES

11.1.1 All umpires shall be governed and will be held responsible to the highest standards of the Code of Ethics of the PCL.

11.1.2 The umpiring director shall appoint an official umpire to officiate in all games when possible, regardless of whether or not a request was made by any of the contending teams.

11.1.3 Only certified umpires or umpires that have attended or passed a PCL approved umpiring course, may officiate in PCL games.

11.1.4 Where only one official umpire is present, the batting team will provide the Square Leg Umpire who will not call wide balls (unless it's over the head) or foot no-balls.

11.1.5 The official umpire, however, will have the final say whenever there is an on-field disagreement.

11.1.6 In case where the batting team provides the Square Leg Umpire and that Square Leg Umpire is found to be dishonest in his declarations then he shall be deemed to have committed offense under the Code of Ethics and is subject to all the punitive measures including fines and suspension.

11.2 LEAGUE UMPIRE NOT IN ATTENDANCE

11.2.1 If for any reason an official League umpire is not appointed to or is not in attendance at the scheduled start time of a match, the captains may agree to appoint a person or persons to act as umpire(s) for the match at their risk without holding the league liable for any.

11.2.2 If for any reason an official League umpire is not appointed to or is not in attendance at the scheduled start time of a match, and it is not agreed that another person act as umpire for the match, a player or player(s) of the batting team shall act as umpire(s) for the innings of his team.

11.2.3 Any dispute which arises in regard to the fitness of play due to unfavorable weather conditions shall be resolved by the captains. If the captains cannot come to an agreement over the commencement or re-commencement of play, the game shall be deemed to be abandoned.

11.3 UMPIRE ATTIRE AND THINGS TO CARRY

11.3.1 The umpires are encouraged to wear "white shirt + dark pant" for PCL-40over games and "dark shirt + dark pant" for PCL-T20 games.

11.3.2 Players officiating as square leg umpires must put/wear something colorful to look different from the 11 fielders.

11.3.3 Water bottles may be carried by the square leg umpires (but are not allowed to be placed on the ground while ball is in play). No other equipment (e.g. bats, stumps) except protective helmets can be held by square leg umpires.

11.3.4 As a best practice umpires are recommended to carry and use the umpiring Clicker/Counter and a paper and a pen to keep track of the overs bowled by each bowler and the number of wickets that have fallen.

11.4 UMPIRES' FEES

11.4.1 In all matches including play-offs, the umpire(s) shall be paid \$55 by each team. It is recommended the amount be paid prior to the start of the game and Umpires should ask for it. However, Umpire and the Captains can reach an understanding about the timing.

11.4.2 The umpire shall be paid full \$55 by each team even if play is abandoned due to unfavorable weather conditions even when just one ball was bowled.

11.4.3 The umpire shall be paid \$25 by each team, if the umpire reaches the field and for some reason both or just one team present at the field has decided to cancel the game. This condition may happen if the hosting team has not timely advised the Umpiring Director of not sending the Umpire to the field.

11.4.4 The umpire shall be paid full \$55 by each team even if for unforeseen reason umpire is late and both the teams have started the game without the official umpire. At the arrival of the umpire both the teams have to accept the official umpire and relinquish the ad-hoc umpires.

11.4.5 In cases where 2 umpires are assigned to a game, each umpire shall be paid \$110.

11.5 UMPIRE'S REPORTS

11.5.1 Umpires report is now blended into the Score sheet that now umpires are required to fill online on the league's website reducing the redundancy.

11.5.2 This report should include the names of any player to whom a warning or citation or Yellow or Red card was issued.

11.5.3 The Umpire's report must conform in all respects to the highest standards of Code of Ethics of the PCL.

11.5.4 Umpires who submit late score sheet/umpires reports will incur a fine as outlined in ByLaw 16 of these bylaws.

11.5.5 The Umpire is required to take a photo of both scoresheets (both innings) and email/text them to the PCL committee after every game for future reference and record keeping.

11.6 TEAM REQUIREMENTS FOR PROVIDING UMPIRES

11.6.1 Each team is required to send at least three (3) umpires to be certified during the Umpiring seminar held each year. Failure to meet this requirement shall result in a fine of \$20.00 per missing person. It shall be the responsibility of each team's official contact person to submit the names of certified umpires for umpiring to the Umpiring Director no later than the Wednesday prior to the weekend matches for which their team is assigned. If a team misses a scheduled umpiring assignment then they will be fined \$60 per missed assignment.

11.6.2 Beginning 2016 season, clubs have choice not to provide any umpires by paying \$350/season umpires exempt fee.

11.7 CERTIFICATION OF UMPIRES

11.7.1 All umpires officiating in PCL competition games must be certified by the PCL.

11.7.2 Individuals who fail the certification examination on the first specified date will be allowed to re-take the exam at another announced date.

11.7.3 Any individual who fails the certification examination twice in a given year will not be allowed to umpire any PCL games until he/she retakes the test the next year.

11.7.4 Certification will be good for 3 years after which all umpires must be re-certified and trained by ICC certified umpires.

11.7.5 The Executive Committee reserves the right to require umpires to attend courses or meet certain requirements to maintain their certification.

11.8 RESPONSIBILITIES OF UMPIRES

11.8.1 Must show up at least 30 minutes before the start of the game. Failure to do may result in a warning letter from the umpiring director.

11.8.2 Will remain impartial at all times on the field.

11.8.3 Will keep time of the over-rate (Refer to ByLaw 12.15) and all intervals, and notify the Captains about the associated penalties and when to resume.

11.8.4 Will be fully authorized to make any decision of any misconduct behavior by players during the game.

11.8.5 If the match highlights is not up in the website by midnight on Sunday following the match, the umpire will be fined \$15 and the club will be fined \$25. If the club fails to pay the fine before the following weekend's game through the online payment system, the club will be ineligible to play that weekend. Teams will be held responsible for the fine on their umpire unless he/she is an independent umpire then the individual is responsible himself/herself.

11.8.6 Umpires are the final authority during the game. Their decisions are final decisions.

11.8.7 Umpires are required to complete the score book with the details of both teams and take the original copy for entering the score sheet online. If the detailed score card is not up by midnight on the Monday following the match, then the umpire will be fined \$25 and the umpire will not be eligible to play for his team the following weekend's game. If for some reason the umpire is unable/not-willing to pay the fees then it is his/her team's responsibility to pay the required dues/fines unless he/she is an independent umpire not associated with any team. If the score card is still not up by following Monday night (that is, after following weekend) then it is the team's responsibility to upload it by the following Thursday night else they will not be eligible to play the following weekend's game.

11.8.8 Umpires need to keep track of each team's playing XI to make sure all players from both teams are present latest by the end of the 13th over (1st innings) or the 1 hour mark (whichever comes first). Any player violating this law will be forced to sit out the entire game and the offending team having to continue with one player short.

11.8.9. Any umpire who fails to report (within 5 days of occurrence) any violence between players and abuse of umpires during a game (on or off the field) will be fined \$50 for the first offense and will be removed from the umpiring circuit on the second offense.

12. PLAYING RULES

12.1 OVERS TO BE BOWLED

12.1.1 In PCL-40over league matches, each side will be allowed a maximum of forty (40) overs. Each team will be required to complete their 40-overs in 3 hours (4 ½ mins per over). Penalties for over-rate violation are outlined in 12.15. No bowler shall be permitted to bowl more than 20% of the total number of overs in an inning. That is, no more than 8 overs in a 40-over game or more than 7 in a 35-over game etc. In the event of a fraction, that number will be rounded down to the next lower integer.

NOTE: In the event a team loses overs due to penalties, the opposing bowlers will not be restricted to bowling less than 8 overs unless their team had incurred a penalty of their own.

12.1.2 All overs must be bowled alternatively from both ends of the matting. Playing from one end will be only allowed if it is impossible to play from the other end. A game will not be played from one end unless both captains

and umpire unanimously agree. The captains and the umpire cannot agree to the playing of the game from one end if doing so will cause any sort of damage to one end of the wicket or matting.

12.2 ADJUSTMENT OF OVERS TO BE BOWLED

12.2.1 In case of any interruption to the game due to weather or other unavoidable reasons and the overs need to be adjusted, please refer to **APPENDIX 1A, 1B, 2A and 2B** for revised number of overs/playing time calculation sheets. The umpires are encouraged to use these worksheets to accurately calculate the numbers of overs that can be bowled in the day to have a completed match.

12.2.2 Every effort is made to complete the match on the scheduled day with any necessary reduction in overs taking place only if the minimum number of overs necessary to constitute a match (20-overs) can be bowled on the scheduled day.

12.2.3 If the start of the match is delayed or play is temporarily suspended because of unfavorable weather conditions, or any other unavoidable circumstances, the number of overs shall be reduced on the basis of one over for every 5 minutes or part thereof of time lost. The official umpire and/or captains can provide extra time (if applicable) by reducing the intervals during each innings and the break between innings to make up for the lost time. All these provisions can be made using the calculation sheets in **APPENDIX 1A, 1B, 2A and 2B**.

12.3 NO BALLS

12.3.1 A bowler shall be limited to 2 fast short-pitched delivery per over for a 40-over game. For rain/delayed shortened games, 2 bouncers are still allowed per over. The umpire will signal the batsman and warn the bowler after each short-pitched delivery (max 2). The first 2 short-pitched balls will NOT be signaled as a “no ball”.

12.3.2 A legal fast short-pitched ball is defined as a ball which passes, or would have passed, between the shoulder and head of the batsman standing upright at the crease. In the event of a bowler bowling a 3rd fast short-pitched delivery in an over, the umpire at the bowler's end shall call and signal "no ball" and the bowler will not be allowed to bowl for the rest of the match.

- In addition, a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a wide. For the avoidance of doubt any fast short pitched delivery that is called a wide under this playing condition shall also count as one of the allowable short pitched deliveries in that over.

12.3.3 If the bowler bowls a **high full pitched ball** which passes, or would have passed, on the full above waist height of the batsman standing upright at the crease, the umpire at the bowler's end shall call and signal "no ball". If the same bowler bowls a 2nd high full pitched ball in the match (at any point of time), the umpire will signal a “no ball” and the bowler will not be allowed to bowl for the rest of the game.

12.3.4. If the bowler oversteps with his front foot (including the popping Creases beyond the popping bowling crease), the umpire shall signal a “no ball”. In other words, some part of his front foot must land within the popping crease (whether grounded or raised) i.e., Umpire will call a “no ball” even if his front foot is on the line of the popping crease.

12.3.5 A ball that pitches outside the defined playing area and which in the opinion of the umpire, deviates unnaturally shall be called a "no ball".

12.3.6 The bowler may not deliver the ball underarm. If a bowler bowls a ball underarm the umpire shall call and signal “no ball”, and the ball is to be re-bowled overarm.

12.3.7 The umpire shall penalize the fielding team by signaling a “no ball” if the team fails to observe any imposed fielding restrictions (e.g. required number of fielders to be present inside or outside the 25-yard circle).

12.3.8 Runs scored from the batsmen crossing off no balls shall be added to the one bonus run that is automatic with such deliveries.

12.3.9 Deliberate bowling of High Full Pitched Balls - If the umpire considers that a high full pitch delivery which is deemed unfair as defined in Clause 12.3.3 was deliberately bowled, then the caution and warning process shall be dispensed with. The umpire at the bowler's end shall:

12.3.9.1 Call and signal no ball.

12.3.9.2 When the ball is dead, direct the captain to take the bowler off forthwith.

12.3.9.3 Not allow the bowler to bowl again in that innings.

12.3.9.4 Ensure that the over is completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.

12.3.9.5 Report the occurrence to the other umpire, to the captain of the batting side and the PCL Executive Committee who shall take such action as is considered appropriate against the captain and the bowler concerned.

12.3.10 The umpire shall signal a "no ball" when a bowler breaks the non-striker's end stumps in the delivery stride.

12.3.11 If Ball bounces more than twice or rolls across the turf before it enters the popping crease the ball will be deemed as a "no ball" and the bowler has to re bowl the ball. The Next Ball bowled will be a Free hit as well.

12.3.12 Explanation of foot "no balls" for bowlers:



12.4 FREE HITS & NEW RUN OUT RULE

12.4.1 The delivery following a “no-ball” (all modes of no ball) shall be 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.

12.4.2 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.

12.4.3 Field changes are not permitted for free hit deliveries unless there is a change of striker OR the “no-ball” was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.

12.4.4 The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

12.4.5 A batsman cannot be adjudged run out if his bat bounces after being grounded behind the crease.

A batsman cannot be adjudged run out if his bat bounces after being grounded behind the crease. Take this scenario. A batsman stretches his bat out and it crosses the crease, but when the stumps are broken, his bat happens to be in the air and no part of his body is behind the crease, or the ‘safe zone’. As per the current rules, he is run out. But come October 1, he cannot be ruled run out. He is deemed safe. In other words, he is being rewarded for making his ground before the stumps are broken.

12.5 WIDE BALLS

12.5.1 If the bowler bowls a ball sufficiently wide on either side of the wicket to make it impossible for the striker, standing in his normal guard position, to play a normal cricket stroke, the umpire at the bowler's end shall call and signal "wide ball".

12.5.2 Notwithstanding the above, all balls bowled that passes outside the leg stump is deemed to be a wide.

12.5.3 The umpire shall not adjudge a ball as being a wide if the striker, by moving from his guard position, either cause the ball to pass out of his reach or brings the ball within his reach.

12.5.4 Runs scored from the batsmen crossing off wide balls shall be added to the one bonus run that is automatic with such deliveries.

12.5.5 In addition, a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a wide.

12.6 FIELDSMAN ABSENT FROM FIELD

12.6.1 The consent of the umpire at the bowler's end must be obtained for a player to leave the field or return to the field during a session of play.

12.6.2 A player who leaves the field and is absent from the field for longer than 4 overs shall not be permitted to bowl or bat after his return until he has been on the field or his team has batted for at least that length of overs for which he was absent (called as “penance” time), subject to a maximum cumulative penance time of 13 overs. If any unexpired penance time remains at the end of 1st innings, it is carried forward to the 2nd innings of the match. However, once his side has lost five wickets in its batting innings, he may bat immediately.

12.7 SUBSTITUTE FIELDSMAN OR BY-RUNNER

12.7.1 It is the official Umpire’s decision to permit the use of a substitute if any player is prevented from fielding for any reason other than illness or injury suffered during the match.

12.7.2 If a member of the fielding team is late (more than 4 overs) in taking the field at the start of play for whatever reason e.g. stuck in the traffic, he may not bowl until he has been on the field for as long as he was off it, subject to a maximum cumulative penance time of 13 overs. However, if the player does not arrive by the completion of the 13th over or 1 hour mark (whichever comes first) then he/she shall not take any further part in the game and the substitute fielder (if applicable) will be asked to leave the field too with the offending team having to play with one player short. It is the umpire and/or captain's responsibility to keep track of players arriving late to the game.

12.7.3 A substitute fieldsman must be a registered player of the team for which he is substituting and wearing white/cream proper cricket attire, the shirt must have collar.

12.7.4. Substitute fielders shall only be permitted in cases of injury, illness or other wholly acceptable reasons. 'Wholly acceptable reasons' should be limited to extreme circumstances and should not include what is commonly referred to as a 'comfort break'.

12.7.5 A by-runner will not be permitted instantly for any batsman regardless of the nature and/or time of injury. If a batsman is injured and is unable to run or continue batting then he/she can retire and come back at the fall of the next wicket as long as he/she doesn't need a by-runner. However, if the injured batsman needs a by-runner then he can do so only by retiring and coming back as the last man with a by-runner.

12.7.6 If a fielder returns to the field of play without umpires consent the ball that is currently in progress or the ball that was bowled previously will be called a "no ball" and the next ball will automatically become a Free-Hit, and if the same fielder who returns without an umpire consent and fields the ball, there will be an additional 5 run penalty awarded to the Batting Team.

12.8 SCORES IN DISPUTE

12.8.1 In the event of a dispute in the scores, both score sheets shall be impounded by the umpire, who shall forward them to the Administrative director within 48 hours of the close of play on the day of the dispute.

12.8.2 The umpire is highly encouraged to resolve the dispute at the field.

12.9 BREAKS BETWEEN INNINGS

12.9.1 Breaks between innings shall not exceed 20 minutes. However, umpire may agree to make them shorter.

12.9.2 Each drinks break shall be exactly 10 minutes and may not exceed 3 per innings. Umpires must offer breaks to both teams at similar intervals in both innings. In a 40 over game, in a normal day first drink break to be offered after 13 overs and 2nd break after 26 overs. In case of extremely hot day the breaks can be called after 9-10 overs. In the event a team refuses its break as offered by the umpire, it may not request another one before the next scheduled interval.

12.9.3 Drinks intervals shall not be taken if both captains agree to forego a drinks interval, or if an innings has been reduced to fewer than 30 overs because of unfavorable weather conditions.

12.10 25-YARD CIRCLE

12.10.1 All PCL games shall be played with the restrictive 25-yard circle.

12.10.2 Markers for the 25-yard circle may be marked in brightly colored paint (only White, Red, Orange or Pink) or flat cones. Said cones may only be made of plastic and cannot have any metal or sharp points.

12.10.3 Teams that fail to properly mark the restrictive 25-yard circle shall lose overs, per PCL rules, in the event this requirement is not met to the satisfaction of the official PCL umpire by the official starting time.

12.10.4 Teams in violation of this rule will lose a maximum of 9 overs and the toss, but not forfeit the game. Only official umpires assigned by the PCL shall have the authority to enforce this rule or determine if the requirement is met.

12.11 BOUNDARY MARKERS

12.11.1 The distance between boundary markers may not exceed 10 feet. The home team shall lose overs and the toss, per league rules, in the event this requirement is not met by the official starting time of the game. Teams in violation of this rule may lose a maximum of 9 overs, but not forfeit the game. Only official umpires assigned by the PCL shall have the authority to enforce this rule or determine if the requirement is met.

12.12 ABANDONED/RAINED OUT GAMES

12.12.1 If play is abandoned because of unfavorable weather conditions or because a ground or pitch is unfit or unavailable for play, the match shall not be rescheduled and both teams will share points.

12.12.2 A game that is interrupted by rain, bad light or other factors will be decided based on the Duckworth-Lewis calculations for revised target score as outlined in **APPENDIX 3**, provided the team batting second has batted at least twenty (20) overs. This 20 over minimum shall apply to all games, even if the number of overs for the game is less than 40 and even if one team was penalized and overs taken away.

12.13 TIED GAMES

12.13.1 In the group stages (including play-off group), if the scores are equal, the result shall be a tie. The two teams will share points.

12.13.2 In knockout games (Quarter Finals, Semi Finals and Finals), if the scores are equal then the winner will be decided based on a "Super-over" as outlined in **APPENDIX 4**.

12.14 POINTS SYSTEM

12.14.1 Points for a match will be awarded as follows:

WIN.....equals 2 points

TIE/NO RESULT.....equals 1 point

LOSS.....equals 0 points

12.14.2 In the event of teams finishing on equal points in its Pool/Group stages (including playoff groups, if any), the rankings/seedings will be decided in the following order of priority:

- The team with the highest win percentage (Win %) or Win to Loss Ratio shall be determined by dividing the total number of games won by the total number of games completed multiplied 100. Washed out/abandoned games will not be considered.
- If still equal, the team with the most number of wins over the other team(s) who are equal on points and have the same number of wins (head-to-heads between 2 or more teams)
- If still equal, the team with the highest net run rate

12.15 DELAY OF GAMES PENALTIES

12.15.1 For all PCL-40over Games, teams are required to complete each over within 4.5 minutes. Whereas a penalty will not be assessed after each over if a team fails to complete its 40 overs in 3 hours (not including 10 minutes for 2 or maximum 3 breaks per innings) it will be penalized as follows for time wasting:

- Team Fielding First - 1 over deducted from its batting inning for every five (5) minutes of delay, to be capped at 10 overs.
- Team Fielding Second - The team will be fined up to \$50 for not completing the overs in the required time.

12.15.2 Penalties will be waived for the following:

- Interruptions due to rain
- Ball is lost outside the field of play
- Interruptions due to major injury
- External bleeding, fainting or head injury.

12.16 DEFINITION OF TIME WASTING

12.16.1 Definition of time wasting for the fielding team: it will be based on completing the required number of overs in the allotted time. If any of the exceptions are to be applied, then the umpire should keep track of it in his notebook and inform both captains of exceptions.

12.16.2 Definition of time wasting for batsmen: Consistently failing to take strike after the bowler is ready to start his run up or after he has started his run up. The umpire shall be the official timekeeper and is the sole judge in this matter. He shall inform the player and captain immediately after each violation.

12.17 DEFINITION OF A DEAD BALL

12.17.1 It is finally settled in the hands of the wicket-keeper or the bowler.

12.17.2 A boundary is scored.

12.17.3 A batsman is dismissed.

12.17.4 Whether played or not it becomes trapped between the bat and pads of a batsman or between items of his clothing or equipment.

12.17.5 Whether played or not it lodges in the clothing or equipment of a batsman or the clothing of an umpire.

12.17.6 Lost ball is called.

12.17.7 The umpire calls over or Time.

12.17.8 It is clear to the umpire at the bowler's end that the fielding side and both batsmen at the wicket have ceased to regard it as in play.

12.17.9 If the umpire decides the batsman wasn't ready when the ball was bowled.

12.17.10 If the bowler fails in an attempt to run out the non-striker (Mankad rule ByLaw 12.20), the umpire shall call and signal Dead ball as soon possible.

12.17.11 If a player from the fielding team, fielding close to pitch, continues to talk deliberately to distract batsmen or to waste time after the bowler has started his run up then the umpire should immediately call and signal Dead ball, issue a first and final warning to the fielder, who is in violation, and address the issue with the captain.

12.18 BATSMAN RETIRING

12.18.1 A by-runner will not be permitted instantly for any batsman regardless of the nature and/or time of injury. If a batsman is injured and is unable to run or continue batting then he/she can retire and come back at the fall of the next wicket as long as he/she doesn't need a by-runner. However, if the injured batsman needs a by-runner then he can do so only by retiring and coming back as the last man with a by-runner. (Refer to ByLaw 12.7.5).

12.19 POWER PLAY RULES IN CONFORMATION WITH ICC CERTIFIED POWER PLAY

12.19.1 REGULAR PCL 40 OVERS POWERPLAY RULES:

- The first block of Powerplay overs shall be at the commencement of the innings.

- **Powerplay 1** – At the instant of delivery, no more than two (2) fieldsmen shall be permitted outside the 25-yard field restriction area. In an innings of 40 overs, these are overs 1 to 8 inclusive. In event of 9 players or less present on the field no player is allowed to field outside the inner circle. Respectively, with 10 players only 1 is allowed to field outside the inner circle during regular PP overs.
- **Powerplay 2** – At the instant of delivery, no more than four (4) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 9 to 32 inclusive (similar to above, in case of only eight players present only 1 fielder will be allowed to field outside the inner circle. Respectively, in case of 9 only 2 is allowed and 10 only 3 is allowed during batting PPs.
- **Powerplay 3** – At the instant of delivery, no more than five (5) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 33 to 40 inclusive.
- Each block of Powerplay Overs must commence at the start of an over.
- At the commencement of each discretionary block of Powerplay Overs, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.
- In the event of an infringement of any of the above fielding restrictions, the umpire shall call and signal "No Ball".
- In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

12.19.2 COMPLEX POWERPLAY RULES IF INTERRUPTION IN PLAY:

- If play is interrupted during an innings and the table below applies, the Powerplay take immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

Illustrations:

A 40 over inning is interrupted after 6.3 overs and reduced to 22 overs. The new phases are 5+13+4. Therefore the middle phase fielding restrictions take immediate effect when play resumes and last for a further 11.3 overs. The final phase begins after 18 overs have been bowled.

A 40 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new phases are 5+13+4. When play resumes, the final phase fielding restrictions apply for the remaining 3.1 overs.

INNINGS DURATION	POWERPLAY 1 (No. of Overs)	POWERPLAY 2 (No. of Overs)	POWERPLAY 3 (No. of Overs)
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6

33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8

No. of Players	POWERPLAY 1 (No. of Fielders)		POWERPLAY 2 (No. of Fielders)		POWERPLAY 3 (No. of Fielders)	
	Inside circle	Outside circle	Inside circle	Outside circle	Inside circle	Outside circle
11	7	2	5	4	4	5
10	7	1	5	3	4	4
9	7	0	5	2	4	3
8	All players inside the circle		5	1	4	2
*** Wicketkeeper & Bowler are not considered as Fielders and hence all the numbers above are calculated excluding Bowler & Wicketkeeper ***						

12.20 BOWLER ATTEMPTING TO RUN OUT NON-STRIKER BEFORE DELIVERY – “MANKADING”

12.20.1 The bowler is permitted, before releasing the ball and provided he has not completed his usual delivery swing, to attempt to run out the non-striker.

12.20.2 Whether the attempt is successful or not, the ball shall not count as one of the over.

12.20.3 If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal Dead ball as soon possible.

12.21 MODES OF DISMISSALS FOR NO-BALLS (FREE-HIT) & WIDE BALLS

No-Ball (Free-Hit) Dismissal	Wide Ball Dismissal	Dismissal
Handling the Ball	Handling the Ball	OUT
Obstructing the Field	Hit Wicket	OUT
Run Out	Obstructing the Field	OUT
Hitting the Ball Twice	Run Out	OUT
	Stumped	OUT
*** A Batsman cannot be out Stumped off a No-Ball or Free-Hit Ball ***		

13. STATISTICS

13.1 CALCULATING STATISTICS

13.1.1 Statistics are now automatically calculated.

13.1.2 The statistics from all games (including those affected by rain or other conditions) shall be incorporated into the final tally of the league's averages.

13.1.3 Individual scores and performances against suspended teams shall stand.

13.1.4 Any team that has declared its innings or has less than eleven (11) players in a game shall be deemed to have conceded all its wickets (10), provided the team playing short is bowled out.

13.2 CALCULATING WIN/LOSS PERCENTAGE

13.2.1 Winning Percentage or Win to Loss Ratio shall be determined by dividing the total number of games won by the total number of games completed multiplied 100 (excluding abandoned or washed out games).

13.3 Net Run Rate (NRR)

13.3.1 A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition.

13.3.2 In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

13.3.3 Only those matches where results are achieved will count for the purpose of net run rate calculations.

13.3.4 In circumstances where a match (and the points for such match) is awarded to a team as a result of the other team's refusal to play, either by the umpires or in accordance with the provisions of the relevant event agreements between the participating teams, the net run rate of the defaulting team shall be affected in that the full 50 overs of the defaulting team's innings in such forfeited match shall be taken into account in calculating the average runs per over of the defaulting team over the course of the relevant portion of the competition. For the avoidance of doubt the runs scored and overs bowled in such forfeited match will not be taken into account when calculating the net run rate of the team to whom the match was awarded.

13.3.5 Only those matches where results are achieved will count for the purpose of net run rate calculations. Where a match is abandoned, but a result is achieved under Duckworth-Lewis calculations (APPENDIX 3), for net run rate purposes Team 1 will be accredited with Team 2's Par Score on abandonment off the same number of overs faced by Team 2. Where a match is concluded but with Duckworth-Lewis calculations having been applied at an earlier point in the match, Team 1 will be accredited with 1 run less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach the target.

14. PLAYOFFS

14.1 TEAM QUALIFICATIONS

14.1.1 Playoff matches shall be contested between the top eight teams at the completion of the qualifying matches unless the PCL Executive Committee decides on a new format and has duly informed all teams of the change in format.

14.1.2 The top eight teams shall be ranked based on the "Points System" outlined in 12.14 (including other criteria from 12.14 for teams tied on points) from all games played throughout the regular season.

14.1.3 In the first round (Quarter-Finals):

- **QF1** - 1st ranked team VS 8th ranked team.
- **QF2** - 2nd ranked team VS 7th ranked team
- **QF3** - 3rd ranked team VS 6th ranked team
- **QF4** - 4th ranked teams VS 5th ranked team.

14.1.4 In the second round (Semi-finals):

- **SF1** - winner of QF1 VS winner of QF4
- **SF2** - winner of QF2 VS winner of QF3

14.1.5 The Championship game (Grand Finale):

- **FINALS** – winner of SF1 VS winner of SF2

14.1.6 All first round games fields will be decided by the league, 2nd preference will be played on the home field or field of choice of the team with the better winning record, but the date and day will be decided by the league once conforming there are no restrictions in holding the game at the field of the choice. The 2nd round (semi-finals) games will be held either in Delaware or Eastern Pennsylvania fields. The fields and the date and the day will be decided by the league. The team that resides closer to the field will do all the prep work for a match even if it is not there home field. The team residing far from the field will take care of everything at the end of the game.

14.1.7 The Executive Committee shall decide the venue, date and time for the semi-finals and the Championship game. Both teams are required to bring their drinks and lunch at the final. The league will give dinner after the game to all the players and the member spectators associated with the league. If there is enough food then nonmember spectators will also be asked to join.

14.2 PLAYER QUALIFICATIONS

14.2.1 To be eligible to play in the playoffs, a player must have played in 25% of the number of games actually played by the club (counting the games that rained out after the game started and forfeited games) he is representing during the season in question. In the event 25% represents a fraction, the number will be rounded to the nearest whole number. e.g. If a team has played 9 games in total then the eligibility criteria for each player to qualify will be 25% of 9 = 2.25 = 2 games; whereas, if a team has played 11 games then the eligibility will be 25% of 11 = 2.75 = 3 games.

14.2.2 In case where the game was rained out or abandoned for other reasons, a player who is declared by his team and is physically present at the start of the game will receive credit toward the three game 25% requirement, **as long as the toss has been spun and all was ready for the game to begin or the game had started.**

14.2.3 In the case where a game was forfeited by a team that never showed up at the field, and the other team is at the field, the player who is declared by the team present at the field and is physically present at the start of the game will receive credit toward the three game 25% requirement. This list of the declared players needs to be given to the umpire. In case if the umpire does not show up as well then the team present at the field must call the league director administrator and explain the entire situation and enter the names of their players declared for that day online on the league website by Thursday following the game.

14.2.4 In case where a game was forfeited by a team well in advance where both teams do not have to be at the field. The players of the team against whom the forfeiture happened will receive credit toward the 25% requirement. The team receiving the credit of the forfeiture must enter the names on the score sheet online on the league website by Thursday following the game. Players will not get any credit, if their names are not entered in the score sheet within the time mentioned.

14.2.5 The 25% requirement does not apply to substitute fielders.

14.2.6 All the teams qualified for the playoffs are required to upload at-least the pictures of those players playing in the playoffs. This is required and each team is encouraged to take the print-outs of the opponent team's player name and pictures report at the playoff games.

15. COMPLAINTS, PROTESTS AND APPEALS

15.1.1 Any club may lodge in writing with the Administrator Director a protest or complaint for anything done in contravention of these By-Laws or the PCL Code of Conduct.

15.1.2 The complainant must notify the Administrator Director in writing a statement of his protest or complaint no later than five (5) days from the date of the event that precipitated the complaint, protest, or appeal.

15.1.3 The complaint, protest or appeal may be filed electronically.

15.1.4 A deposit of \$50 shall accompany each protest, appeal or complaint and may be forfeited to the League at its discretion, if the protest, appeal or complaint is dismissed, but will be refunded if the protest, appeal or complaint is upheld.

15.1.5 All complaints filed by the officiating umpire shall conform to the procedure outlined in the Code of Conduct for Umpires.

16. DUES/FINES & REFUND POLICY

16.1 Any club that fails to meet an engagement in accordance with the schedule shall be fined. A fine of \$125 shall result for the first forfeiture, \$100 for the second and \$75 for the third.

16.2 Any club that forfeits a playoff game will be fined \$250.

16.3 In addition to the above fines, the offending team shall also be responsible for the umpire's fee. Both forfeiture fine and the umpire's fee must be paid to the PCL within 7 days of the forfeited game - no billing is required from the league.

16.4 If the match highlights is not up in the website by midnight on Sunday following the match, the umpire will be fined \$15 and the club will be fined \$25. If the club fails to pay the fine before the following weekend's game through online payment, the club will be ineligible to play that weekend.

16.5 If the detailed score card is not up by midnight on the Monday following the match, then the umpire will be fined \$25 and the umpire will not be eligible to play for his team the following weekend's game. If for some reason the umpire is unable/not-willing to pay the fees then it is his/her team's responsibility to pay the required dues/fines unless he/she is an independent umpire not associated with any team. If the score card is still not up by following Monday night (that is, after following weekend) then it is the team's responsibility to upload it by the following Thursday night else they will not be eligible to play the following weekend's game.

16.6 Team failing to pay an umpire on the game day shall be fined \$50 plus the cost of the umpire's fee. This fine and fee must be paid within 7 days of the infraction. No billing will be required from the league.

16.7 Host teams are responsible for making sure that absolutely no trash or any kind of foreign materials are left at the field or where teams are parking their cars, those teams will be fined \$150 for the first offense, \$250 after the second offense in the same season, \$500 after the third offense in the same season and \$750 after the fourth.

16.8 Failure to secure matting back in the storage area when there is no rain or after it has dried out following rain showers shall result in the offending team being fined \$50 for each violation. The offending team in this case will be a hosting non-custodian team.

16.9 Any umpire who fails to report (within 5 days of occurrence) any violence between players and abuse of umpires during a game (on or off the field) will be fined \$50 for the first offense and will be removed from the umpiring circuit on the second offense.

16.10 Any team that use an ineligible player in a regular game shall be fined an amount no less than \$250.00. In addition, that team shall forfeit the game.

16.11 A team that uses an ineligible player in a playoff game shall be fined an amount no less than \$500.00. In addition, that team shall forfeit the game.

16.12 Teams that fail to follow the proper transfer/registration process shall be fined \$50 for each violation.

16.13 Teams that fail to provide umpires as required or whose umpires do not show up at the games as assigned by the PCL will be fined \$60 per infraction. This fine should be paid within 5 days of the offense by the club.

16.14 Teams will be held responsible if they were originally assigned to provide umpires but they made arrangement with other club or independent umpire to officiate that assigned game, if that

umpire doesn't show up then the primary team are still responsible for \$60 fine. This fine must be paid within 5 days of the offense by the club.

16.15 Teams that do not have at-least three (3) umpires at the umpiring seminar for the certification process will be fined \$20 per missing person. Teams that have chosen to be exempt from umpiring will be required to pay \$310 umpires exempt fee. Each team (with certified umpires) will be assigned approximately 6 games to provide umpires for during the season. Any team missing an already scheduled umpiring assignment will be fined \$60 per missed assignment (\$60 x 6 games = \$360 fine if a team misses all scheduled umpiring assignments).

16.16 Yearly balls fee for existing clubs and the application for new clubs are due by January 15th of every year. Whereas the membership and insurance fee will be divided in two installments due on Jan 31st and February 15th. If balls fee deadline of Jan. 15th is missed there will be a fine of \$50. All fee requirements including the installment must be met by the extreme deadline date of March 1st otherwise there will be a late fee of \$250.00.

16.17 PCL FINALS: All the clubs participating in PCL, PCL EC expects their presence during the finals. If not for the whole day at least for the last 2 hours before the Finals ceremony. If a club has 10 or more players present during the finals, the club will be awarded 10% discount on their regular season fee for the following year. One of our EC members will track the club players' names. Losing semifinalists are expected to be present with at least 5 club members to collect their check. If the losing semifinalists fails to meet the minimum of 5 club members on the finals ceremony, Prize money will be deducted by 20%. Each club must send their representative or make alternate arrangement for its trophies to be picked up at the final game, otherwise it will result in a fine of \$50.00. Trophies must be picked up by December 15th upon payment of fine. This rule is not applicable to a team that does not have any Man of Match trophies from the regular or playoff games.

16.18 Balls fee once paid is nonrefundable; instead balls will be given in lieu of the amount if a team decide to withdraw from the league before the start of the season.

16.19 Membership fee plus liability insurance once paid will be refunded less \$100 processing fee if a team withdraws before March 1st.

16.20 Membership fee plus liability insurance once paid will be refunded less \$250 processing fee if a team withdraws between March 1st to March 15th.

16.21 No amount is refundable if a team withdraws starting March 16th onwards.

16.22 No refund on umpire shirt.

16.23 During the Playoffs and Championship games, the team which fails to put the mat & cones and will be fined \$200.

16.24 During the Playoff and Championship games, the team which fails to remove the mat & cones after the game will be fined \$200.

16.25 Any player who drinks any kind of alcoholic beverages during the game, the player or players will be suspended for 1 game & the team will be fined \$150. Umpires will have the responsibility of reporting it by adding comments in the comment section of the score sheet on PCL website.

17. CONTACT PERSONS

17.1 Each team is required to submit the name and telephone number of a primary contact person to the PCL by January 15th of each year. All correspondences from the league to the club will be sent to this representative. In addition to the primary contact person, each club can submit the names of 1 other leader in the organization who will be consider as the secondary contact person with the league.

18. EMAIL POLICY

18.1 PCL will have email addresses of maximum of two designated individuals of a club in the league mailing lists who are either Primary or Secondary contacts of their clubs listed with PCL.

18.2 The maximum two email addresses excludes those if the club has the representative in the league Executive Committee or Board of Directors.

18.3 PCL will not honor to any email sent by a player of a club who is not listed as Primary or Secondary contact of their club with PCL.

18.4 When communicating with League, primary/secondary contacts listed with PCL should not include the email addresses of any other members of their clubs.

19. CONFIDENTIALITY POLICYS

19.1 With the new website, each club will be given two user names and passwords. One password will have the administrative rights that would allow registering the players online. The 2nd account the club primary contact will give to all of their certified umpires to enter the Highlights and Score sheets online.

19.2 The clubs administrator and the umpires will not distribute their user ID's and password to other member clubs or anyone not associated with the league.

20. LEAGUE GAME SCHEDULE

20.1 League schedule will be prepared by the Fields and Scheduling Director.

20.2 All the teams must email their special scheduling preferences by March 15th of each year. The special preference does not include any considerations of any other league the team plays in.

20.3 A PCL finalized schedule will be ready a week before the start or it may be completed little earlier than that.

20.4 None of teams can have all their games on either Saturdays or Sundays. PCL may give maximum of 60-65 % games to a team on their preferred days to balance the limited fields and offering adequate umpiring coverage.

20.5 Beginning 2012 a club can have all its games on its preferred day of choice such as all games on Saturdays or Sundays by paying a **preferred day schedule fee of \$250/season**. In the event when there is a conflict at the playoff game where one clubs preferred day is Saturday and others is Sunday in that case preferred day would be picked for the club that has the higher seed in the round robin games.

21. LEAGUE UMPIRING SCHEDULE

21.1 League umpires schedule will be prepared by the Umpiring Director in relation to the schedule.

21.2 An umpiring Test will be conducted once every year to increase the number of umpires in the league.

22. LEAGUE STATISTICS

22.1 League Statistics will be automatically calculated and maintained on the leagues website.

23. JUDICIARY COMMITTEE

23.1 Director administrative affairs will chair the Judiciary Committee along with the other executive committee members.

23.2 A record of all cases heard by the Judiciary Committee and the decisions thereof shall be maintained by the director administrative affairs.

23.3 A player who is suspended by the league shall not play, act as a substitute player, umpire or in any way participate in any League competition match played by any team or his Club for the period of his suspension and fine requirement. Both suspension and fine conditions to be met before the player is eligible to play. Players name

their suspended time and fines are maintained in the Suspended Players section on the leagues website that can be viewed by each club upon login in.

23.4 If the offending player is a member of the Judiciary Committee. In that case the Judiciary Committee member will not sit in the committee to make any decision. This is to uphold an un-bias decision.

24. LEAGUE WEBSITE

24.1 League Website will be developed and maintained by the Director of Information Technology. All requests for logos, updates, score sheet corrections etc. should be sent to the Director Administrative Affairs and after his verification/approval it will be forwarded to the Director Information Technology. Director Information Technology is not going to entertain any request unless it is from Director Administrative Affairs.

25. RESPONSIBILITIES OF CAPTAINS

25.1 Will be conversant and proficient with the laws of Cricket.

25.2 Will follow the rules and regulation of Philadelphia Cricket League.

25.3 Will control the behavior of all his team players.

25.4 Will respect the umpires opinions and decisions.

25.5 Will be responsible to go over rules and regulations with their players. However, each and every individual player will be held responsible for obeying the by-laws of the PCL.

26. TROPHIES/PRIZES/AWARDS

26.1 Cash Prize of \$5,000 to be distributed.

26.2 Individual performance trophies.

26.3 Special Individual trophies for top performers.

26.4 Special team trophy for top performer.

26.5 Champions & Runner-Up trophies/medals.

27. INSURANCE

27.1 Each member club is required to pay for the PCL liability insurance.

27.2 PCL expects each player/umpire/member to carry some kind of medical insurance that covers that individual's injury or worst. However, each and every player, club members and umpires need to sign an individual Release and Hold Harmless agreement that will bind him not to claim anything against anyone associated with the league. This is an additional requirement set by the league to safeguard everyone. However, teams are still expected to have their own club insurance to cover incidents for any claims. **Again, It is the SOLE responsibility of each Club's Officer's/Contact persons in relation to PCL to make sure that all their players/umpires/members have signed the PCL Release and Hold Harmless Agreement and then the club officers have signed all the forms and mailed the hard copy of the agreement to the PCL. Beginning May 1st 2008, an electronic Release and Hold Harmless Agreement form is signed by each clubs Primary contact person on behalf of each new member registered through the new automatic online web registration process.**

28. DISCIPLINE, DISCIPLINE, DISCIPLINE

28.1 Cricket club members must behave with a disciplined gentlemanly attitude at all league games and functions.

28.2 Players shall play not only within its Laws but also within the Spirit of the Game. Any physical or verbal (direct or implied, written or via email, on a website or Internet chat groups) attack by a player(s) or a league member against:

- The umpire
- Other Cricketers
- The stumps, matting, ball or other cricket gear
- Ground facilities such as toilets, chairs, benches, trash cans etc.
- Natural settings such as Trees/plant/pots landscape
- Spectators
- PCL officers

All the above offences shall result in the suspension and/or fine against the player(s) and/or his team, or both.

29. AMENDMENT

29.1 PCL Executive Committee can alter these by-laws as needed.

All rights reserved.



APPENDIX 1A

Calculation sheet for use when a delay or interruptions occur in the First Innings. For "Time" entries enter the number in minutes from the start of the game e.g. 11am start time = 0 minutes and so 12pm = 60 minutes.

Net playing time available at start of the match	400 minutes	A
Time innings in progress (e.g. Enter 60 if it's been 1 hr. since start time)		B
Playing time lost		C
Extra time available		D
Time made up from reduced interval		E
Effective playing time lost [C – (D + E)]		F
Remaining playing time available (A - F)		G
G divided by 5 (to 2 decimal places)		H
Max overs per team [H/2] (round up fractions)		I
Maximum overs per bowler [I / 5]		
Duration of Powerplay Overs; Refer 12.19	_____ + _____ + _____	
Rescheduled Playing Hours		
First session to commence or recommence		J
Length of innings [I x 5] (round up fractions)		K
Rescheduled first innings cessation time [J + (K – B)]		L
Length of interval		M
Second innings commencement time [L + M]		N
Rescheduled second innings cessation time [N + K]		*O

* Ensure that the match is not finishing earlier than the original or rescheduled cessation time. If so, add at least one over to each team and recalculate (I) to (O) above to prevent this from happening.

APPENDIX 1B

Calculation sheet to check whether an interruption during the First Innings should terminate the innings

Proposed re-start time		P
Rescheduled cut-off time allowing for full use of any extra time provision for second innings (end of play)		Q
Minutes between P and Q		R
Potential overs to be bowled [R / 5] (round up fractions)		S
Number of complete overs faced to date in first innings		T

If S is greater than T then revert to Appendix 2A If S is less than or equal to T then the first innings is terminated and go to Appendix 2A

APPENDIX 2A

Calculation sheet for the start of the Second Innings

Maximum overs to be bowled

(If first innings was terminated, S from Appendix 1B)		A
Scheduled length of innings: [$A \times 5$] (round up fractions)		B
Start time		C
Scheduled cessation time [$C + B$]		D
Overs per bowler and Fielding Restrictions		
Maximum overs per bowler [$A / 5$]	_____ overs	
Duration of Powerplay overs; Refer 12.19	_____ + _____ + _____	

APPENDIX 2B

Calculation sheet for use when interruption occurs after the start of the Second Innings

Time		
Time at start of innings		A
Time at start of interruption		B
Time innings in progress		C
Restart time		D
Length of interruption [$D - B$]		E
Additional time available: (Any unused provision for 'Extra Time' or for earlier than scheduled start of second innings)		F
Total playing time lost [$E - F$]		G
Overs		
Maximum overs at start of innings		H
Overs lost [$G / 5$] (rounded down)		I
Adjusted maximum length of innings [$H - I$]		J
Rescheduled length of innings [$J \times 5$ rounded up]		K
Amended cessation time of innings [$D + (K - C)$]		L
Overs per bowler and Fielding Restrictions		
Maximum overs per bowler [$J / 5$]	_____ overs	
Duration of Powerplay overs	_____ + _____ + _____	

APPENDIX 3

Duckworth-Lewis calculations for revised targets due to suspension in play (reduced overs) using the “DUCKWORTH-LEWIS CALCULATOR” by Tarams Inc. app available for free download in iOS and Android.

Table of resource percentages remaining for D/L Calculations- over by over
Overs left 50 to 0

OVERS LEFT	WICKETS LOST									OVERS LEFT	OVERS LEFT	WICKETS LOST									OVERS LEFT			
	0	1	2	3	4	5	6	7	8			9	0	1	2	3	4	5	6	7		8	9	
50	100.0	93.4	85.1	74.9	62.7	49.0	34.9	22.0	11.9	4.7	50	25	66.5	63.9	60.5	56.0	50.0	42.2	32.6	21.6	11.9	4.7	25	
49	99.1	92.6	84.5	74.4	62.5	48.9	34.9	22.0	11.9	4.7	49	24	64.6	62.2	59.0	54.7	49.0	41.6	32.3	21.6	11.9	4.7	24	
48	98.1	91.7	83.8	74.0	62.2	48.8	34.9	22.0	11.9	4.7	48	23	62.7	60.4	57.4	53.4	48.0	40.9	32.0	21.5	11.9	4.7	23	
47	97.1	90.9	83.2	73.5	61.9	48.6	34.9	22.0	11.9	4.7	47	22	60.7	58.6	55.8	52.0	47.0	40.2	31.6	21.4	11.9	4.7	22	
46	96.1	90.0	82.5	73.0	61.6	48.5	34.8	22.0	11.9	4.7	46	21	58.7	56.7	54.1	50.6	45.8	39.4	31.2	21.3	11.9	4.7	21	
45	95.0	89.1	81.8	72.5	61.3	48.4	34.8	22.0	11.9	4.7	45	20	56.6	54.8	52.4	49.1	44.6	38.6	30.8	21.2	11.9	4.7	20	
44	93.9	88.2	81.0	72.0	61.0	48.3	34.8	22.0	11.9	4.7	44	19	54.4	52.8	50.5	47.5	43.4	37.7	30.3	21.1	11.9	4.7	19	
43	92.8	87.3	80.3	71.4	60.7	48.1	34.7	22.0	11.9	4.7	43	18	52.2	50.7	48.6	45.9	42.0	36.8	29.8	20.9	11.9	4.7	18	
42	91.7	86.3	79.5	70.9	60.3	47.9	34.7	22.0	11.9	4.7	42	17	49.9	48.5	46.7	44.1	40.6	35.8	29.2	20.7	11.9	4.7	17	
41	90.5	85.3	78.7	70.3	59.9	47.8	34.6	22.0	11.9	4.7	41	16	47.6	46.3	44.7	42.3	39.1	34.7	28.5	20.5	11.8	4.7	16	
40	89.3	84.2	77.8	69.6	59.5	47.6	34.6	22.0	11.9	4.7	40	15	45.2	44.1	42.6	40.5	37.6	33.5	27.8	20.2	11.8	4.7	15	
39	88.0	83.1	76.9	69.0	59.1	47.4	34.5	22.0	11.9	4.7	39	14	42.7	41.7	40.4	38.5	35.9	32.2	27.0	19.9	11.8	4.7	14	
38	86.7	82.0	76.0	68.3	58.7	47.1	34.5	21.9	11.9	4.7	38	13	40.2	39.3	38.1	36.5	34.2	30.8	26.1	19.5	11.7	4.7	13	
37	85.4	80.9	75.0	67.6	58.2	46.9	34.4	21.9	11.9	4.7	37	12	37.6	36.8	35.8	34.3	32.3	29.4	25.1	19.0	11.6	4.7	12	
36	84.1	79.7	74.1	66.8	57.7	46.6	34.3	21.9	11.9	4.7	36	11	34.9	34.2	33.4	32.1	30.4	27.8	24.0	18.5	11.5	4.7	11	
35	82.7	78.5	73.0	66.0	57.2	46.4	34.2	21.9	11.9	4.7	35	10	32.1	31.6	30.8	29.8	28.3	26.1	22.8	17.9	11.4	4.7	10	
34	81.3	77.2	72.0	65.2	56.6	46.1	34.1	21.9	11.9	4.7	34	9	29.3	28.9	28.2	27.4	26.1	24.2	21.4	17.1	11.2	4.7	9	
33	79.8	75.9	70.9	64.4	56.0	45.8	34.0	21.9	11.9	4.7	33	8	26.4	26.0	25.5	24.8	23.8	22.3	19.9	16.2	10.9	4.7	8	
32	78.3	74.6	69.7	63.5	55.4	45.4	33.9	21.9	11.9	4.7	32	7	23.4	23.1	22.7	22.2	21.4	20.1	18.2	15.2	10.5	4.7	7	
31	76.7	73.2	68.6	62.5	54.8	45.1	33.7	21.9	11.9	4.7	31	6	20.3	20.1	19.8	19.4	18.8	17.8	16.4	13.9	10.1	4.6	6	
30	75.1	71.8	67.3	61.6	54.1	44.7	33.6	21.8	11.9	4.7	30	5	17.2	17.0	16.8	16.5	16.1	15.4	14.3	12.5	9.4	4.6	5	
29	73.5	70.3	66.1	60.5	53.4	44.2	33.4	21.8	11.9	4.7	29	4	13.9	13.8	13.7	13.5	13.2	12.7	12.0	10.7	8.4	4.5	4	
28	71.8	68.8	64.8	59.5	52.6	43.8	33.2	21.8	11.9	4.7	28	3	10.6	10.5	10.4	10.3	10.2	9.9	9.5	8.7	7.2	4.2	3	
27	70.1	67.2	63.4	58.4	51.8	43.3	33.0	21.7	11.9	4.7	27	2	7.2	7.1	7.1	7.0	7.0	6.8	6.6	6.2	5.5	3.7	2	
26	68.3	65.6	62.0	57.2	50.9	42.8	32.8	21.7	11.9	4.7	26	1	3.6	3.6	3.6	3.6	3.6	3.5	3.5	3.4	3.2	2.5	1	
												0	0	0	0	0	0	0	0	0	0	0	0	0

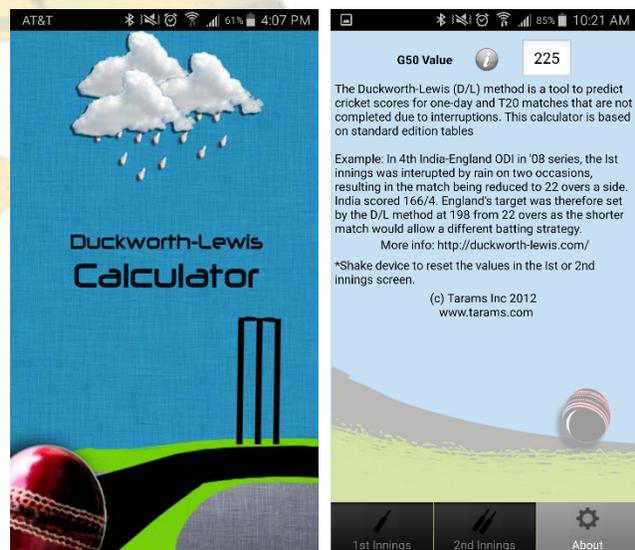
Below is an illustration of a match situation with and its implementation using the app listed above and manual verification using Duckworth-Lewis Calculations (ICC) and the Standard Edition table of resource percentages above.

Example.

In a 50 over-per-innings match, Team 1 reaches 79/3 after 20 overs and then there is a suspension in play. It is decided that 20 overs of the match should be lost, 10 of these by each team. Team 1 resumes to reach a final total of 180 in its revised allocation of 40 overs.

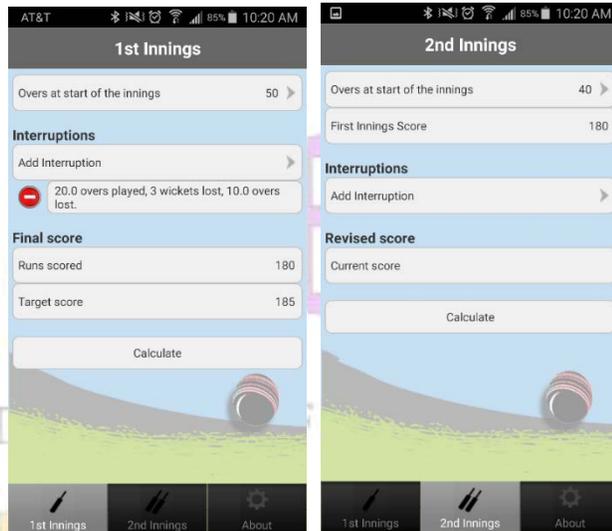
3A - IMPLEMENTATION OF THIS MATCH SITUATION USING THE “DUCKWORTH-LEWIS CALCULATOR” APP:

- Open the app and first set the **G50 value**.
- The G50 value is the average total score in a 50-over PCL innings. Although all PCL games will be 40-overs, for purpose of D/L calculations using the standard edition table above we have to enter an estimated value for average score in 50-overs.
- Click on the “About” tab and set **G50 value to 225** before performing any calculations.



1st Innings Tab:

- We can now start entering values for the 1st innings since the interruption occurred in the 1st innings. If there was no interruption in the 1st innings then proceed to “2nd Innings” tab.
- “Overs at start of the innings” – this is the maximum number of overs for both sides agreed upon before the start of the game. In this case, this is 50. For most PCL games this number will be 40 (PCL40) or 20 (T20).
- “Add Interruption” – The interruption occurred after 20 overs with 3 wickets lost and 10 overs lost per side. You can add multiple interruptions for other match situations in the same way.
- “Runs scored” – this is the Final score of Team 1 after taking into account all the interruptions. In this case, the Final score was 180.
- “Calculate” – Now click on “Calculate” to show the “Target score” for Team 2 to win the match which is 185 in this case. The par score to tie the game will be $185 - 1 = 184$.



2nd Innings Tab:

- After hitting “Calculate” some of the entries in the “2nd innings” tab are automatically populated based on the results from the 1st innings. I.e. Available “Overs at start of the innings” is already set to 40 for Team 2 since 10 overs were lost per side and the “First Innings Score” is updated to 180. Any further interruptions either at the start of the 2nd innings or during the 2nd innings can be added under the “2nd Innings” tab to calculate a “Revised score” for Team 2 to win the match.
- In case of no interruptions in “1st Innings”, you can move to the “2nd Innings” tab. The “Overs at start of the innings” under the 2nd Innings tab should reflect the final overs (max. overs) faced by Team 1 in the 1st Innings.

3B – MANUAL VERIFICATION USING DUCKWORTH-LEWIS CALCULATIONS FROM ICC’S WEBSITE:

- Number of overs per innings at the start of match, $N = 50$
- Resource percentage available to Team 1 at start of innings (50 overs left, 0 wkt lost) = 100%
- Resource percentage remaining at suspension (30 overs left, 3 wkts lost) = 61.6% Resource percentage remaining at resumption (20 overs left, 3 wkts lost) = 49.1% Resource percentage lost due to suspension = $61.6 - 49.1 = 12.5\%$
- Resource percentage available to Team 1, $R1 = 100 - 12.5 = 87.5\%$
- Number of overs available to Team 2 at the start of its innings = 40
- Resource percentage available (40 overs left, 0 wkt lost), $R2 = 89.3\%$
- $R2$ is greater than $R1$, i.e. Team 2 has more resource available than had Team 1, so its target should be increased.

- Team 1's Final score, $S = 180$
- Team 2's revised target is $T = S + G50 \times (R2 - R1)/100 + 1 = 180 + 225 \times (89.3 - 87.5)/100 + 1 = 185$ (rounded down). Par score is 184.

APPENDIX 4

Procedure for the Super Over

The following procedure will apply should the provision for a Super Over be adopted in deciding a tied game.

1. Subject to weather conditions the Super Over will take place on the scheduled day of the match at a time to be determined by the PCL Official Umpire. In normal circumstances it shall commence 10 minutes after the conclusion of the match.
2. The Super Over will take place on the pitch allocated for the match (the designated pitch).
3. The umpires shall stand at the same end as that in which they finished the match.
4. In both innings of the Super Over, the fielding side shall choose from which end to bowl.
5. Only nominated players in the main match may participate in the Super Over. Should any player (including the batsmen and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the relevant Laws and Playing Conditions as they apply in the main match shall also apply in the Super Over.
6. Any penance time being served in the main match shall be carried forward to the Super Over.
7. Each team's over is played with the same fielding restrictions as apply in Powerplay #2 (Overs 9-32).
8. The team batting second in the match will bat first in the Super Over.
9. The same ball that was used to conclude the match will be used for both the Super Over innings.
10. The loss of two wickets in the over ends the team's one over innings.
11. If the number of boundaries hit by both teams is equal, the team whose batsmen scored more boundaries during its innings in the main match (ignoring the Super Over) shall be the winner.
12. In the event of the teams having the same score after the Super Over has been completed, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any unbowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from wides, no ball or penalty runs.

Example:

RUNS SCORED FROM:	TEAM 1	TEAM 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1

Ball 1	2	6
--------	---	---

In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However team 1 scored 2 runs from its 4th ball while team 2 scored a single so team 1 is the winner.

