



Pennsylvania United Cricket Association (PAUCA)



Twenty20 Tennis Ball Cricket League

Active Period
May – September

By-Laws/Rules Document



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Pennsylvania United Cricket Association

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Established 2004

BY-LAWS/PAUCA RULES

INTRODUCTION

The Pennsylvania United Cricket Association (PAUCA) was established in 2004 to provide a united and organized front for the sport of cricket; a collective effort for cricket players and enthusiasts to enjoy and promote the sport in the area; an attempt to leverage the enthusiasm to address issues related to the sport.

The mission statement of PAUCA reads: To organize, facilitate, and promote the sport of Cricket in PA. The objectives of PAUCA also include participating in community building activities and charity events.

One of PAUCA's most important responsibilities, which it has carried out since its establishment, is to incorporate the Laws of Cricket also known as "PAUCA Rules" in all PAUCA tournaments and leagues. On 1st April 2013, a new edition of the PAUCA Laws of Cricket came into force. This edition also known as 2nd edition is displayed on our website for viewing or for download at www.pauca.com and is the most up to date version, for use in all PAUCA tournament and leagues.

Most of the PAUCA rules are derived from the International Cricket Council (I.C.C.) rules and modified based on the form of cricket and feedback from our league team captains and members.

This 2nd edition does contain information regarding the Youth League also known as Under-14.

Questions or suggestions regarding PAUCA rules must be addressed to the PAUCA management at pauca_management@pauca.com.

SPIRIT OF THE GAME

PAUCA is responsible for all PAUCA rules. However, PAUCA always believes "Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws, but also within the spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself".

The affinities for the sport helps to build communities around the sport, promotes friendship and camaraderie, defines character, respect every individual whether they play the game or not and, above all, provides a feeling of home away from home. Ours is a great sport and it is upon us to make it better!

The Spirit of the Game involves RESPECT for:

- Your opponents
- Your own captain and team.
- The role of the umpires and scorer.
- The game's traditional values.



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It is against the Spirit of the Game:

- To dispute an umpire's decision by word, action or gesture.
- To direct abusive language towards an opponent or umpire.
- Captains and umpires together set the tone for the conduct of a game. Every player is expected to make an important contribution towards this goal.
- The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the rules.
- To indulge in cheating or any sharp practice, for instance:
 - To appeal knowing that the batsman is not out.
 - To advance towards an umpire in an aggressive manner while appealing.
 - To seek to distract an opponent either verbally or by harassment with persistent clapping or making unnecessary noise under the guise of enthusiasm towards motivating one's own side.

The PAUCA Rules goes on to explain the roles and responsibility of Team Captains, Team Representatives, Players, Umpires, and scorers.



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LAW 1: CODE OF CONDUCT

- 1.1.** No argument shall be made with the umpires, scorer or opponent team member. If a team member has an issue then, he must bring it to the notice of his team captain and the captain will in turn bring it to the notice of the umpire.
- 1.2.** The umpires will make all the calls their decision is final.
- 1.3.** The teams are here to have fun and to sigh a bit of relief during the weekends. A sense of camaraderie and sportsmanship is essential.
- 1.4.** Sledging is strictly prohibited. But the difference between encouraging one's own teammate and sledging can sometimes get unclear. Under such circumstances, the umpire will have the discretion.
- 1.5.** Fielders and bowlers are prohibited from shouting/distracting from the instant the bowler starts the bowling stride to the instant the ball is either played or crosses the normal batting position of the batsman. The umpire will have the discretion in what is meant by distraction. Accordingly, the umpire may declare the ball as a dead ball.
- 1.6.** If the umpires find things going beyond the limit, they will warn the player and the captain. Upon repeated warnings, the umpire will expel the player from the ground and can stop them from playing the rest of the game.
- 1.7.** A substitute cannot be used for a disqualified player.
- 1.8.** If there is any arbitration between the captains and umpires, the captains must let the PAUCA management know of the issues. The final decision will lie with the PAUCA management.
- 1.9.** There is no place for any act of violence on the field of play. Any acts of violence or hints towards acts of violence will result in expulsion of the player and/or disqualification of the team.
- 1.10.** The umpire will always warn a player for code of conduct violations in the presence of the team captain. If the act of misconduct constitutes disqualification from the game without warning, the umpire will consult the PAUCA management immediately, and make a collective decision.
- 1.11.** In all cases, PAUCA management reserves the right to impose more penalties including game suspensions against a player guilty of misconduct. This is in addition to the standard penalties described. All monetary penalties adjudged must be paid in full before the start of the team's next game. Failure to do so may result in forfeiture of the game and imposing of more penalties regarding penalties.
- 1.12.** Drinking alcohol or throwing alcohol bottles in the ground is strictly prohibited. In such cases it's the umpire's duty to notify PAUCA management which in turn penalizes the individual and or the team for which the individual is playing.
- 1.13.** Cigarette smoking is strictly prohibited inside the playing field and outside with-in 10 feet of the boundary marker.
- 1.14.** PAUCA doesn't impose any specific color T-Shirt/Shorts/Pants for playing in the league. But we encourage teams to have their own t-shirts.
- 1.15.** PAUCA management will impose monetary penalties for any code of conduct violations against a player. For penalties see LAW-10 for details.



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LAW 2: THE PLAYERS

- 2.1 **Registered PAUCA Member:** All playing members must be PAUCA registered team players.
- 2.2 **Number of Players:** A match is played between two sides, each of eleven players, one of whom shall be captain. By agreement a match may be played between sides of fewer than eleven players, but not more than eleven players may field at any. Umpires decision is final.
- 2.3 **Nomination of players:** Each captain shall nominate his players in writing to the scorer or one of the umpires before the toss. No player may be changed after the nomination without the consent of the opposing captain and umpires.
- 2.4 **3. Captain:** If at any time the captain is not available, a deputy shall act for him.
 - (a) If a captain is not available during the period in which the toss is to take place, then the deputy must be responsible for the nomination of the players, if this has not already been done, and for the toss.
 - (b) At any time after the nomination of the players, only a nominated player can act as deputy in discharging the duties and responsibilities of the captain as stated in these Laws.
- 2.5 **Responsibility of captains:** The captains are responsible at all times for ensuring that play is conducted within the spirit and traditions of the game as well as within the Laws.
- 2.6 **Playing eleven:** All playing eleven for each team must be present on the ground. If either one or both teams do not have playing eleven, then they should start the game with less number of players.
- 2.7 **Delay in Playing:** A team can accept the delayed start by losing 1 over per five (5) minutes of wait time up to a maximum of 15 minutes.
- 2.8 **Late Arrivals:** In the event of on time start of the game without playing eleven, a maximum 10 overs of match time is allowed to accept the late arrivals. After 10 match overs, the late arrivals will only be allowed to field in the game. Before 10 match overs, if a team chooses to play with less number of players then that team has to suffer loss of bowling or batting for the late arrivals.
- 2.9 **Toss:** If a team doesn't have playing eleven on the field before the start of the match, that team will lose the toss by default. If both teams playing eleven is not present it's up to the umpire to make a decision on the toss.
- 2.10 **Fielders Absence:** 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. A player who leaves the field and is absent from the field for longer than 15 minutes shall not be permitted to bowl after his return until he has been on the field for at least that length of playing time for which he was absent.
- 2.11 **Substitute:** The consent of the opposing captain must be obtained for the use of a substitute fielder if any player is prevented from fielding for any reason other than illness or injury suffered during the match. If a member of the fielding team is late in taking the field at the start of play, he may bowl immediately on his arrival. The consent of the opposing captain must be obtained for the use of a substitute fielder in such cases.



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LAW 3: THE TEAM

Host Team:

- 3.1 **Playing Field:** Scrap the pitch with cultivator on entire pitch. Roll the pitch about 4 – 5 times before putting carpet. Leave 2 feet space on both sides of wicket as the total length of the current pitch is 70 feet. Host team will resurface blowing end after the game has been completed.
- 3.2 **Boundary Marker:** Use the boundary marker provided to mark the outside boundary and inner circle.
- 3.3 **Carpet or Mat:** PAUCA provides full length carper (mat). During the game if it rains make sure the carper don't get wet. Remove the carpet and put it in PAUCA provided storage bin so that it doesn't get wet.
- 3.4 **PAUCA Property:** It will be the sole responsibility of the host team using PAUCA materials on the field. Any damage or concern must be raised at the beginning of the game. Keep used material in storage box and make sure it is locked properly.
- 3.5 **Trash Removal:** All kind of trash must be removed from the field. Put the trash inside a trash bag and drop it inside the trash bin provided. If the all trash bin is full, secure the trash bag tightly and keep it next to the trash bin. Don't leave it open.

Visiting Team:

- 3.6 **Assisting Host Team:** It's not required but we encourage visiting team to assist the host team in preparing field, marking boundary and other activities pertaining to the match in all circumstances.
- 3.7 **Trash Removal:** All kinds of trash must be removed from the field. Make sure you help the host team in not trashing the playing field and the ground. Secure the trash in a bag and drop it inside the trash bin or leave it next to the trash bin.

To Both Teams:

- 3.8 **Field Permission:** 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.
- 3.9 **Hosting:** Teams that are hosting the game shall be ultimately responsible for the disposal of trash/litter. The Host team will be charged with any fine incurred due to violation of ground maintenance rules.
- 3.10 **Safety:** Both teams are responsible for making sure all the people are in safe position. They should be in control of the ground as well as spectator's safety.
- 3.11 **Game:** Both teams playing XI has to be there on the ground 15 minutes prior to the start of their games. Fail to do so will result in loosing toss and or penalties including forfeit of the match.
- 3.12 **Certified Umpire/Scorer:** Each team is required to provide PAUCA certified umpires and scorer to assigned matches. It shall be the responsibility of each team's official spokesperson to submit the names of candidates for umpiring to the PAUCA management. Team may change the name of assigned job on schedule time without consulting the management, provided the new assigned person is a certified umpire and should be present on time for the scheduled match.



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- 3.13 **Balls:** Each team will provide a new ball while they are batting. In order to replace lost ball, batting team must provide used ball. PAUCA certified balls must be used in the league games. Only a tennis cricket ball of a brand approved by PAUCA management shall be used in a league game
- 3.14 Each team will be given appropriate numbers of new balls to be used during their league games. There is a fee associated with the dispersal of the ball quota (A per ball fee will be charged for any dispersal of additional balls.).

Team Captain:

- 3.15 **PAUCA Rules:** Will be conversant and proficient with the laws of cricket and PAUCA Rules.
- 3.16 **Responsibility:** Will control the behavior of all his team players. Respect the umpires their opinions and decisions. Captains will be responsible to go over rules and regulations with his team members. However, each and every individual player is responsible to follow the by-laws of the PAUCA and also will be responsible for arranging PAUCA certified umpires and scorers for assigned matches.
- 3.17 **PAUCA Meeting:** Captain should attend all the PAUCA Captains meetings. If you can't attend then you should inform PAUCA management well in advance about your non availability and arrange another person from your team. If you fail do so, PAUCA will penalize the team.
- 3.18 **Team Representative:** Captain should nominate a person from his team as a "Team Representative". He will be the official spokesperson of the team.
- 3.19 **Score Sheet:** Both team captains are responsible to sign the score sheet after the match is finished. Make sure all the entries are correct in the score sheet before you sign.

Team Representative:

- 3.20 Official spokesperson of the team
- 3.21 **PAUCA Rules:** Will be conversant and proficient with the laws of cricket and PAUCA Rules.
- 3.22 **PAUCA Meeting:** Team representative should attend all the PAUCA meetings. If you can't attend then you should inform PAUCA management well in advance about your non availability and arrange another person from your team. If you fail do so, PAUCA will penalize the team.
- 3.23 **Score Sheet:** Responsible for verifying the submitted score sheet and report to the PAUCA management if any errors exist before the deadline specified in the guideline.



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LAW 4: THE UMPIRES/SCORER

Umpires:

- 4.1 All umpires shall be governed and will be held responsible to the highest standards of the Code of Ethics of the PAUCA. The umpiring director shall appoint a team to officiate for each game when possible, regardless of whether or not a request was made by any of the contending teams.
- 4.2 Will remain IMPARTIAL at ALL times on the field and Will maintain time of all intervals, and notify the Captains when to resume the play.
- 4.3 **PAUCA Certified:** You should be PAUCA Certified umpires. Only PAUCA Certified umpires are allowed to officiate the game.
- 4.4 **Attendance:** The umpires should be on the ground 15 minutes prior to the scheduled start of the game. If the umpire doesn't show up or shows up after the scheduled game time, he will be considered late show up and will result in fine and penalties. It is up to playing captains to consider them to officiating games.
- 4.5 **Authority:** Certified Umpires are authorized to make any decision of any misconduct behavior by players during the game and are the final authority during the game. Their decisions are final.
- 4.6 **Change of Umpire:** An umpire shall not be changed during the match, other than in exceptional circumstances, unless he is injured or ill. If there has to be a change of umpire, the replacement shall act only as striker's end umpire unless the captains agree that he should take full responsibility as an umpire.
- 4.7 **Backup Umpire:** In the absence of an assigned umpire, PAUCA management will arrange for emergency backup. In such case, PAUCA will pay the backup umpire \$30 at the end of the season. There is no compensation for umpiring in normal match.
- 4.8 **Match Report:** Both the umpires are subject to submit the match report pertaining to the any incident occurred before, during or after the match to PAUCA management. The Umpire's report must conform in all respects to the highest standards of Code of Ethics of the PAUCA.

Scorer:

- 4.9 **Attendance:** The scorer should be on the ground 15 minutes prior to the scheduled start of the game. If the scorer doesn't show up or shows up after the scheduled game time, he will be considered late show up and will result in fine and penalties.
- 4.10 **Playing XI:** Must collect playing 11 names (with PAUCA ID) before game starts. Must refer to PAUCA ID in the scoring sheet.
- 4.11 **Game:** Must inform miss calculation of balls or runs during the game. Must declare scores at the end of over.
- 4.12 **Score Sheet:** Must take the signatures from both captains and submit/upload the score sheet to PAUCA electronically according to the guidelines specified and on time. Must upload the score sheet within 2 days of completion of the game. Delaying in submitting the score sheet will result in fines and penalties.



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LAW 5: BATTING

Providing Running Help:

- 5.1 The umpire will decide, upon the agreement of the opposing captain, if a by-runner is allowed. The final decision will be made by the umpire.
- 5.2 A batsman getting tired may not be a good reason to request for a runner. The substitution must be for a valid reason and approved by the umpire.
- 5.3 PAUCA will not follow the Replacement Player rule.
- 5.4 The substitution for running must be provided by next player to follow.
- 5.5 The player acting as a by-runner for a batsman should be a member of the batting side and shall, if possible, have already batted in that innings.
- 5.6 The by-runner shall carry a bat.

Batsmen Leaving the Field and Retiring

- 5.7 A batsman may retire at any time during his innings. The umpires, before allowing the play to proceed, shall be informed of the reason for a batsman retiring.
 - If a batsman retires because of illness, injury or any other unavoidable causes, he is entitled to resume his innings after a fall of wicket. If for any reason he does not do so, his innings is to be recorded as 'Retired – not out'.
 - If a batsman retires for any reason other than as mentioned above, he may only resume his innings with the consent of the opposing captain, or as last batsman. If for any reason he does not resume his innings it is to be recorded as 'Retired – out'.

Wasting of Time:

- 5.8 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.



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LAW 6: BOWLING

6.1 **Adjustment of Overs:** If the start of the match is delayed due to delay caused by a team, the number of overs shall be reduced on the basis of one over for every 5 minutes or part thereof of time lost.

NO BALLS:

- 6.2 If the bowler bowls a ball which passes, or would have passed, above the head of the batsman standing upright at the crease, the leg umpire shall call and signal "no ball". It also includes warning.
- 6.3 A bowler shall be limited to one (1) fast short-pitched delivery per over. A fast short-pitched ball is defined as a ball, which passes, or would have passed, above the shoulder and below the head of the batsman standing upright at the crease.
- 6.4 In the event of a bowler bowling more than one (1) fast short-pitched delivery in an over, the umpire at the bowler's end shall call and signal "no ball" on each occasion.
- 6.5 If the bowler bowls **a high full pitched ball** which passes, or would have passed, on the full above stumps height, the leg umpire shall call and signal "no ball".
- 6.6 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".
- 6.7 Runs scored off no balls shall be added to the one bonus run, which is automatic with such deliveries.
- 6.8 If the bowler's forward step is over the popping crease, then umpire at the bowlers end will call "no ball".
- 6.9 If the bowler's forward step is outside the bowling crease, then umpire at the bowlers end will call "no ball".

WIDE BALLS:

- 6.10 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".
- 6.11 Notwithstanding the above, all balls bowled that passes outside the leg stump is deemed to be a wide.
- 6.12 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.
- 6.13 Runs scored off wide balls shall be added to the one bonus run, which is automatic with such deliveries.
- 6.14 A ball that is pitched outside the width of the pitch or outside the mat but bounces only once before crossing the stump line will be called a Wide ball.

DEAD BALL:

- 6.15 A ball that bounces more than once before crossing the batsman's stump line will be called a dead ball.
- 6.16 On a half mat, a ball that is pitched on the edge of the mat stripe area will be called a dead ball.



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- 6.17 On a full mat, a ball that is pitched outside the mat will not be called a dead ball.
- 6.18 It is finally settled in the hands of the wicket-keeper or the bowler.
- 6.19 A boundary is scored.
- 6.20 A batsman is dismissed.
- 6.21 Whether played or not it becomes trapped between the bat and pads of a batsman or between items of his clothing or equipment.
- 6.22 Whether played or not it lodges in the clothing or equipment of a batsman or the clothing of an umpire.
- 6.23 Lost ball is called.
- 6.24 The umpire calls over or Time.
- 6.25 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.

THROW BALL:

- 6.26 Definition: When a bowler straightens their arm by more than 15 degrees when delivering the ball. This law applies between the point at which the bowling arm passes above shoulder height and the point at which the ball is released.
- 6.27 Action: If the umpire deems that the ball has been delivered illegally, he will call a no ball.



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LAW 7: FIELDING

Absent or Leaving the Field:

- 7.1 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
- The umpire shall be informed of the reason for his absence.
 - He shall not thereafter come on to the field during a session of play without the consent of the umpire. The umpire shall give such consent as soon as is practicable.
 - If he is absent for 5 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.

General:

- 7.2 All fielders should be inside the boundary when the bowler takes start.
- 7.3 Wicket keeper shall be in a stand still position when the bowler takes start
- 7.4 Wicket keeper will inform any umpire if he wants to change his position during the running over.
- 7.5 All fielders in the ground will not make any kind of noise or inappropriate gesture after bowler takes start.
- 7.6 All fielders can take start while bowling is in progress but they cannot move sideways.
- 7.7 At any point there should be maximum 5 players on either side of the pitch.
- 7.8 During power play overs, only 2 fielders can stay outside the 30 yard circle.
- 7.9 **Wasting of Time:** 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 the exceptions.

Boundary:

- 7.10 If the ball rolls over the boundary line (marker) then it is considered as "Four".
- 7.11 If the ball is inside the boundary line and any part of the fielders body is touching/outside the boundary line and at the same time if the fielder touches the ball, it is considered as "Four".
- 7.12 If the ball directly bounces over the boundary line (marker) it is considered as "Six".
- 7.13 If the ball directly touches the boundary line (marker) it is considered as "Six".
- 7.14 If the fielder catches the ball and touching or over the boundary line (marker) it is considered as "Six".
- 7.15 If the ball rolls over and touches any Non-moving object which is inside the boundary line it is considered as "Four".
- 7.16 If the ball directly touches any Non-moving object which is inside the boundary line it is considered as "Six".
- 7.17 If any Non-moving object exists inside the boundary line (marker) it is considered as "Boundary line" too.
- Example: Bench, Fence, Tree, Helmet, Water bottle, etc.



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7.18 If the ball hits a bird which is inside the playing field and the ball stays inside the boundary line, it is not considered as a "Boundary (Four or Six).



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LAW 8: LATE ARRIVALS

Definition of Late Arrivals:

- 8.1 Umpire and scorer should arrive 15 minutes prior to the scheduled game time. For example:
If the game scheduled to starts at 9:00am, then the umpire and score should be there for the match by 8:45am.
- 8.2 All playing members are considered as late arrived if the first ball of the game is bowled..
- 8.3 Captain must submit playing eleven before the toss ceremony.

Implications of Late Arrivals:

- 8.4 Umpire and scorer are considered as “no shows” in case of late arrivals.
- 8.5 If the Captain select to start the game on time, late coming players can either bowl or bat.
- 8.6 If the Captain select to wait for the player to arrive, 1 over of batting will be panelize for every 10 minutes of wait time.
- 8.7 If the playing eleven are not present on the field prior to 10 minutes of start time
 - Less number of player’s team will lose the toss.
 - Captain must notify to Umpires and opponent Captain.



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LAW 9: GROUND PREPARATION

Materials Needed

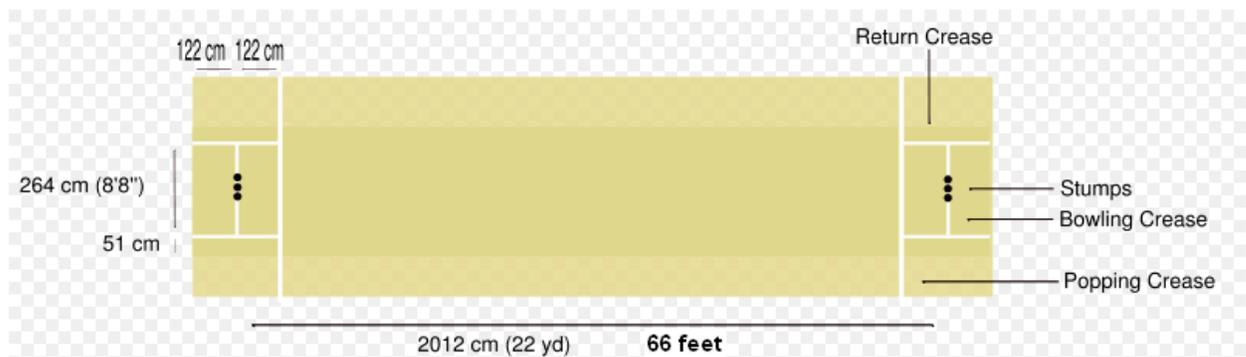
9.1 Materials required to prepare a Ground will be provided by PAUCA:

- The mat also known as carpet.
- Mat nails.
- Boundary marker cones minimum 52.
- Rolling the pitch if required by the umpire on the duty and making sure the pitch and the outfield is suitable for play.
- Clearly marked creases on the pitch/mat.
- Boundary marking rope.

Pitch Measurement

9.2 Pitch/Crease Measurement:

- The pitch measures 10 × 66 feet (3.05 × 20.12 m).



9.3 PAUCA approved ground will be fixed Circle for each team. The diameter of circle will be 340 feet. The radius of the circle will be 170 feet. Ground size will be measured from the center of the pitch using the rope provided.

Mat:

9.4 PAUCA will provide either full or half mat.

- It's the host team responsibility to lay and put away the mat.
- Only in the event of inclement weather should the mat be left on the grass to be dried and subsequently returned to the storage area as soon as possible by the hosting team.
- Ground should be ready to play 10 minutes before the start of the game time.
- Each host team must satisfy all rules implied under this section.
- Nails and hammer must accompany with use of mat. There is exact number of nails associated with each mat.
- Missing material must be reported to PAUCA management prior to use.



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Markers:

9.5 Boundary Markers:

- The distance between boundary markers shall not exceed 20 feet (approximately 12 normal steps). 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 PAUCA management shall have the authority to enforce this rule or determine if the requirement is met.
- Host team shall arrange for visible markers.
- PAUCA has kept at least 52 cones please use all of them and keep them at 10 steps distance.
- Umpire approval must be taken before starting of the game.



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LAW 10: THE GAME/MATCH

Tied Games:

- 10.1 During the regular league phase games, for tied games, the score rate for each team will be calculated as follows:
- Runs scored divided by actual overs batted.
 - If the result cannot be decided, then the side with the higher scores:
 - (a) After 30 overs, or if still equal
 - (b) After 20 overs, or if still equal
 - (c) After 10 overs.
 - If the result cannot be decided by any of the above, then super over will be played.

Super Over:

- 10.2 Super will be played only when it is required by the PAUCA rule in case of a tied game.
- 10.3 The super over starts approximately five minutes after the regular time of the match is completed.
- Three batsmen and one bowler for each team need to decide before start of Super over.
 - Each team has to play with playing 11 that was given before game starts.
 - Team batting second in regular match bats first in super over.
 - Loss of two wickets ends super over innings for a team.
 - Each team will get to bat 1 over (6 Balls).
 - The team that scores the most number of runs will be declared as winner.
 - If super over score is tied, the team with most boundaries (6s & 4s) is winner.

Reschedule Games:

- 10.4 For regular rounds, matches will not be rescheduled for any circumstances. Instead both teams will divide the points equally.
- 10.5 For knockout stages, PAUCA management will put up a plan to reschedule games. Rescheduling will be done based on resource and time.
- 10.6 Only PAUCA management has right to make decision about rescheduling.
- 10.7 Rescheduling is not right of any team.
- 10.8 Non agreement of rescheduling will result in forfeit.

Abandoned Games:

- 10.9 If it's rained out during the regular rounds of league matches, the match will be declared as "Abandoned" and points will be shared equally by both teams. No declared winners in this case.
- 10.10 Umpires will make decision about abandoned or rained out game. Captains have to obey umpire's decision.



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- 10.11 Both teams's playing 11 have to be present on the field before umpire makes a call. If one team has Playing XI and the other doesn't have playing XI, then the team which has the Playing XI won the game.
- 10.12 If play is abandoned because of unfavorable weather conditions or because a ground or pitch is unfit or unavailable for play, then only PAUCA management will decide and has the right to either "Abandoned" or "Reschedule" the match.
- 10.13 A game that is interrupted by rain, bad light or other factors will be decided on the runs-per-over average of both teams, provided the team batting second has batted at least ten (10) overs. This 10 over minimum rule shall apply to all games, even if the number of overs for the game is less than 20 and even if one team was penalized and overs taken away.
- 10.14 Runs per over average for abandoned / rained out games will be calculated as follows:
Team batting first: Runs scored, divided by the allotted number of overs for the game.
Team batting second: Runs scored, divided by the actual number of overs completed.
Allotted number of overs will be:
- (a) Twenty (20) overs for all league games.
 - (b) The number of overs decided by the umpire or agreed upon by both captains if no official umpire is present before the start of the game. However, no PAUCA game will be played less than 10 overs
- 10.15 If a league game has to be stopped before one innings has been played completely, it will not be considered for reschedule game.
- 10.16 For knockout games, at least 10 overs of the second innings must have been completed for a game to have a result. In the event of no result the PAUCA management will try to re schedule such game, if not so, the result will be decided based on the number of runs scored by each team based on rule 11.14.
- 10.17 However, note that several other situations and complications may arise. PAUCA management will make the final decisions after assessing the situation.
- 10.18 In any event, PAUCA management will make the final decision, after consultation with the playing captains. Interference, of by other teams will not be entertained.

Break Between Innings:

- 10.19 Breaks between innings shall not exceed 10 minutes. However, both captains may agree to make them shorter.
- 10.20 Each drink break shall be exactly 10 minutes and may not exceed 1 per innings. Umpires must offer breaks to both teams at similar intervals in both innings. In the event a team refuses to take its break as offered by the umpire, it may not request another one before the next scheduled break.
- 10.21 Drink intervals shall not be taken if both captains agree to forego a drinks interval, or if an innings has been reduced to fewer than qualified overs because of unfavorable weather conditions.

Scores in Dispute:

- 10.22 In the event of a dispute in the scores, score sheet shall be impounded by the umpire, who shall forward them to the Statistics Director within 48 hours of the close of play on the day of the dispute.
- 10.23 However, umpire is highly encouraged to resolve the dispute on the field.



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Delay of Game:

10.24 For all PAUCA games, teams are required to complete each over within 5 minutes. Though a penalty will not be assessed after each over, a team that fails to complete its scheduled overs in given time (not including 10 minutes for 1 or maximum 2 breaks per innings) will be penalized as per the rules. See Fines and Penalties section for more details.

Power Play:

10.25 Per Innings there will be 6 Total Overs of Power Play. 3 Overs for each batting and bowling teams.

10.26 Power Play overs are always Continuous. Both teams can take power play at their choice, subject to following rule 10.32 and 10.33

10.27 If both teams want to take Power Play on a same over, batting team's Power Play will take the precedence. Then bowling team has the option when to choose their Power Play.

10.28 During "Power Play" only 2 fielders can stay outside the 30 Yard Circle.

10.29 During the Power Play Umpire Approved batsman can go back to Pavilion and can return at the end of Power Play after fall of wicket.

10.30 During The Power Play Umpire non-approved batsman return to pavilion will be declared OUT.

10.31 Either umpire can call "No-Ball" if more fielders are standing outside the 30 yard circle during the "Power Play".

10.32 Bowling Power Play is mandatory, if bowling side does not take power play before 17th over, 18, 19 and 20th over would be automatic power play.

10.33 Batting Power Play is not mandatory, 15, 16 and 17th overs are last chance for batting side to take power play, if they decide not to take power play at any time of the game, they lose an opportunity to take power play.



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LAW 11: TOURNAMENT

Format:

11.1 Super Six: Team ranks will be based on qualifying round only. All ranks will stay same for playoff games.

- 11.1.1. League games comprises of teams playing each other once.
- 11.1.2. At the end of the league games, the teams will be ranked based on the number of points and run rate.
- 11.1.3. After the league games are completed, six teams will qualify for the play-offs
 - Teams ranked 1 and 2 will get a bye .
 - Teams ranked 3 and 6 will play the first play-off game.
 - Teams ranked 4 and 5 will play the second play-off game
- 11.1.4 Team ranked second highest will play first semifinal with second lowest ranked team.
- 11.1.5 Team ranked highest number will play second semifinal with lowest ranked team.
- 11.1.6 The winners of the two semi-finals will play the finals.
- 11.1.7 League games will be played 20 overs per innings.
- 11.1.8 The play-offs semifinals and final games will be played 20 overs per innings.

11.2 Super Eight: Team ranks will be based on qualifying round only. All ranks will stay same for playoff games.

- 11.2.1 League games comprises of teams playing each other once.
- 11.2.2 At the end of the league games, the teams will be ranked based on the number of points and run rate.
- 11.2.3 After the league games are completed, six teams will qualify for the play-offs.
- 11.2.4 A quarter-final will be played between first 8 ranked teams. The Structure of quarter-final is as follows:
 - Rank 1 Vs Rank 8
 - Rank 2 Vs Rank 7
 - Rank 3 Vs Rank 6
 - Rank 4 Vs Rank 5
- 11.2.5 Team ranked second highest will play first semifinal with second lowest ranked team.
- 11.2.6 Team ranked highest number will play second semifinal with lowest ranked team.
- 11.2.7 League games will be played 20 overs per innings.
- 11.2.8 The play-offs semifinals and final games will be played 20 overs per innings.



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Game Punctuality:

- 11.3 All league games including play-offs shall start at scheduled time. PAUCA management reserves the right to change the starting time for any game.
- 11.4 If due to circumstances beyond the control of the home team, the ground is not ready for play by the scheduled start time, the official umpire may agree on a new start time after taking the PAUCA management in confidence.
- 11.5 The game format will not change due the change in start time. Entire game must be played after changing the time of scheduled game.
- 11.6 The toss observance must be performed 15 minutes before the scheduled game time. It is the responsibility of the umpires to ensure time line is met.
- 11.7 Any team member can observe the toss; it is not necessary for the captains to perform this duty.
- 11.8 The toss winning team must declare their decision 5 minutes prior to the start of the game.

Awarding Points:

- 11.9 For the league games, winning team gets 2 points. Losing team gets 0 points.
- 11.10 In the event of tie game/washed out game 1 point will be awarded to each team.
- 11.11 By the end of the league games if there is a tie between two or more teams in a pool, when total points are considered, the run rate difference will be used to decide the topper.
- 11.12 Wickets lost will not be considered while calculating net run rate.
- 11.13 International standards will be followed for the calculation of the net run rate difference.

Sample Calculation:

Game Results:	Net Run Rate calculations:
Match 1 Team A: 96 runs/20 overs Team B: 65 runs/20 overs	Team A: For $96+78 = 174$ in 38.3 overs = 4.52 Against $65+78 = 143$ in 40 overs = 3.575 Net RR $4.52-3.575 = 0.945$
Match 2 Team B: 80 runs/19.4 overs (20 overs considered for run rate) Team C: 81 runs/20 overs	For Team B: For $65+80 = 145$ in 40 overs = 3.625 Against $81+96 = 177$ in 40 overs = 4.425 Net RR $3.625-4.425 = -0.8$
Match 3 Team C: 78 runs/20 overs Team A: 78 runs/18.3 overs	For Team C: For $78+81 = 159$ in 40 overs = 3.975 Against $80+78 = 158$ in 38.3 overs = 4.1 Net RR $3.975-4.1 = -0.125$

- 11.14 The above calculation will be rounded off to two decimal places.
- 11.15 If a team is bowled out within the maximum allotted overs, the number of overs for run-rate calculation will be the number of allotted overs.
- 11.16 If net run rate is same between two teams with same total points, then the team that won the match in their head to head match will be ranked higher.



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11.17 If more than two team's net run rate is the same with same total points and the head to head match did not yield a result, then the higher rank will be decided on a lucky draw.

11.18 Team rank number will stay as is during the playoff games.

Playoffs Qualification:

11.19 Team rank will be based on awarded points during the season.

11.20 In case of same points awarded to two or more teams their Net Run Rate will be considered.

11.21 In case of same points awarded to two or more teams their match result will be decision factor.

11.22 All Playoff playing eleven should have played at least 2 regular season games.

Tournament Fee:

11.23 Each member team shall pay a deposit to cover all the fines and charges. This deposit will be refunded after all applicable deductions are made at the end of the tournament. The deposit consists of the following fees.

- \$20.00 for game balls.
- \$100.00 for on the field fines and charges applicable to a player or team.

11.24 Entry Fee will be collected from each team. This fee will be based on following criteria. Entry fee is non refundable under any circumstances:

- Ground reservation.
- Play ground Insurance mandated by Park and Recreation Department.
- Website management expenses.
- Ownership cost of pitch carpet, balls, and other expenses.

Forfeitures / Walkovers:

11.25 **Ineligible Players:** Any team, which uses an ineligible player, shall automatically forfeit the game and is subject to other fines and penalties. If a team forfeits a scheduled fixture for any reason whatsoever, the offending team shall be liable for a fine as outlined in ***Fines & Penalties Section***.

11.26 **Match won on Forfeitures:** All points/percentage shall be awarded to the winning team.

11.27 **Expulsion:** A team shall automatically be expelled from the league upon forfeiting 3 games in one season.



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LAW 12: PENALTIES AND FINES

All penalties and fines are collected in advance. In case of the advance collection does not meet imposed penalties and fines, and then the team will be forced to forfeit the game. If a team fails to respond in a timely manner on this matter the team will be declared as disqualified from the PAUCA. All personal fines are the responsibility of the team and will be deducted from the team fine deposit. All fees and fines must be paid to the PAUCA within 7 days - no billing is required from the league.

Penalties:

- 12.1 If both teams do not have playing 11 members on the ground, then the game is considered as late start and both teams will follow late start rules.
- 12.2 In case of late start following points must be considered:
 - 12.2.1 Team having less number of players will be declared to have lost the toss.
 - 12.2.2 The game can be started at designated time with limited number of players without losing any overs.
- 12.3 If a team member arrives after game has started, he can join the game at the end of the over.
- 12.4 The late player will not be allowed to either ball or bat.
- 12.5 If a team decides to wait for complete required 11 players, they can do it by losing 1 over for every 5 minutes of wait time, up to a maximum of 15 minutes.
- 12.6 For all PAUCA games, teams are required to complete each over within 5 minutes. Though a penalty will not be assessed after each over, a team that fails to complete its scheduled overs in given time (not including 10 minutes for 1 or maximum 2 breaks per innings) will be penalized as follows for wasting of time:
- 12.7 Team Fielding First - 1 over deducted from its batting inning for every five (5) minutes of delay, to be capped at 10 overs.
- 12.8 Team Batting First - 1 over deducted from its batting inning for every five (5) minutes of delay, to be capped at 10 overs.
- 12.9 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.

Team Fines:

- 12.10 All personal fines are part of team fines.
- 12.11 **Personal Fines:** \$10.00 for first misbehavior on the field. \$25.00 for second offence. \$50.00 for third offence and disqualification to play any games thereafter.
- 12.12 **Not Providing Umpires/Scorer:** Team that doesn't provide umpires/scorers for a game or not showing up for the game will be fined as follows:
 - 12.12.1 For first offence: \$50.00.
 - 12.12.2 For second offence: \$100.



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- 12.12.3 Thereafter for every offence, \$100 and deduction of 2 points from team total point.
- 12.13 **Trash:** \$50.00 for not removing trash plus responsibility of township charges. In cases where it can be established that hosting teams are responsible for leaving trash and foreign materials on the field, then those teams will be fined \$50 for the first offense, \$100 for the second offense, \$250 for the third offense. After the 3rd offence the team will be disqualified from the tournament.
- 12.14 **Team Representative:** \$100.00 for not providing team representatives. \$20.00 for not attending pre scheduled meetings in case of no notification or indication of doing so.
- 12.15 **Forfeiture:** Team that fails to meet an engagement in accordance with the schedule shall be fined. A fine of \$25 shall be levied for the first forfeiture, \$50 for the second and \$75 thereafter.
- 12.16 **Match Report:** Failure to submit match reports to the Statistics director by Friday (within 5-6 working days after a game) shall result in a penalty of \$10 for each infraction. Umpires submitting reports to the Umpiring Director more than 5 days after a game will be fined \$25. 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 pool on the second offense.
- 12.17 **Securing Mat:** Failure to secure mat 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.
- 12.18 **Ineligible Player:** Any team that uses an ineligible player in a regular game shall be fined an amount no less than \$25.00. In addition to that the team shall forfeit the game. A team that uses an ineligible player in a playoff game shall be fined an amount no less than \$50.00. In addition to that the team shall forfeit the game.
- 12.19 **Score Sheet Submission:** A Scorer must Submit Score sheet on time. All games played on Saturday must be submitted by following Monday. All games played on Sunday must be submitted by following Tuesday. After that team will be charged \$20 for late submission and \$5 for each following days.



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MISCELLANEOUS:

FINANCIAL REPORT:

At the end of every year a financial statement will be provided on our website for public report.

LEAGUE WEBSITE:

League Website will be prepared and maintained by PAUCA webmaster. League By-Laws and Rules will be prepared and maintained by PAUCA Officiating Coordinator. Each team will be given limited access to web content management. Teams will be responsible for the content on the website.

INSURANCE

Each PAUCA player/umpire/member is required to carry some kind of medical insurance that covers that individual's injury or worst. **It is the SOLE responsibility of each Team Representative in relation to PAUCA to make sure about this policy.** In the event a player/umpire/member is found playing without the medical insurance then **the particular team who they are associated will be held 100% responsible and liable for that and any outcome** in the event that a layer/umpire/member or someone on his behalf decides to claim the cost associated with an injury.

However, each and every player, team members, umpires and scorers need to sign an individual Release and Hold Harmless agreement that will bind him not to claim anything against anyone associated with the league and PAUCA.

Again, It is the SOLE responsibility of each Team Representative's in relation to PAUCA to make sure that all their players / umpires / members have signed the PAUCA Release and Hold Harmless Agreement and then the team representatives have signed on their behalf and handed the hard copy of the agreement to the PAUCA.

LIABILITY WAIVER

Every player must sign the Liability Waiver form before he actively participates in a game. If it is determined that a player has not signed the Liability Waiver and has played a match, that player will be suspended for one game. The player must also sign the Liability Waiver before playing his next game. Note that PAUCA management may also impose monetary penalties on teams that are repeat offenders.

AMENDMENT

PAUCA Executive Committee may alter these by-laws with the approval of the PAUCA Management. Any inaccuracy or redundancy about this document must be verified with management.

DISCLAIMER

The cricket rules provided in this document are by no means exhaustive. This document is intended to serve as guidelines for the PAUCA tournament and Leagues. As a guideline for the remaining laws, please visit <http://www.lords.org/cricket/laws.asp>.

The final decision regarding the game lies with the umpires. Any other situations that have not been covered in the document and all other logistic decisions lie with the PAUCA management.