

PREAMBLE

The following are the official and approved rules for the Outdoor League Competition. Everyone must become acquainted with them. Lack of knowledge of these rules cannot be used and will not be accepted as an excuse for breaking them. These rules are designed to simplify playing conditions, clarify any misunderstandings, if necessary and to preserve the spirit of cricket.

All club matches shall be conducted in accordance with the current Laws of Cricket, the ICC Rules for T20 cricket, where applicable and the PG Cricket Club Local Rules and Conditions of play. Any conditions of play not covered herein shall be decided upon within seven (7) days written notice at a duly constituted League Committee Meeting.

THE TOSS

Each captain shall nominate 11 players plus a maximum of 4 substitute fielders in writing to the umpires before the toss. No player (member of the playing eleven) may be changed after the nomination without the consent of the opposing captain

- A team must have at least seven (7) players dressed in cricket attire in the presence of the umpire immediately prior to the toss.
- If one team is ineligible to take part in the toss, then umpire must award the toss to the other team.
- If both teams are ineligible to take part in the toss, then the toss shall nevertheless be taken.

TIME AND PLACE

- The captains shall toss for the choice of innings, on the field of play and in the presence of one or both umpires, not earlier than 30 minutes and not later than 15 minutes before the scheduled or any rescheduled time for the match to start.
- As soon as the toss is completed or the toss is awarded, the captain of the side winning the toss shall immediately notify the opposing captain and the umpires of his decision to bat or field. Failure to notify immediately will result in the toss being awarded to the opposing team even if they are ineligible to participate in the toss. Once notified, the decision cannot be changed.
- No player can play unless he/she is dressed in the colored clothing approved for his team.
- The toss must take place in the presence of at least one (1) umpire.
- If by 45 minutes after the scheduled start of the day's play [i.e. by 9.45 a.m. OR in the case of delays, 30 minutes after the game is due to start] a team does not have 7

players or fails to take the field or start the game, it will automatically default the match.

APPOINTMENTS OF UMPIRES

Prince George Cricket club will be responsible for the scheduling of all umpires for League play. Umpires will be the players from the other teams that don't have any match scheduled on that day.

- Fitness for play. It is solely for the umpires together to decide whether either condition of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place. Conditions shall not be regarded as either dangerous or unreasonable merely because they are not ideal.
- Conditions shall be regarded as dangerous if there is actual and foreseeable risk to the safety of any player or umpire.
- Conditions shall be regarded as unreasonable if, although posing no risk to safety, it would not be sensible for play to proceed.
- If at any time the umpires together agree that the conditions of ground, weather or light or any other circumstances are dangerous or unreasonable, they shall immediately suspend play, or not allow play to start or recommence.
- When there is a suspension of play it is the responsibility of the umpires to monitor conditions. They shall make inspections as often as appropriate, unaccompanied by any player or officials. Immediately the umpires together agree that the conditions are no longer dangerous or unreasonable they shall call upon the players to resume play.
- Umpires are reminded of the danger that lightning poses and must immediately suspend play when a flash of lightning is visible or if peals of thunder are occurring at 30-second intervals or less. Play must not resume until it is completely safe for players to go out in the field.
- If at any time the umpires together agree that the conditions of ground, weather or light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place, then they shall immediately suspend play, or not allow play to commence or to restart. The decision as to whether conditions are so bad as to warrant such action is one for the umpires alone to make.

Umpires should enforce if any player who is under the age of 18 must wear a protective helmet with a faceguard whilst batting or keeping wicket. The captains are also responsible for enforcing the same.

START OF PLAY

- Play will begin at 9:00 a.m.
- The hours of play will be – Team batting first 9:00 a.m. to 10:30 a.m.
- 30 Minutes of inning break
- Team batting second 11:00 a.m. to 12:30 p.m.

The duration of each inning will be 90 minutes of play time which includes the drinks Intervals.

DRINKS BREAK

Two (2) breaks per session shall be permitted, after 10 overs from the start of the innings. Law 15.9 shall be strictly observed, except that under conditions of extreme heat, the umpires may permit extra intervals for drinks. Drinks must be taken within the 30-yard circle, and no player shall leave the field without the umpire's consent.

DELAYS OR INTRUCTIONS

- For every 5 full minutes lost prior to the start of the game due to another game in progress or to any other unforeseen circumstances beyond the control of the teams, both teams will have one (1) over deducted from its maximum allotted 20 overs. For calculating the overs lost, the total time lost will be divided by 5 and rounded down to the nearest even number.
- [*Example* - 30 minutes lost means the number of overs is reduced by 3 for each team.]
- For rain affected games, the Duckworth-Lewis [DL] method will apply. The D/L version 3.0 calculator will be used to determine the results. Also, in D/L calculations, overs lost will be time lost divided by 4.2
- A team that is responsible for a late start shall, when batting, have one over deducted from its 20 overs for every 4 minutes that it is late. [*Example*: - 20 minutes late results in 4 overs penalty to team responsible for late start.]
- Unless the team batting first is bowled out, 20 overs or the allotted number of overs must be bowled before the interval or before the innings can be considered completed.
- There can be no declaration.
- The umpires can extend the play beyond 7 PM to finish the game, if they agree that the weather and light conditions are suitable for play.

BOWLING

Each bowler is limited to 4 over in a normal 20 over game. In a shortened game i.e. fewer than 20 overs, the limit for a bowler is the total number divided by 5. [Example – for 16 overs, the limit is 3 overs per bowler, but 1 bowler are allowed to bowl one additional over - i.e. 4 overs]. Only balls issued by the PG Cricket Club for the current competition can be used in League matches

No-Ball rules subject to the following.

- 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.
- no ball shall be called and signaled whenever a bowler breaks the non-striker's end stumps in delivery stride.
- Free Hit after a foot-fault no ball

In addition to the above, the delivery following a no ball called for a foot fault (Law 24.5) 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. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.

Field changes are not permitted for free hit deliveries unless there is a change of striker. 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

DANGEROUS AND UNFAIR BOWLING

Fast Short Pitched Balls rules:

- A bowler shall be limited to one fast short-pitched deliveries per over.
- A fast short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the popping crease.
- The umpire at the bowler's end shall advise the bowler and the batsman on strike when each fast short, pitched delivery has been bowled
- In addition, for the purpose of this regulation, 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.
- In the event of a bowler bowling more than two (2) fast short-pitched deliveries in an over, the umpire at the bowler's end shall call and signal no ball on each occasion. A differential signal shall be used to signify a fast short, pitched delivery. The umpire shall call and signal 'no ball' and then tap the head with the other hand.
- If a bowler delivers a third fast short pitched ball in an over, the umpire, after the call of no ball and when 5 the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.
- If there is a second instance of the bowler being no balled in the innings for bowling more than two fast short pitched deliveries in an over, the umpire shall advise the bowler that this is his final warning for the innings.
- Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- The bowler thus taken off shall not be allowed to bowl again in that innings.
- The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.

HIGH FULL PITCHED BALL

- Any delivery, which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is deemed unfair, whether or not it is likely to inflict physical injury on the striker.
- In the event of a bowler bowling a high full pitched ball as defined above, the umpire at the bowler's end shall call and signal no ball. If, in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batsman, the umpire at the bowler's end shall, in addition to calling and signaling no ball, when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.
- Should there be any further instance (where a high full-pitched ball is bowled and is considered likely to inflict physical injury on the batsman) by the same bowler in that innings, the umpire shall in addition to calling and signaling no ball, when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither

have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

- The bowler thus taken off shall not be allowed to bowl again in that innings.
- The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.

DANGEROUS AND UNFAIR BOWLING ACTION BY UMPIRE

Regardless of any action taken by the umpire as a result of a breach of Clauses 5.1, 5.2, and 5.3 the following shall apply at any time during the match:

The bowling of fast short pitched balls is unfair if in the opinion of the umpire at the bowler's end he considers that by their repetition and taking into account their length, height and direction, they are likely to inflict physical injury on the striker, irrespective of the protective clothing and equipment he may be wearing. The relative skill of the striker shall also be taken into consideration. I

In the event of such unfair bowling, the umpire at the bowler's end shall adopt the following procedure:

- In the first instance the umpire shall call and signal no ball, caution the bowler and inform the other umpire, the captain of the fielding side and the batsmen of what has occurred.
- If this caution is ineffective, he shall repeat the above procedure and indicate to the bowler that this is a final warning.
- Both the above caution and final warning shall continue to apply even though the bowler may later change ends.
- Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof. See Law 22.8. (Bowler Incapacitated or Suspended during an Over).
- The bowler thus taken off shall not be able to bowl again in that innings.
- The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.

DELIBERATE BOWLING OF HIGH FULL PITCHED BALLS

If the umpire considers that a high full pitch delivery which is deemed unfair and was deliberately bowled, then the caution and warning process shall be dispensed with. The umpire at the bowler's end shall:

- Call and signal no ball.
- When the ball is dead, direct the captain to take the bowler off forthwith.
- Not allow the bowler to bowl again in that innings.
- Ensure that the over is completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.
- Report the occurrence to the other umpire, to the captain of the batting side. (Refer also to Law 42.1 Fair and Unfair Play Responsibility of the Captains).

INCOMING BATSMAN WASTING TIME

Law 42.10 shall apply, subject to the following:

If the incoming batsman is not in position to take guard or his partner not ready to receive the next ball within two (2) minutes of the fall of the previous wicket, the action should be regarded by the umpires as time wasting and the provisions of Law 42.10 shall apply.

BOWLER ATTEMPTING TO RUN OUT NON-STRIKER BEFORE DELIVERY

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. Whether the attempt is successful or not, the ball shall not count as one of the over. If the bowler fails to run out the non-striker, the umpire shall call and signal Dead ball as soon as possible. It should be noted that umpires shall deem the bowler to have completed his delivery swing once his bowling arm passes the normal point of ball release.

WIDE BALL

Umpires are instructed to apply very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket. Any offside or leg side delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a wide.

A penalty of one run for a wide shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded. All runs, which are run or result from a wide ball, which is not a no ball, shall be scored wide balls.

-A “no-ball” and a “wide” will be 1 run (scored as extras) in addition to any run(s) scored. It must also be re-bowled.

RESTRICTIONS ON THE PLACEMENT OF FIELDSMEN

At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.

In addition to the restriction above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay Overs) are set out in the following paragraphs.

The following fielding restrictions shall apply:

During the first block of Powerplay Overs (as set out below), only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.

- The first block of Powerplay Overs (block of 6 overs for an uninterrupted match) shall be at the commencement of the innings.
- In circumstances when the number of overs of the batting team is reduced, the number of Powerplay Overs 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.

Inning duration	First power play	Second power play	Total
20	6	0	6

- Each block of Powerplay Overs must commence at the start of an over.

BATSMAN OUT OF HIS GROUND

- A batsman shall be considered to be out of his ground unless his bat or some part of his person is grounded behind the popping crease.
- Notwithstanding (a) above, if a running batsman, having grounded some part of his foot behind the popping crease, continues running further towards the wicket at that end and beyond, then in any subsequent total loss of contact with the ground or both his person and his bat during his continuing forward momentum shall not be interpreted as being out of his ground.

- For the avoidance of doubt, if an umpire feels that a batsman, in running between the wickets, has significantly changed his direction without probable cause and thereby obstructed a fielder's attempt effect a run out, the batsman should, on appeal, be given out, obstructing the field. It shall not be relevant whether a run out would have occurred or not.

GENERAL RULES

- Unless a team has lost all of its wickets, a minimum of 20 overs must be bowled in order to ensure a decision.
- If due to bad weather, the team batting second does not receive their allotted minimum number of overs, [i.e. 20] – and a result has not been reached, the game will be abandoned.
- If the team batting second has received their minimum 20 overs, and bad weather (rain) stops [or interrupts] play, the game will be decided using the Duckworth-Lewis method of determining the result in a rain affected game. [This means par (for an abandoned game) or target (for a rain affected game) scores are calculated and a decision made.]
- The points awarded in a league game will be as follows

Win-2 points, Loss-0 points, Tie-1 point each, Abandon match-1 point each.

- In the event of a tied game, [i.e. - scores are identical at the conclusion of the game] the points will be divided equally.
- If two or more teams have the same number of points [tied on points] at the end of the season, the team with the highest net run rate shall be declared the winner.
- Teams are expected to be in position to bowl the first ball of the last of their allotted overs (i.e. 20 overs) within their allotted playing time (i.e. 90 minutes). In the event of a team failing to do so, the full quota of overs will be completed and the batting side shall be credited with six (6) runs for every whole over that has not been bowled by the scheduled or re-scheduled cessation time. This will apply to both innings of the match.

If the side BATTING second is credited with runs in this way and this consequently takes their score past that of the side batting first then the match shall be deemed to be won by the side batting second.

All penalties in this regard shall be imposed immediately the ball becomes dead after the scheduled or re-scheduled time for the cessation time for the innings even if this time is during an over. However the penalty runs shall be considered to be awarded at the instant of the last delivery.

If the innings is interrupted the over rate penalty will apply based on the re-scheduled cessation time for that innings.... The umpire shall inform the fielding captain when taking the field for the first time and on every subsequent occasion if play is interrupted, the scheduled cessation time for that innings.

LATE START RULES

- If the team batting first is responsible for the late start – say 20 minutes – it will receive $20 - 4 = 16$ overs and, if there is no interruption, the fielding team will be required to bowl these 16 overs by 10:15 a.m.
- If the team fielding first is responsible for the late start, - say 20 minutes – it must still bowl 20 overs by 10:30 am (and thus [according to 10 a.] will still get penalized runs if they don't finish in time), but will be limited, when batting to 20 minus 4 overs – i.e. 16 overs.

FIELDER ABSENT FROM FIELD OF PLAY

- If a fielder is absent from the field for more than 8 minutes, other than for illness or injury, he will not be allowed to bowl after his return until he has been on the field for the length of time that he was absent.
- The player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his side's innings has been in progress for at least that length of playing time for which he has been absent or, if earlier, when his side has lost five wickets.

The restriction in clauses 13(i) and 13(ii) above shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and consequently been forced to leave the field. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness).

SUBSTITUTES AND RUNNERS

A runner for a batsman when batting is not permitted.

The umpires shall have the discretion to allow, for other wholly acceptable reasons, a substitute fielder to act for a nominated player at the start of the match, or at any subsequent time

- If at the start of play, the fielding team does not have all its listed players, then that team is allowed to use substitutes providing that those substitutes are not listed on the roster of other teams playing at the same time. Teams should

not rely on substitutes to get their games started. Substitutes will not be part of the minimum 7 players required to start a game. The substitute must be registered with the Prince George Cricket Club as well.

DRESS CODE

Each team shall be entitled to choose the colours and design of its playing shirts and trousers, subject to the following restrictions.

The playing shirt and trousers shall be colored other than white, cream or any light color.

- Players cannot switch to another team after the season has started
- Player permission to play for more than one Team:

REGISTRATION

The League Management Committee agrees that for the 2025 Summer League, players registered in the club will play only for the team they are registered with and will not be allowed to play in any other team or change teams in the middle of league.

- All players must be registered with Prince George Cricket Club.
- The fees paid by each player (\$175) will be used for registration fee to cover a maximum of 14 players per team.
- Registering players during the season can only be done by filing “Prince George Cricket Club Registration Form” by (Dates will provided later). A team shall not play more than one out-of-province or city player in any League game.
- A team shall not play an elite out-of-province player in any League game. [An elite player is anyone who represented his province or country (i.e. played in competition nationally or internationally) in the last 8 years.]
- Non-registered persons will not be allowed on the field of play.

- Umpires are responsible for scoring in the matches using “Cric Heros” App. If scoring sheets are used the score sheets must be filled out with the players’ complete names listed on it. Both captains and both umpires must sign the sheets.
- If any team finds it necessary to default [i.e. not play] a match, that team will be fined \$100.00. This fine must be paid by the Wednesday following the defaulted game. [“before Wednesday of the next scheduled game.”] Failure to pay will result in immediate suspension. Games missed due to suspension will be deemed to be forfeited.

- As a safety measure and for insurance purposes, players are asked to practice only in the designated area and pitch provided by the club.
- One new ball as supplied by the League will be used per innings.
- Any PG Cricket club member(s) and registered players using inappropriate [e.g. foul, abusive, threatening] language on or off the field of play to an opponent, teammate, umpire or PG cricket club official, or whose behavior is, or borders on unsportsmanlike conduct, may be suspended from the day's game or upcoming games following consultation between the umpires and captains in the game. Such conduct or behaviors may be brought to the attention of the Disciplinary Committee/Adjudicator in writing for further disciplinary action. This rule extends to other PG Cricket club registered members in the cricket area. [NOTE: - If the League fails to formulate a Disciplinary Committee (or appoint an Adjudicator) within 14 days of any complaint, the PGCC Executive would have to act to expedite matters.]
- The team fielding first is responsible for the laying of the matting, placing of the flags (boundary markers), and any other duties necessary to get the game started. The team batting responsible for all post-game activities – putting away matting, covering pitch, flags, discs, scoreboard, etc. BOTH TEAMS are responsible for leaving the playing area (i.e. in and around pavilion, field, nets, and bushes) clean and tidy. If a team is found to have not carried out these duties, they will be assessed a fine of \$50.
- The markings for wide deliveries will be as follows:
 - -On the OFFSIDE - 35 inches from the centre stump
- **Inter – City Matches.**

If season 2025 T20 league is successful, the PGCC will arrange inter city competition next year in 2026 with 1 home and 1 away games with the help of BC Cricket Association.