



#### 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-T20 Match playing conditions

By-Laws v2018

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PHILADELPHIA CRICKET LEAGUE  
2006

REVIVAL OF CRICKET IN THE MECCA OF CRICKET



USA



## PHILADELPHIA CRICKET LEAGUE T20 MATCH PLAYING CONDITIONS

v2018



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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.

These playing conditions are applicable to all PCL Twenty20 matches. Included in this version are amendments/changes to clauses from 40-over match playing conditions and new clauses applicable to T20 games only. Except as varied hereunder the PCL 40-over Match Playing Conditions shall apply.

### 1. THE LEAGUE

**\*\*Refer to PCL 40-over Match Playing Conditions\*\***

### 2. START TIME OF PLAY

2.1 All league matches including play-offs shall start at 10:00 AM (Morning game) and 2:00 PM (Afternoon game) except games at those fields where the permit time is later than 10:00 AM then the matches will start at the mutually agreed upon (Captains, Exec. Committee and Umpires) start time for those fields. The Executive Committee reserves the right to set the starting time for the semi-finals and the Championship game.

2.2 **\*\*Refer to PCL 40-over Match Playing Conditions\*\***

2.3 In the event that a game is delayed as a result of PCL approved reasons, the revised starting time shall be modified in order to complete the minimum number of overs to constitute a T20 match which will be 10 overs per side. 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.

3.2 – 3.5 **\*\*Refer to PCL 40-over Match Playing Conditions\*\***

### 4. PENALTIES FOR LATE START

**\*\*Refer to PCL 40-over Match Playing Conditions\*\***

### 5. RESPONSIBILITIES OF HOST TEAMS

**5.1 to 5.4 \*\*Refer to PCL 40-over Match Playing Conditions\*\***

### 6. SCORER

**\*\*Refer to PCL 40-over Match Playing Conditions\*\***

### 7. FORFEITS/WALKOVER

**7.1 to 7.6 \*\*Refer to PCL 40-over Match Playing Conditions\*\***

### 8. REGISTRATIONS and TRANSFERS

**8.1 to 8.3 \*\*Refer to PCL 40-over Match Playing Conditions\*\***

## 9. CRICKET ATTIRE

9.1.1 Every player participating in PCL-T20 competition matches including the substitutes shall wear proper cricket attire, which comprises colored shirt with collar attached and colored long trousers.

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

9.1.3 Colored Sweater/pullover only

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

## 10. CRICKET BALLS TO BE USED

\*\*Refer to PCL 40-over Match Playing Conditions\*\*

## 11. UMPIRES

**11.1 to 11.3** \*\*Refer to PCL 40-over Match Playing Conditions\*\*

### 11.4 UMPIRES' FEES

11.4.1 In all matches including play-offs, the umpire(s) shall be paid \$30 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 \$30 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 \$15 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 \$30 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 \$60.

### 11.5 UMPIRE'S REPORTS

\*\*Refer to PCL 40-over Match Playing Conditions\*\*

### 11.6 TEAM REQUIREMENTS FOR PROVIDING UMPIRES

11.6.1 \*\*\*Not Applicable\*\*\*

11.6.2 \*\*\*Not Applicable\*\*\*

### 11.7 CERTIFICATION OF UMPIRES

\*\*Refer to PCL 40-over Match Playing Conditions\*\*

### 11.8 RESPONSIBILITIES OF UMPIRES

\*\*Refer to PCL 40-over Match Playing Conditions\*\*

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 6<sup>th</sup> over (1<sup>st</sup> innings) or the 30 minute 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. \*\*Refer to PCL 40-over Match Playing Conditions\*\*

## 12. PLAYING RULES

### 12.1 OVERS TO BE BOWLED



12.1.1 In PCL-T20 league matches, each side will be allowed a maximum of twenty (20) overs. Each team will be required to complete their 20-overs in 1 ½ 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 4 overs in a 20-over game or more than 3 in a 15-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 **\*\*Refer to PCL 40-over Match Playing Conditions\*\***

## **12.2 ADJUSTMENT OF OVERS TO BE BOWLED**

12.2.1 **\*\*Refer to PCL 40-over Match Playing Conditions\*\***

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 (10-overs) can be bowled on the scheduled day.

12.2.3 **\*\*Refer to PCL 40-over Match Playing Conditions\*\***

## **12.3 NO BALLS**

12.3.1 A bowler shall be limited to 1 fast short-pitched delivery per over for a T20 game. For rain/delayed shortened games, 1 bouncer are still allowed per over. The umpire will signal the batsman and warn the bowler after each short-pitched delivery (max 1). The first short-pitched ball 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 2<sup>nd</sup> 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 to 12.3.12 **\*\*Refer to PCL 40-over Match Playing Conditions\*\***

## **12.4 FREE HITS**

**\*\*Refer to PCL 40-over Match Playing Conditions\*\***

## **12.5 WIDE BALLS**

**\*\*Refer to PCL 40-over Match Playing Conditions\*\***

## **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 2 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 6 overs. If any unexpired penance time remains at the end of 1<sup>st</sup> innings, it is carried forward to the 2<sup>nd</sup> 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 The consent of the opposing captain must be obtained for 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 2 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 6 overs. The consent of the opposing captain must be obtained for the use of a substitute in such cases. However, if the player does not arrive by the completion of the 6<sup>th</sup> over or 30 minute 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 to 12.7.6 \*\*Refer to PCL 40-over Match Playing Conditions\*\*

## 12.8 SCORES IN DISPUTE

\*\*Refer to PCL 40-over Match Playing Conditions\*\*

## 12.9 BREAKS BETWEEN INNINGS

12.9.1 Breaks between innings shall not exceed 15 minutes. However, both captains and/or umpire may agree to make them shorter.

12.9.2 There shall be no drinks breaks allowed during any inning.

12.9.3 \*\*\* Not Applicable\*\*\*

## 12.10 25-YARD CIRCLE

12.10.1 to 12.10.3 \*\*Refer to PCL 40-over Match Playing Conditions\*\*

12.10.4 Teams in violation of this rule will lose a maximum of 5 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 5 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 ten (10) overs. This 10 over minimum 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.

## 12.13 TIED GAMES

\*\*Refer to PCL 40-over Match Playing Conditions\*\*

## 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-T20 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 20 overs in 1 ½ hours 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 5 overs.
- Team Fielding Second - The team will be fined up to \$25 for not completing the overs in the required time.

12.15.2 \*\*Refer to PCL 40-over Match Playing Conditions\*\*

### 12.16 DEFINITION OF TIME WASTING

\*\*Refer to PCL 40-over Match Playing Conditions\*\*

### 12.17 DEFINITION OF A DEAD BALL

\*\*Refer to PCL 40-over Match Playing Conditions\*\*

### 12.18 BATSMAN RETIRING

\*\*Refer to PCL 40-over Match Playing Conditions\*\*

### 12.19 POWER PLAY RULES IN CONFORMANCE WITH ICC CERTIFIED POWER PLAY

12.19.1 PCL T20 OVERS POWERPLAY RULES:

- The first and only block of Powerplay overs shall be at the commencement of each 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 20 overs, these are overs 1 to 6 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.
- During the non Powerplay overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area.

- 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 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.
- If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of Powerplay overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.

INNINGS DURATION (No. of Overs)	POWERPLAY 1 (No. of Overs)
10-11	3
12-14	4
15-18	5
19-20	6

No. of Players	POWERPLAY 1 (No. of Fielders)	
	Inside circle	Outside circle
11	7	2
10	7	1
9	7	0
8	All players inside the circle	

\*\*\* 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”

\*\*Refer to PCL 40-over Match Playing Conditions\*\*

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

\*\*Refer to PCL 40-over Match Playing Conditions\*\*

### 13. STATISTICS

#### 13.1 CALCULATING STATISTICS

\*\*Refer to PCL 40-over Match Playing Conditions\*\*

#### 13.2 CALCULATING WIN/LOSS PERCENTAGE

\*\*Refer to PCL 40-over Match Playing Conditions\*\*

#### 13.3 Net Run Rate (NRR)

\*\*Refer to PCL 40-over Match Playing Conditions\*\*

### 14. PLAYOFFS

#### 14.1 TEAM QUALIFICATIONS

14.1.1 The SPRING PCL-T20 tournament will comprise of 2 groups with 6 teams each – GROUP A and GROUP B.

- Each team will play against each other within their group.
- The top 4 teams from each group (A1,A2,A3,A4 and B1,B2,B3,B4) will compete in the playoffs.

14.1.2 The top 4 teams from each group 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** – A1 VS B4
- **QF2** – A2 VS B3
- **QF3** – A3 VS B2
- **QF4** – A4 VS B1

14.1.4 In the second round (Semi-finals):

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

14.1.5 The Championship game (Grand Finale):

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

14.1.6 to 14.1.7 \*\*Refer to PCL 40-over Match Playing Conditions\*\*

## 14.2 PLAYER QUALIFICATIONS

\*\*Refer to PCL 40-over Match Playing Conditions\*\*

## 15. COMPLAINTS, PROTESTS AND APPEALS

\*\*Refer to PCL 40-over Match Playing Conditions\*\*

## 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 \*\*\*Not Applicable\*\*\*

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 \*\*\*Not Applicable\*\*\*

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 withdraw 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 withdraw 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**

\*\*Refer to PCL 40-over Match Playing Conditions\*\*

## **18. EMAIL POLICY**

\*\*Refer to PCL 40-over Match Playing Conditions\*\*

## **19. CONFIDENTIALITY POLICYs**

\*\*Refer to PCL 40-over Match Playing Conditions\*\*

## **20. LEAGUE GAME SCHEDULE**

\*\*Refer to PCL 40-over Match Playing Conditions\*\*

## **21. LEAGUE UMPIRING SCHEDULE**

\*\*Refer to PCL 40-over Match Playing Conditions\*\*

## **22. LEAGUE STATISTICS**

\*\*Refer to PCL 40-over Match Playing Conditions\*\*

## **23. JUDICIARY COMMITTEE**

\*\*Refer to PCL 40-over Match Playing Conditions\*\*

## **24. LEAGUE WEBSITE**

\*\*Refer to PCL 40-over Match Playing Conditions\*\*

## **25. RESPONSIBILITIES OF CAPTAINS**

\*\*Refer to PCL 40-over Match Playing Conditions\*\*

## **26. TROPHIES/PRIZES/AWARDS**

26.1 to 26.4\*\*\*Not Applicable\*\*\*

26.5 Champions & Runner-Up trophies/medals.

## **27. INSURANCE**

\*\*Refer to PCL 40-over Match Playing Conditions\*\*

## **28. DISCIPLINE, DISCIPLINE, DISCIPLINE**

\*\*Refer to PCL 40-over Match Playing Conditions\*\*

## **29. AMENDMENT**

\*\*Refer to PCL 40-over Match Playing Conditions\*\*

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## 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	200 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 <b>[C – (D + E)]</b>		F
Remaining playing time available <b>(A - F)</b>		G
<b>G</b> divided by 5 (to 2 decimal places)		H
Max overs per team <b>[H/2]</b> (round up fractions)		I
Maximum overs per bowler <b>[ I / 5 ]</b>		
Duration of Powerplay Overs; Refer 12.19		
<b>Rescheduled Playing Hours</b>		
First session to commence or recommence		J
Length of innings <b>[I x 5]</b> (round up fractions)		K
Rescheduled first innings cessation time <b>[ J + (K – B) ]</b>		L
Length of interval		M
Second innings commencement time <b>[ L + M ]</b>		N
Rescheduled second innings cessation time <b>[ N + K ]</b>		*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 <b>P</b> and <b>Q</b>		R
Potential overs to be bowled <b>[ R / 5 ]</b> (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)		<b>A</b>
Scheduled length of innings: [ $A \times 5$ ] (round up fractions)		<b>B</b>
Start time		<b>C</b>
Scheduled cessation time [ $C + B$ ]		<b>D</b>
<b>Overs per bowler and Fielding Restrictions</b>		
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

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

**APPENDIX 3**

**\*\*Refer to PCL 40-over Match Playing Conditions\*\***  
Same calculation method can be used for T20 games as well.



## 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 #1 (Overs 1-6).
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.