



PRESENTS



Rule Book

5th Edition



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1 Auction Guideline

1.1 Overseas and Domestic Auction Guideline

- Auction of Domestic players and Overseas players will be done separately.
- The auction will only be done once for both overseas and domestic players. (Total 2 auctions)
- During the domestic auction, players' profiles will be shown randomly for players who have played in iServeU earlier and who have not played in iServeU earlier separately.
- Approved Dyus Court staff/ iServeU support staff can participate in the auction.
- During the auction, if a network issue arises the bidding will begin from where it was discontinued.

1.2 Salary Cap (Purse)

- Each franchise has a fixed auction purse.
 - Budget for Domestic players auction and Overseas auction purse size is 250 Cr.
- Remaining purse = Total budget – retained players' cost.
- Teams cannot exceed purse.
- Team must maintain minimum squad size.

1.3 Player Retention Rules

- Teams can retain players before the auction.
- Retention has to be completed 1 day prior to the auction.
- Up to 2 players can be retained excluding A+ category players.
- A+ Category players will be retained and the cost will not be deducted from the purse.
- Retention cost is deducted from the purse for players other than the A+ category.

1.4 Squad Composition Rules

Each team must follow:

- Minimum squad size: 15 players.



- b. Maximum squad size: 25 players.
- c. Maximum overseas players in squad is 5.
- d. Overseas player auction will be done from a pool total 20 players.
- e. Minimum domestic players: Remaining slots.

1.5 Overseas Player Rules

- a. Maximum 5 overseas players can be part of a franchise's squad.
- b. Only 2 overseas players can be part of the playing XI.
- c. Base price of an overseas player will be 10 Cr during an auction.
- d. The franchise is responsible for ensuring that overseas players are available during the tournament.
- e. After the auction to the end of the tournament, no overseas player can be replaced or changed by a franchise.

1.6 Domestic Auction Categories

- a. Domestic auction will have the following categories with the mentioned base price slab.
 - A+ Categories (Icon Players) - 10 Cr
 - A Categories - 5 Cr
 - B Categories - 2 Cr
 - C Categories - 1 Cr
 - D Categories - 0.5 Cr
 - Overseas Category – 10 Cr
- b. Players cannot be bought below the base price.
- c. Bid increment is 0.25 Cr.
- d. Maximum one A+ category player can be bought by a team.

1.7 Replacement Player Rules

- a. Teams can sign replacements:
 - i. If the player is injured/unavailable throughout the tournament.
- b. Replacement must be:
 - i. From the pool of unsold players.
- c. Salary cap conditions apply.



1.8 Non Auctioned Player Rules

- a. If a player is not auctioned, they will not be considered an auctioned player of the PHL season, 2026. The auctioned player's rules and regulations will not apply to them.
- b. No players (both overseas and domestic) will be allowed to play in the tournament if he has not been auctioned during the auction.

2 Impact Player Guideline

- a. An Impact Player is a substitute who can replace a player from the playing XI during a match and can fully participate in: Batting, Bowling, and Fielding.
- b. Each team can use only 1 Impact Player per match.
- c. Usage of Impact player is optional (not mandatory).
- d. Teams must name 5 substitute players before the toss, The Impact Player must be selected only from this list.
- e. The Impact Player can be introduced at specific moments:
 - i. Start of an innings
 - ii. After a wicket falls
 - iii. At the end of an over
- f. The player who is replaced cannot return to the match not as a substitute fielder as well.
- g. Substitution of an impact player is permanent.
- h. Teams cannot exceed 2 overseas players on the field.
- i. If already playing 2 overseas players, Impact Player must be domestic.
- j. If fewer than 2 overseas players are present in the field, an Overseas Impact Player is allowed.
- k. The Impact Player has full match rights:
 - i. Can bat anywhere in the order
 - ii. Can bowl up to 4 overs
 - iii. Can field without restrictions.
- l. As an Impact player, the Overseas Category player can be replaced by an Overseas Category player, and the same applies to domestic players. Overseas can be impacted by domestic players.

3 Players Guideline

3.1 Captain

- a. A match is played between two sides, each of eleven players, one of whom shall be the captain.



- b. If at any time the captain is not available, a deputy shall act for him.
- c. If a captain is not available to nominate the players, then the vice captain will act as captain.
- d. If the vice captain is not available, any person associated with that team may act as the captain.
- e. Only a nominated player can act as captain in discharging the duties and responsibilities of the captain including at the toss.

3.1.1 Responsibility of captains

- a. The captains are responsible at all times for ensuring that play is conducted within the Spirit of Cricket as well as within these Playing Conditions.

3.2 The Players

3.2.1 Nomination and replacement of players & players guidelines

- a. Only those nominated as substitute fielders shall be entitled to act as substitute fielders during the match.
- b. A team may not have more than 2 Overseas players on the field of play at any time during any Match. Thus, if the team names the maximum 2 Overseas players in its starting XI, an Overseas player may only take the field as a substitute fielder if the player that he is replacing is an Overseas player. If the team names less than 2 Overseas players in its starting XI, Overseas players may only enter the field of play as substitute fielders to the extent that by doing so, they do not take the total number of Overseas players representing that team on the field to more than 2.
- c. Cricket studs/spikes are mandatory for all playing 11 players.
- d. The white pad is not allowed.

3.2.2 Concussion Replacement

- a. If a player sustains a concussion or suspected concussion, as a result of a head or neck injury during the course of the relevant match, a Concussion Replacement may be permitted in the following circumstances:
 - i. the head or neck injury must have been sustained during play and within the playing area.
 - ii. a concussion or suspected concussion must have been formally diagnosed by the Doctor.
 - iii. The franchise shall submit a Concussion Replacement Request to the PHL Match Referee.
 - iv. The PHL Match Referee should ordinarily approve a Concussion Replacement Request if the replacement is a like-for-like player whose inclusion will not excessively advantage his team for the remainder of the match.



- v. In assessing whether the nominated Concussion Replacement should be considered a like-for-like player, the PHL Match Referee should consider the likely role that the concussed player would have played during the remainder of the match, and the normal role that would be performed by the nominated Concussion Replacement.
- vi. If the PHL Match Referee believes that the inclusion of the nominated Concussion Replacement, when performing their normal role, would excessively advantage their team, the PHL Match Referee may impose such conditions upon the identity and involvement of the Concussion Replacement as he/she sees fit, in line with the overriding objective of facilitating a like-for-like replacement for the concussed player.
- vii. For clarity, a concussion replacement will inherit all warnings, penalty time and suspensions that were imposed on the replaced player.
- b. The decision of the PHL Match Referee in relation to any Concussion Replacement Request shall be final and neither team shall have any right of appeal.
- c. Once the Concussion Replacement has been approved by the PHL Match Referee, the replaced player shall take no further part in the match
- d. Both the Concussion Replacement and the replaced player shall be considered to have played in the match for records and statistical purposes.

4 Umpire and Scorer Guideline

- a. OCA Umpires and Scorer only can be a part of the tournament.
- b. The Franchise /Participating team can't recommend the Umpire.
- c. Chuck bowling is not allowed in the tournament. This will be umpires decision.

4.1 Position of umpires

- a. The umpires shall stand where they can best see any act upon which their decision may be required. Subject to this over-riding consideration, the bowler's end umpire shall stand in a position so as not to interfere with either the bowler's run-up or the striker's view.
- b. The striker's end umpire may elect to stand on the off side instead of the on side of the pitch, provided he/she informs the captain of the fielding side, the striker and the other umpire.

4.2 Disagreement and dispute

- a. Where there is disagreement or dispute about any matter, the umpires together shall make the final decision.

4.3 Umpire's decision

- a. An umpire may alter any decision provided that such alteration is made promptly. This apart, an



umpire's decision, once made, is final.

5 Signals

5.1 Signals made while the ball is in play

- a. No ball - by extending one arm horizontally.
- b. Out - by raising an index finger above the head. (If not out, the umpire shall call Not out.)
- c. Wide - by extending both arms horizontally.
- d. Dead ball - by crossing and re-crossing the wrists below the waist.
 - i. When the ball is dead, the bowler's end umpire shall repeat the signals, with the exception of the signal for Out, to the scorers.
 - ii. The signals listed below shall be made to the scorers only when the ball is dead.
- e. Boundary 4 - by waving an arm from side to side finishing with the arm across the chest
Boundary 6 - by raising both arms above the head.
- f. Bye - by raising an open hand above the head.
- g. Five Penalty runs awarded to the batting side - by repeated tapping of one shoulder with the opposite hand.
- h. Five Penalty runs awarded to the fielding side - by placing one hand on the opposite shoulder.
- i. Leg bye - by touching a raised knee with the hand.
- j. Revoke last signal - by touching both shoulders, each with the opposite hand.
- k. Short run - by bending one arm upwards and touching the nearer shoulder with the tips of the fingers.
- l. Free Hit – after signaling the no ball, the bowler's end umpire extends one arm straight upwards and moves it in a circular motion.
- m. Time Out – by tapping the raised wrist.
 - i. All the signals are to be made by the bowler's end umpire except that for Short run, which is to be signaled by the umpire at the end where short running occurs. However, the bowler's end umpire shall be responsible both for the final signal of Short run to the scorers and, if more than one run is short, for informing them as to the number of runs to be recorded.
 - ii. The umpire shall wait until each signal to the scorers has been separately acknowledged by a scorer before allowing play to proceed.
- n. If several signals are to be used, they should be given in the order that the events occurred



5.2 Informing the umpires

- a. Wherever the umpires are to receive information from captains or other players under these Playing Conditions, it will be sufficient for one umpire to be so informed and for him/her to inform the other umpire.

5.3 Correctness of scores

- a. Consultation between umpires and scorers on doubtful points is essential. The umpires shall, throughout the match, satisfy themselves as to the correctness of the number of runs scored, the wickets that have fallen and, where appropriate, the number of overs bowled.
- b. The umpires shall ensure that they are able to contact the scorers at any time during the match and at its conclusion to address any issues relating to the correctness of scores.

5.4 Acknowledging signals

- a. The scorers shall accept all instructions and signals given to them by the umpires and shall immediately acknowledge each separate signal.

6 THE BALL

6.1 Weight and size

- a. The ball, when new, shall weigh not less than 5.5 ounces/155.9 g, nor more than 5.75 ounces/163 g, and shall measure not less than 8.81 in/22.4 cm, nor more than 9 in/22.9 cm in circumference.

6.2 New ball

- a. One new ball shall be used at the start of each innings.
- b. Ball lost or becoming unfit for play
 - i. If, during play, the ball cannot be found or recovered or the umpires agree that it has become unfit for play through normal use, the umpires shall replace it with a ball which has had wear comparable with that which the previous ball had received before the need for its replacement. When the ball is replaced, the umpire shall inform the batter and the fielding captain.



- ii. Team bowling second can request for a change of ball only once after the completion of the 10th Over. The bowling Captain can request for the change. This is applicable only once during the 2nd innings of the evening games(second game), irrespective of whether there is dew or no dew on the outfield. This request must be made only after the end of an over & not during an over. The umpires will change the ball with another ball having the same wear & tear. Further, the umpires can also change the ball at their discretion at any time during the match.
- iii. Scenario 1: Umpires change the ball for being wet/out of shape/lost/damaged any time before the 10th over. The fielding captain can still request for a ball change after the completion of the 10th over and the umpires will have to mandatorily change the ball.
- iv. Scenario 2: Captain requests to change the ball after 11th over for being wet and the umpires change it. After further 5-6 overs the captain can request for another ball change but this time it will be the discretion of the umpires to change the ball or not.
- v. Scenario 3: Captain feels the ball is damaged or out of shape & requests the umpires to change it during the 11th over, the umpires are satisfied & decide to change the ball. After 5 overs the fielding captain requests the umpires to change the ball because of dew, umpires will have to mandatorily change the ball.

7 THE BAT

7.1 The bat

- a. The bat consists of two parts, a handle and a blade.
- b. The handle
 - i. The handle is to be made principally of cane and/or wood.
 - ii. The part of the handle that is wholly outside the blade is defined to be the upper portion of the handle. It is a straight shaft for holding the bat.
 - iii. The upper portion of the handle may be covered with a grip.
- c. The blade
 - i. The blade comprises the whole of the bat apart from the handle.
 - ii. The blade shall consist solely of wood.
- d. Damage to the ball
 - i. For any part of the bat, covered or uncovered, the hardness of the constituent materials and the surface texture thereof shall not be such that either or both could cause unacceptable damage to the ball.



- ii. Any material placed on any part of the bat, for whatever purpose, shall similarly not be such that it could cause unacceptable damage to the ball.
 - iii. For the purpose of this clause, unacceptable damage is any change that is greater than normal wear and tear caused by the ball striking the uncovered wooden surface of the blade.
- e. Bat size limits
- i. The overall length of the bat, when the lower portion of the handle is inserted, shall not be more than 38 in/96.52 cm.
 - ii. The blade of the bat shall not exceed the following dimensions:
 - 1. Width: 4.25in /10.8 cm
 - 2. Depth: 2.64in / 6.7 c
 - 3. Edges:1.56in / 4.0cm.
 - iii. The handle shall not exceed 52% of the overall length of the bat.
 - iv. The material permitted for covering the blade shall not exceed 0.04 in/0.1 cm in thickness.
 - v. The maximum permitted thickness of protective material placed on the toe of the blade is 0.12 in/0.3 cm.

8 THE PITCH

8.1 Area of pitch

- a. The pitch is a rectangular area of the ground 22 yards/20.12 m in length and 10 ft/3.05 m in width. It is bounded at either end by the bowling creases and on either side by imaginary lines, one on each side of the imaginary line joining the centres of the two middle stumps, each parallel to it and 5 ft/1.52 m from it.
- b. The fourth umpire shall ensure that, prior to the start of play and during any intervals, only authorised staff, the PHL match officials, players, team coaches and authorised television personnel shall be allowed access to the pitch area. Such access shall be subject to the following limitations:

- i. Only captains and team coaches may walk on the actual playing surface of the pitch area (outside of the crease markings).
- ii. Access to the pitch area by television personnel shall be restricted to one camera crew.
- iii. No spiked footwear shall be permitted.
- iv. No one shall be permitted to bounce a ball on the pitch, strike it with a bat or cause damage to the pitch in any other way.
- v. Access shall not interfere with pitch preparation.
- vi. In the event of any dispute, the PHL committee members will rule, and their ruling will be final.

8.2 Changing the pitch

- a. If the on-field umpires decide that it is dangerous or unreasonable for play to continue on the match pitch, they shall stop play and immediately advise the PHL Match Referee.
 - i. The on-field umpires and the PHL Match Referee shall then consult with both captains.
 - ii. If the captains agree to continue, play shall resume.
 - iii. If the decision is not to resume play, the on-field umpires, together with the PHL Match Referee, shall consider whether the existing pitch can be repaired and the match resumed from the point it was stopped. In considering whether to authorise such repairs, the PHL Match Referee must assess whether this would place either side at an unfair advantage, given the play that had already occurred on the dangerous pitch.

9 THE CREASES

9.1 The creases

- a. The positions of a bowling crease, a popping crease and two return creases shall be marked by white lines.

9.2 The bowling crease

- a. The bowling crease, which is the back edge of the crease marking, is the line that marks the end of the pitch. It shall be 8 ft 8 in/2.64 m in length.

9.3 The popping crease

- a. The popping crease, which is the back edge of the crease marking, shall be in front of and parallel to the bowling crease and shall be 4 ft/1.22 m from it.
- b. The popping crease shall be marked to a minimum of 15 yards/13.71 m on either side of the imaginary line joining the centres of the two middle stumps and shall be considered to be unlimited in length.

9.4 The return creases

- a. The return creases, which are the inside edges of the crease markings, shall be at right angles to the popping crease at a distance of 4 ft 4 in/1.32m either side of the imaginary line joining the centres of the two middle stumps.
- b. Each return crease shall be marked from the popping crease to a minimum of 8 ft/2.44 m behind it and shall be considered to be unlimited in length.

9.5 Additional Crease Markings

- a. As a guideline to the umpires for the calling of wides on the offside, the crease shall be marked in white at each end of the pitch.

10 THE WICKETS

10.1 Description, width and pitching

- a. Two sets of wickets shall be pitched opposite and parallel to each other in the centres of the bowling creases. Each set shall be 9 in/22.86 cm wide and shall consist of three stumps with two bales on top.

10.2 Size of stumps

- a. The tops of the stumps shall be 28 in/71.12cm above the playing surface and shall be dome-shaped except for the bail grooves. The portion of a stump above the playing surface shall be cylindrical apart from the domed top, with a circular section of diameter not less than 1.38 in/3.50cm nor more than 1.5 in/3.81 cm.

10.3 The bails

- a. The bails, when in position on top of the stumps,
 - i. shall not project more than 0.5 in/1.27 cm above them.



- ii. shall fit between the stumps without forcing them out of the vertical.
- iii. Each bail shall conform to the following specifications.
 - Overall length - 4.31 in/10.95 cm
- b. The two spigots and the barrel shall have the same centre line.

11 INTERVALS

11.1 An interval

- a. The following shall be classed as intervals.
 - i. Intervals between innings.
 - ii. Time-Outs.
 - iii. Any other agreed interval.
- b. Only these intervals shall be considered as scheduled breaks.

11.2 Duration of interval

- a. There shall be a 15 minute interval between innings, taken from the call of Time before the interval until the call of Play on resumption after the interval.

11.3 Changing agreed times of intervals

- a. If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier.
- b. In circumstances where the side bowling first has not completed the allotted number of overs by the scheduled or re-scheduled cessation time for the first innings, the umpires shall reduce the length of the interval by the amount of time that the first innings over-ran. The minimum interval in an uninterrupted match will be 10 minutes.
- c. Intervals for drinks
 - i. No drinks intervals shall be permitted.
 - ii. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other



drinks shall be taken onto the field without the permission of the
player taking drinks onto the field shall be dressed in proper cricket attire.

d. Time-Outs

- i. There will be two time-outs of 2 minutes 30 seconds in duration in each innings. The time-outs are to allow the teams to re-group tactically. Umpires and players must start to move back into their positions after 2 minutes in order to resume play when the countdown clock reaches zero seconds.
- ii. Drinks may be brought out on to the field during the time-out. No practice is allowed.
- iii. the above-mentioned time-outs will occur in each innings of matches which are not Interrupted (such that the scheduled number of overs in respect of such innings remains 20) at the following times:
 1. At the end of either the 6th, 7th, 8th or 9th over at the election of the fielding team.
 2. At the end of either the 13th, 14th, 15th or 16th over at the election of the batting team.
- iv. If there is a stoppage in play (whether for a wicket or injury or any other reason) during an over once a time-out has been requested below or the 9th or 16th over if the relevant time-out has not yet been taken, then the umpires shall, if they believe that it will speed up the game, not wait for the end of the over and may immediately call the time-out.
- v. Each time-out should be called by only either (a) the captain of either team or (b) the batter at the wicket; (a) and (b) respectively notifying one of the two on field umpires or the fourth umpire, in each case before the bowler starts his run up to deliver the final ball. Any notification once the bowler has started his run up, or if he has no run up, his bowling action will not be valid, and the captain will be asked if he wants the time out to take place after the end of the following over. If either the fielding captain or the batter respectively does not make an election, the umpires will call the time-out at the end of the 9th and 16th over respectively.
- vi. For the sake of clarity, no other team representative is permitted to advise or request a time-out other than the captains of either team or batter at the wicket.
- vii. The umpires will clearly signal the time-out by tapping a raised wrist (left or right).
- viii. If the scheduled number of overs in the innings in an interrupted match is 14 overs or less, there will be no time-outs. Furthermore, following a lengthy delay or



interruption prior to any of the time-outs, the PHL Match Referee may, in his discretion, cancel all of the remaining time-outs.

- ix. If in any innings the batting team is dismissed before a scheduled time-out, then there will be no such time-out in respect of such innings.

11.4 Scorers to be informed

- a. The umpires shall ensure that the scorers are informed of all agreements about hours of play and intervals and of any changes made there to as permitted under this clause.

12 START OF PLAY; CESSATION OF PLAY

12.1 Call of Play

- a. The bowler's end umpire shall call Play before the first ball of the match and on the resumption of play after any interval or interruption.

12.2 Call of Time

- a. The bowler's end umpire shall call Time, when the ball is dead, at the end of any session of play or as required by these Playing Conditions.

12.3 Removal of bails

- a. After the call of Time, the bails shall be removed from both wickets.

12.4 Conclusion of match

- a. as soon as a result as defined is reached.
- b. as soon as the prescribed number of overs have been completed.
- c. The match is concluded if, without a conclusion having been reached, the players leave the field for adverse conditions of ground, weather, or light, or in exceptional circumstances, and no further play is possible.



12.5 Minimum Over Rates

- a. The minimum over rate to be achieved in PHL Matches shall be 14.11 overs per hour (ignoring the time taken by time-outs).
- b. In uninterrupted matches, this means that the 20th over should finish within 90 minutes (being 85 minutes of playing time plus 5 minutes of time-out) of the start of the innings. For delayed or interrupted matches where an innings is scheduled to be less than 20 overs, the maximum time of 90 minutes shall be reduced by 4 minutes 15 seconds for every over by which the innings is reduced.
- c. The actual over rate shall be calculated at the end of each innings by the umpires.
- d. In calculating the actual over rate for the match, allowances shall be given as follows:
 1. The time lost as a result of treatment given to a player by an authorised medical personnel on the field of play;
 2. The time lost as a result of a player being required to leave the field as a result of a serious injury;
 3. The time taken for all third umpire referrals and consultations and any umpire or player reviews;
 4. The time lost as a result of time wasting by the batting side; and
 5. The time lost due to all other circumstances that are beyond the control of the fielding side.
- e. In the event of any time allowances being granted to the fielding team above (time wasting by batting team), then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate. The fourth umpire should ensure that the batting captain (if not at the wicket) and the team manager are both aware of any warnings.
- f. In addition to the allowances as provided for above,
 1. An additional allowance of 1 minute will be given for each of the 6th, 7th, 8th and 9th wickets taken during an innings.
- g. If a batting team is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances set out above), the fielding side shall be deemed to have complied with the required minimum over rate.

13 INNINGS

13.1 Number of innings

- a. A match shall be one innings for each side.



13.2 Alternate innings

- a. Each side shall take their innings alternately.

13.3 Completed innings

- a. An innings is to be considered as completed if any of the following applies
 - i. the side is all out.
 - ii. at the fall of a wicket or the retirement of a batter, further balls remain to be bowled but no further batter is available to come in.
 - iii. the prescribed number of overs have been bowled to the batting side.

13.4 The toss

- a. The captains shall toss a coin for the choice of innings, on the field of play and under the supervision of the PHL Match Referee, not earlier than 30 minutes, nor later than 15 minutes before the scheduled or any rescheduled time for the start of play.

13.5 Decision to be notified

- a. As soon as the toss is completed, the captain of the side winning the toss shall decide whether to bat or to field and shall notify the opposing captain and the umpires of this decision. Once notified, the decision cannot be changed.

13.6 Duration of Match

- a. All matches will consist of one innings per side, each innings being limited to a maximum of 20 overs. All matches shall be of one day's scheduled duration.

13.7 Length of Innings

- a. Uninterrupted Matches.
 - i. Each team shall bat for 20 overs unless all out earlier.
 - ii. If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The interval shall not be extended and the second session shall commence at the later of the scheduled time or 15 minutes from the cessation of the first innings. The team batting second shall receive its full quota of 20 overs, irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.



- iii. If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.
 - iv. If the team fielding second fails to bowl 20 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.
 - v. Penalties shall apply for slow over rates.
- b. Delayed or Interrupted Matches
- i. Delay or Interruption to the Innings of the Team Batting First
 1. When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 14.11 overs per hour in the total remaining time available for play.
 2. The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 5 overs have to be bowled to the side batting second, subject to a result not being achieved earlier.
 3. As soon as the total minutes of playing time remaining is less than the completed overs faced by Team 1 multiplied by 4.25, then the first innings is terminated.
 4. A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 14.11 overs per hour. When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, extensions in playing hours, time-outs, interruptions in play and the intervals will be taken into consideration. This calculation must not
 - ii. cause the match to finish earlier than the original or rescheduled time for cessation of play on the final scheduled day for play. If required, the original time shall be extended to allow for one extra over for each team.
 1. If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs have been bowled, or the innings is completed.
 2. Penalties shall apply for slow over rates
 - iii. Delay or Interruption to the innings of the Team Batting Second
 - iv. When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised

allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 14.11 overs per hour, in respect of the lost playing time. If the calculations result in a fraction of an over the fraction shall be ignored.

1. In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.
2. To constitute a match, a minimum of 5 overs have to be bowled to the team batting second subject to a result not being achieved earlier.
3. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in fewer than its allocated overs.
4. A fixed time will be specified for the close of play by applying a rate of 14.11 overs per hour. The timing and duration of all relative delays, extensions in playing hours, time outs and interruptions in play, will be taken into consideration in specifying this time.
5. If the team fielding second fails to bowl the revised overs by the scheduled or rescheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved.
6. Penalties shall apply for slow over rates.

13.8 Extra Time

- a. Where the start of play is delayed or play is suspended for any reason then extra time of (i) up to sixty minutes shall be available for each PHL regular season match; and (ii) up to one hundred and twenty minutes for any of the play-off matches.
- b. For the avoidance of doubt, if extra time is required to be used, it will be taken in the following sequence. In the event of a delayed start or interruption, the provision of sixty minutes (or one hundred and twenty minutes for play-off matches) extra time is to be used first, followed by the time allocated for 'time outs' and then the reduction in the innings change interval (if applicable).
- c. For clarity, the changeover period (maximum 10 mins) for a Super Over after the main match is not to be taken into account when applying any permitted extra time available.

13.9 Over-Rate Penalties



- a. The fielding side shall be in position to bowl the last ball of the final over of the innings by the scheduled (or re-scheduled) cessation time for the innings. In delayed or interrupted matches where there has been a reduction of 3 or more overs the fielding side shall be in position to bowl the last ball of the over of the innings by the scheduled (or re-scheduled) cessation time for the innings.
- b. Where this requirement is not met, from the start of the next over after the point in time at which the cessation time is reached (and for the remainder of the innings) no more than 4 fielders shall be permitted outside the fielding restriction area. If the scheduled or rescheduled end time of the innings arrives after the start of the last over, then the in-game penalty for allowing a maximum of 4 fielders outside the 30-yard circle will not be applicable. However, any financial penalties for slow over rate will still be applied.
- c. This shall not apply where:
 1. a side's innings is reduced to less than 10 overs, unless the over-rate penalty has been applied prior to such reduction; or
 2. A side's innings is completed prior to the scheduled (or rescheduled) cessation time for the innings.
- d. The bowler's end umpire shall inform the captain of the fielding side, the batter and the other umpire of:
 1. the scheduled cessation time for the innings prior to the start of the innings, and of any re-scheduled cessation time following any subsequent interruption to play; and
- e. Over-rate penalties shall be applied in addition to the relevant provisions under the PHL Code of Conduct.

13.10 Number of Overs per Bowler

- a. No bowler shall bowl more than 4 overs in an innings.
- b. In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second;
 1. for innings of rescheduled length of 10 or more over overs, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
 2. For innings of rescheduled length of less than 10 overs, no bowler may bowl more than two overs. Thus in a 5 over innings, it would be possible for 2 bowlers to each bowl 2 overs and a third bowler to bowl 1 over.



- c. In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.
- d. The scoreboard shall show the total number of overs bowled and the number of overs bowled by bowler.

14 THE RESULT

14.1 A Win

- a. Unless the winner is determined by DLS the side which has scored in its one innings a total of runs in excess of that scored by the opposing side in its one completed innings shall win the match. (Completed innings).
 - i. Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play, a result can be achieved only if both teams have had the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs.
 - ii. Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play, all matches in which both teams have not had an opportunity of batting for a minimum of 5 overs shall be declared a No Result.

14.2 PHL Match Referee awarding a match

- a. A match shall be lost by a side which either
 - i. concedes defeat or
 - ii. in the opinion of the PHL Match Referee refuses to play and the PHL Match Referee shall award the match to the other side.
- b. If an umpire considers that an action by any player or players might constitute a refusal by either side to play, then the umpires together shall inform the PHL Match Referee of this fact. The PHL Match Referee shall, together with the umpires, ascertain the cause of the action. If the PHL Match Referee, after due consultation with the umpires, then decides that this action does constitute a refusal to play by one side, he/she shall so inform the captain of that side. If the captain persists in the action the PHL Match Referee shall award the match.
- c. If action above takes place after play has started and does not constitute a refusal to play. Playing time shall be counted as lost from the call of Time to the call of Play, excluding intervals and suspensions of play.



14.3 A Tie

- a. If the teams' scores are equal after both innings have been then a Super Over shall be played. If the Super Over is a tie, then unless exceptional circumstances arise subsequent Super Overs shall be played from the actual finish time of the tied match for an hour's time until there is a winner in an uninterrupted match. The Match Referee will inform the teams as to when the last super over will start. Should it not be possible to play or complete the Super Overs needed to determine a winner, the match shall be tied.

14.4 Calculation of the Target Score

- a. Interrupted Matches
 - i. If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 5 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using DLS. The target set will always be a whole number and one run less will constitute a Tie.
- b. Prematurely Terminated Matches
 - i. If the innings of the side batting second is suspended (with at least 5 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS 'Par Score' determined at the instant of the suspension using DLS. If the score is equal to the par score, the match is a Tie. Otherwise, the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

14.5 Winning hit or extras

- a. As soon as a result is reached the match is at an end. Nothing that happens thereafter,
- b. The side batting last will have scored enough runs to win only if its total of runs is sufficient without including any runs completed by the batter before the completion of a catch, or the obstruction of a catch, from which the striker could be dismissed.
- c. If a boundary is scored before the batter have completed sufficient runs to win the match, the whole of the boundary allowance shall be credited to the side's total and, in the case of a hit by the bat, to the striker's score.



14.6 Statement of result

- a. If the side batting last wins the match without losing all its wickets, the result shall be stated as a win by the number of wickets still then to fall, unless (Prematurely Terminated Matches) applies.
- b. If, without having scored a total of runs in excess of the total scored by the opposing side, the innings of the side batting last has been completed, but as the result of an award of 5 Penalty runs its total of runs is then sufficient to win, the result shall be stated as a win to that side by Penalty runs.
- c. If the side fielding last wins the match, the result shall be stated as a win by runs.
- d. If the match is decided by one side conceding defeat or refusing to play, the result shall be stated as Match Conceded or Match Awarded, as the case may be.

14.7 Correctness of result

- a. Any decision as to the correctness of the scores shall be the responsibility of the umpires.
- b. If, when the players leave the field, the side batting last has not completed its innings and, either the number of overs to be bowled in that innings has not been completed, or the end of the innings has not been reached then, unless one side concedes defeat, the umpires shall order play to resume.
- c. Unless a result is reached sooner, play will then continue, if conditions permit, until the prescribed number of overs has been completed. The number of overs shall be taken as they were at the call of Time for the supposed conclusion of the match. No account shall be taken of the time between that moment and the resumption of play.
- d. If, at this call of Time, the overs have been completed and no Playing time remains, or if the side batting last has completed its innings, the umpires shall immediately inform both captains of the necessary corrections to the scores and to the result.

- The league competition table for the League shall be compiled by PHL Scorer, the positions in which shall be determined by the number of points gained with points being awarded as follows:

- i. 2 points for each match won;
- ii. 1 point per team taking part in any match with no result or any match which is tied (where it was not possible to complete a Super Over, or subsequent Super Overs).
- iii. 1 point per team for any match involving such team which does not commence for any reason (other than where the reason for such non-commencement is a breach of the Operational Rules by one Franchisee which results in such Franchisee forfeiting such match); and
- iv. 0 points for any match lost or forfeited.



- f. The team with the highest number of points shall be at the top of the table and the team with the lowest shall be at the bottom.
- g. Where teams have an equal number of points their relative positions shall be determined by the following:
 - i. The team with the most wins in matches in the League during the season will be placed in the higher position;
 - ii. If there are teams with equal points and equal wins during the season, then in such case the team with the higher net run rate (as calculated in clause 16.12 below) will be placed in the higher position;
 - iii. If following the net run rate calculation above there are teams which are still equal, then the team with the higher number of wickets taken per fair balls bowled in the matches played that season in which results were achieved will be placed in the higher position;
 - iv. If still equal at the end of the regular season then the team position will be determined by drawing lots.

14.8 Net Run Rate

- a. A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the season, the average runs per over scored against that team throughout the season.
- b. In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.
- c. Only those matches where results are achieved will count for the purpose of net run rate calculations. Where a match is abandoned, but a result is achieved under Duckworth/Lewis/Stern, for net run rate purposes, team 1 will be accredited with team 2's Par Score on abandonment off the same number of overs faced by team 2. Where a match is concluded but with Duckworth/Lewis/Stern having been applied at an earlier point in the match, team 1 will be credited with 1 run less than the final Target Score for team 2 off the total number of overs allocated to team 2 to reach the target.



15 THE OVER

15.1 Number of balls

- a. The ball shall be bowled from each end alternately in overs of 6 valid balls.

15.2 Start of an over

- a. An over has started when the bowler starts his run-up or, if there is no run-up, starts his action for the first delivery of that over.

15.3 Validity of balls

- a. A ball shall not count as one of the 6 balls of the over unless it is delivered, even though, (Non-striker leaving his ground early) a batter may be dismissed or some other incident occurs without the ball having been delivered.
- b. A ball delivered by the bowler shall not count as one of the 6 balls of the over
 - i. if it is called dead, or is to be considered dead, before the striker has had an opportunity to play it. (Dead ball; ball counting as one of over).
 - ii. If it is called dead in the circumstances (Umpire calling and signalling a dead ball).
 - iii. if it is a No ball.
 - iv. if it is a Wide.
- c. Any deliveries other than those listed above shall be known as valid balls. Only valid balls shall count towards the 6 balls of the over.

15.4 Call of Over

- a. When 6 valid balls have been bowled and when the ball becomes dead, the umpire shall call Over before leaving the wicket. (Call of Over or Time).

15.5 Umpire miscounting

- a. If the umpire miscounts the number of valid balls, the over as counted by the umpire shall stand.
- b. If, having miscounted, the umpire allows an over to continue after 6 valid balls have been bowled, he/she may subsequently call Over when the ball becomes dead after any delivery, even if that delivery is not a valid ball.



- c. Whenever possible, the third umpire shall liaise with the scorers and, if possible, on-field umpires if the over has been miscounted.

15.6 Bowler changing ends

- a. A bowler shall be allowed to change ends as often as desired, provided he does not bowl two overs consecutively, nor bowl parts of each of two consecutive overs, in the same innings.

15.7 Finishing an over

- a. Other than at the end of an innings, a bowler shall finish an over in progress unless incapacitated or suspended under these Playing Conditions.
- b. If for any reason, other than the end of an innings, an over is left uncompleted at the start of an interval or interruption, it shall be completed on resumption of play.
- c. If for any reason a bowler is incapacitated while running up to deliver the first ball of an over, or is incapacitated during an over, the umpire shall call and signal Dead ball. If a bowler is incapacitated or suspended during an over, another bowler shall complete the over from the same end, provided that he does not bowl two overs consecutively, nor bowl parts of each of two consecutive overs, in that innings.

16 SCORING RUNS

16.1 A run

- a. The score shall be reckoned by runs. A run is scored
 - i. so often as the batter, at any time while the ball is in play, have crossed and made good their ground from end to end.
 - ii. when a boundary is scored.
 - iii. when Penalty runs are awarded.
- b. Runs awarded for penalties
 - i. Runs shall be awarded for penalties for no ball, wide ball.
 - ii. Player returning without permission, Penalties for contravention, Protective helmets belonging to the fielding side, Unfair play.
- c. Runs scored for boundaries
 - i. Runs shall be scored for boundary allowances.



- d. Runs scored when a batter is dismissed
- i. When a batter is dismissed, any runs for penalties awarded to either side shall stand. No other runs shall be credited to the batting side, except as follows.
 - a. If a batter is dismissed Obstructing the field, the batting side shall also score any runs completed before the offence.
 - b. If, however, the obstruction or destruction prevented a catch being made, no runs other than penalties shall be scored.
 - c. If a batter is dismissed Run out, the batting side shall also score any runs completed before the wicket was fairly broken.
- e. Runs scored when the ball becomes dead other than at the fall of a wicket
- i. When the ball becomes dead for any reason other than the fall of a wicket, or is called dead by an umpire, unless there is a specific provision otherwise in these Playing Conditions, any runs for penalties awarded to either side shall be scored. Note, however, the provisions (Leg byes not to be awarded) and (Protective helmets belonging to the fielding side).
 - ii. Additionally, the batting side shall be credited with all runs completed by the batter before the incident or call of Dead ball and the run in progress if the batter had already crossed at the instant of the incident or call of Dead ball. Note specifically, however, (Deliberate distraction, deception or obstruction of batter).
- f. Crediting of runs scored
- Unless stated otherwise in these Playing Conditions,
- i. if the ball is struck by the bat, all runs scored by the batting side shall be credited to the striker, except for the following:
 - a. an award of 5 Penalty runs, which shall be scored as Penalty runs
 - b. the one run penalty for a No ball, which shall be scored as a No ball's extra.
 - ii. if the ball is not struck by the bat, runs shall be scored as Penalty runs, Byes, Leg byes, No ball extras or Wides as the case may be. If Byes or Leg byes accrue from a No ball, only the one run penalty for No ball shall be scored as such, and the remainder as Byes or Leg byes as appropriate.
 - iii. the bowler shall be debited with:
 - a. all runs scored by the striker
 - b. all runs scored as No ball extras
 - c. all runs scored as Wides.

- g. Batter returning to original end
- i. When the striker is dismissed in any of the circumstances, the not out batter shall return to his original end.
 - a. Bowled.
 - b. Stumped.
 - c. Hit the ball twice.
 - d. LBW.
 - e. Hit wicket.
 - f. Caught
 - g. Obstructing the field, where the obstruction or distraction prevents the striker from being out Caught.
- h. Batter returning to the wicket he has left
- i. When a batter is dismissed in any of the ways, the not out batter shall return to the wicket he has left, but only if the batter had not already crossed at the instant of the incident causing the dismissal. If runs are to be disallowed, however, the not out batter shall return to his original end.

17 BOUNDARIES

17.1 Determining the boundary of the field of play

- a. Before the toss, the umpires shall determine the boundary of the field of play, which shall be fixed for the duration of the match.
- b. The boundary shall be determined such that no part of any sight-screen, will, at any stage of the match, be within the field of play.
- c. The aim shall be to maximise the size of the playing area at each venue. The playing area shall be a minimum of 150 yards (137.16 metres) from boundary to boundary square of the pitch, with the shorter of the two square boundaries being a minimum 65 yards (59.43 metres). The straight boundary at both ends of the pitch shall be a minimum of 70 yards (64.00 metres). Distances shall be measured from the centre of the pitch to be used.
- d. In all cases, the aim shall be to provide the largest playing area, subject to no boundary exceeding 85 yards (77.71 metres) from the centre of the pitch to be used.



17.2 Identifying and marking the boundary

- a. All boundaries must be designated by a rope, or similar object. The rope should be positioned a required minimum distance (3 yards (2.74 metres) minimum) inside the perimeter fencing or advertising signs, or from any solid object located between the rope and the fence/signs. For grounds with a large playing area, the maximum length of boundary should be used before applying the minimum 3 yards (2.74 metres) between the boundary and the fence.
- b. If the boundary is marked by means of an object that is in contact with the ground the boundary will be the edge of the grounded part of the object which is nearest the pitch.
 - i. If an unauthorized person enters the playing arena and handles the ball, the umpire at the bowler's end shall be the sole judge of whether the boundary allowance should be scored or the ball be treated as still in play or called dead ball if a batter is liable to be out as a result of the unauthorized person handling the ball.

17.3 Restoring the boundary

If a solid object used to mark the boundary is disturbed for any reason, then:

- a. The boundary shall be considered to be in its original position.
- b. the object shall be returned to its original position as soon as is practicable; if play is taking place, this shall be as soon as the ball is dead.
- c. if some part of a fence or other marker has come within the field of play, that part shall be removed from the field of play as soon as is practicable; if play is taking place, this shall be as soon as the ball is dead.
- d. If a boundary marker moves inwards, and all the ball strikes the boundary marker it will be deemed a boundary is scored
- e. If a boundary marker moves outwards, the boundary remains where it originally was positioned. Umpires should ensure that the boundary is re-positioned as soon as possible

17.4 Ball grounded beyond the boundary

- a. The ball in play is grounded beyond the boundary if it touches
 - i. the boundary or any part of an object used to mark the boundary;
 - ii. the ground beyond the boundary;
 - iii. any object that is grounded beyond the boundary.
- b. The ball in play is to be regarded as being grounded beyond the boundary if



- i. a fielder, grounded beyond the boundary, touches the ball;
- ii. a fielder, after catching the ball within the boundary, becomes grounded beyond the boundary while in contact with the ball, before completing the catch.

17.5 Fielder grounded beyond the boundary

- a. A fielder is grounded beyond the boundary if some part of his person is in contact with any of the following:
 - i. the boundary or any part of an object used to mark the boundary;
 - ii. the ground beyond the boundary;
 - iii. any object that is in contact with the ground beyond the boundary;
 - iv. another fielder who is grounded beyond the boundary.
- b. A fielder who is not in contact with the ground is considered to be grounded beyond the boundary if, prior to their first contact with the ball, their final contact with the ground was not entirely within the boundary. This applies to any fielder who makes contact with the ball after it has been delivered by the bowler, whether or not the ball has previously been touched by another fielder.
 - i. If a fielder's first contact with the ball, that fielder may then jump from outside the boundary in order to make contact with the ball whilst airborne. After making contact with the ball once airborne, all subsequent contact with the ground by that fielder, until the ball becomes dead, must be within the field of play. Any subsequent contact with the ground outside the boundary by that fielder during that delivery, whether or not in contact with the ball, will result in a boundary being scored.
 - ii. If the ball is returned to the field of play, whether to another fielder or onto the ground, by a fielder who has jumped from outside the boundary, that fielder must land and remain within the boundary until the ball becomes dead. Otherwise, a boundary shall be scored.

17.6 Runs scored from boundaries

- a. A boundary 6 will be scored if and only if the ball has been struck by the bat and is first grounded beyond the boundary without having been in contact with the ground within the field of play. This shall apply even if the ball has previously touched a fielder.
- b. A boundary 4 will be scored when a ball that is grounded beyond the boundary
 - i. whether struck by the bat or not, was first grounded within the boundary, or
 - ii. has not been struck by the bat.



- c. When a boundary is scored, the batting side, except in the circumstances of clause 19.8, shall be awarded whichever is the greater of
 - i. the allowance for the boundary
 - ii. the runs completed by the batter together with the run in progress if they had already crossed at the instant the boundary is scored.
- d. The scoring of Penalty runs by either side is not affected by the scoring of a boundary.

18 DEAD BALL

18.1 Ball is dead

- a. The ball becomes dead when
 - i. It is finally settled in the hands of the wicket-keeper or of the bowler.
 - ii. A boundary is scored.
 - iii. A batter is dismissed. The ball will be deemed to be dead from the instant of the incident causing the dismissal.
 - iv. whether played or not, it becomes trapped between the bat and the person of a batter or between items of his clothing or equipment.
 - v. whether played or not, it lodges in the clothing or equipment of a batter or the clothing of an umpire.
- b. The ball shall be considered to be dead when it is clear to the bowler's end umpire that the fielding side and both batters at the wicket have ceased to regard it as in play.
- c. In a match where cameras are being used on or over the field of play (e.g. Spidercam), should a ball that has been hit by the batter make contact, while still in play, with the camera, its apparatus or its cable, either umpire shall call and signal 'dead ball'. The ball shall not count as one of the over, and no runs shall be scored. If the delivery was called a no-ball, it shall count, and the no-ball penalty shall be applied. No other runs (including penalty runs) apart from the no-ball penalty shall be scored.
- d. Should a ball thrown by a fielder make contact with a camera on or over the field of play, its apparatus or its cable, either umpire shall call and signal dead ball. Unless this was already a no-ball or wide, the ball shall count as one of the over. All runs scored to that point shall count, plus the run in progress if the batter have already crossed.

18.2 Ball finally settled

- a. Whether the ball is finally settled or not is a matter for the umpire alone to decide.



18.3 Umpire calling and signalling Dead ball

- a. When the ball has become dead, the bowler's end umpire may call and signal Dead ball if it is necessary to inform the players.
- b. Where either umpire is required to call and signal Dead ball, the ball will be considered to be dead at the instant of the incident causing the ball to become dead. However, where the Playing Conditions specifically provide for the call to be delayed, so as not to disadvantage the non-offending side.

19 NO BALL

19.1 Mode of delivery

- a. The umpire shall ascertain whether the bowler intends to bowl right handed or left handed, over or round the wicket, and shall so inform the striker.
- b. It is unfair if the bowler fails to notify the umpire of a change in his mode of delivery. In this case the umpire shall call and signal No ball.
- c. Underarm bowling shall not be permitted.

19.2 Fair delivery – the arm

- a. For a delivery to be fair in respect of the arm, the ball must not be delivered with an Illegal Bowling Action.
- b. An Illegal Bowling Action is defined as a bowling action where a bowler's Elbow Extension exceeds 15 degrees, measured from the point at which the bowling arm reaches the horizontal until the point at which the ball is released (any Elbow Hyperextension shall be discounted for the purposes of determining an Illegal Bowling Action).
- c. Should either umpire or the PHL Match Referee suspect that a bowler has used an Illegal Bowling Action, they shall complete the PHL Match Officials report of suspected illegal bowling action report form at the conclusion of the match, as set out in the Illegal Bowling Regulations.

19.3 Ball thrown or delivered underarm – action by umpires

- a. If, in the opinion of either umpire, the ball has been thrown (where such mode of delivery does not correspond to the bowler's normal bowling action) or delivered underarm, he/she shall call and signal No ball and, when the ball is dead, inform the other umpire of the reason for the call.
- b. The bowler's end umpire shall then



- i. I. Warn the bowler, indicating that this is a first and final warning. This warning shall apply to that bowler throughout the innings.
 - ii. Inform the captain of the fielding side of the reason for this action.
 - iii. inform the batter at the wicket of what has occurred.
- c. If either umpire considers that, in that innings, a further delivery by the same bowler is thrown (where such mode of delivery does not correspond to the bowler's normal bowling action) or delivered underarm, he/she shall call and signal No ball and when the ball is dead inform the other umpire of the reason for the call.
- d. The bowler's end umpire shall then
- i. Direct the captain of the fielding side to suspend the bowler immediately from bowling. The over shall, if applicable, be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl any part of the next over. The bowler thus suspended shall not bowl again in that innings.
 - ii. inform the batter at the wicket and, as soon as practicable, the captain of the batting side of the reason for this action.
- e. The umpires together shall report the occurrence as soon as possible after the match to the PHL Match Referee, who shall take such action as is considered appropriate against the bowler concerned.

19.4 Bowler throwing towards striker's end before delivery

- a. If the bowler throws the ball towards the striker's end before entering the delivery stride, it is not a No ball. However, the umpire shall call and signal Dead.

19.5 Fair delivery – the feet

- a. For a delivery to be fair in respect of the feet, in the delivery stride
 - i. The bowler's back foot must land within and not touch the return crease pertaining to his stated mode of delivery.
 - ii. The bowler's front foot must land with some part of the foot, whether ground or raised
- b. The third umpire shall use technology to monitor every delivery bowled and to check front foot and back foot fairness. If the third umpire is satisfied that any of these three conditions have not been met, he/she shall communicate with the on-field umpires to call and signal No ball. The third umpire can overrule the inadvertent front foot and back foot. No ball called by the On-field umpire.



19.6 Ball bouncing more than once, rolling along the ground or pitching off the pitch

- a. The umpire shall call and signal No ball if a ball which he/she considers to have been delivered, without having previously touched bat or person of the striker,
 - i. bounces more than once
 - ii. or rolls along the ground before it reaches the popping crease.
 - iii. or pitches wholly or partially off the pitch as defined before it reaches the line of the striker's wicket.
- b. The third umpire may be consulted and, if required, can review television replays to assist with the adjudication of no-balls under this clause.

19.7 Ball causing the striker to leave the pitch or ball coming to rest in front of the striker's wicket

- a. If a ball delivered by the bowler comes to rest in front of the line of the striker's wicket, or is so far from the pitch that the striker would need to leave the pitch to attempt to play the ball without having previously touched the bat or person of the striker, the umpire shall call and signal No ball and immediately call and signal Dead ball.

19.8 Fielder intercepting a delivery

- a. If a ball delivered by the bowler makes contact with any part of a fielder's person before it either makes contact with the striker's bat or person, or it passes the striker's wicket, the umpire shall call and signal No ball and immediately call and signal Dead ball.

19.9 No ball to over-ride Wide

- a. A call of No ball shall over-ride the call of Wide ball at any time.

19.10 Ball not dead

The ball does not become dead on the call of No ball.



19.11 Penalty for a No ball

- a. A penalty of one run shall be awarded instantly on the call of No ball. Unless the call is revoked, the penalty shall stand even if a batter is dismissed. It shall be in addition to any other runs scored, any boundary allowance and any other runs awarded for penalties.

19.12 Runs resulting from a No ball – how scored

- a. The one run penalty shall be scored as a no-ball extra and shall be debited against the bowler. If other Penalty runs have been awarded to either side, these shall be scored as stated. Any runs completed by the batter or any boundary allowance shall be credited to the striker if the ball has been struck by the bat; otherwise, they shall also be scored as Byes or Leg byes as appropriate.

19.13 Free Hit

- a. In addition to the above, the delivery following a No ball called (all modes of No ball) shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No-ball or a Wide), then the next delivery will become a free hit for whichever batter is facing it.
- b. 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.
- c. Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:
 - i. There is a change of striker, or
 - ii. The no-ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.
- d. For clarity, the bowler can change his mode of delivery for the free hit delivery.
- e. The umpire will signal a free hit by (after the normal No ball signal) extending one arm straight upwards and moving it in a circular motion.

20 WIDE BALL

20.1 Judging a Wide

- a. If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if,



- i. the ball passes wide of where the striker is standing, and which also would have passed wide of the striker standing in a normal batting position.
 - ii. The ball passes above the head height of the striker standing upright at the popping crease.
- b. The ball will be considered as passing wide of the striker unless it is sufficiently within reach for him to be able to hit it with the bat by means of a normal cricket stroke.
 - c. Umpires are instructed to apply a very strict and consistent interpretation of this clause in order to prevent negative bowling wide of the wicket.
 - d. Any ball going outside the return crease shall be called wide irrespective of the position of the striker.

20.2 Call and signal of Wide ball

- a. If the umpire adjudges a delivery to be a Wide he/she shall call and signal Wide ball as soon as the ball passes the striker's wicket. It shall, however, be considered to have been a Wide from the instant that the bowler entered his delivery stride, even though it cannot be called Wide until it passes the striker's wicket.

20.3 Revoking a call of Wide ball

- a. The umpire shall revoke the call of a wide ball if there is any contact between the ball and the striker's bat or person before the ball comes into contact with any fielder.
- b. The umpire shall revoke the call of a wide ball if a delivery is called a no-ball.

20.4 Delivery not a Wide

- a. The umpire shall not adjudge a delivery as being a Wide if the striker, by moving, either causes the ball to pass wide of him or brings the ball sufficiently within reach to be able to hit it by means of a normal cricket stroke.
- b. The umpire shall not adjudge a delivery as being a Wide if the ball touches the striker's bat or person, but only as the ball passes the striker.

20.5 Ball not dead

- a. The ball does not become dead on the call of a wide ball.



20.6 Penalty for a Wide

- a. A penalty of one run shall be awarded instantly on the call of Wide ball. Unless the call is revoked, this penalty shall stand even if a batter is dismissed, and shall be in addition to any other runs scored, any boundary allowance and any other runs awarded for penalties.

20.7 Runs resulting from a Wide – how scored

- a. All runs completed by the batter or a boundary allowance, together with the penalty for the Wide, shall be scored as Wide balls. Apart from any award of 5 Penalty runs, all runs resulting from a Wide shall be debited against the bowler.

20.8 Wide not to count

- a. A Wide shall not count as one of the over.

21 BYE AND LEG BYE

21.1 Byes

- a. If the ball, delivered by the bowler, not being a Wide, passes the striker without touching his bat or person, any runs completed by the batter from that delivery, or a boundary allowance, shall be credited as Byes to the batting side. Additionally, if the delivery is a No-ball, the one-run penalty for such a delivery shall be incurred.

21.2 Leg byes

- a. If a ball delivered by the bowler first strikes the person of the striker, runs shall be scored only if the umpire is satisfied that the striker has either attempted to play the ball with the bat or tried to avoid being hit by the ball.
- b. If the umpire is satisfied that either of these conditions has been met, runs shall be scored as follows.

21.3 Leg byes not to be awarded

- a. If, in the circumstance, the umpire considers that neither of the conditions therein has been met, then Leg byes shall not be awarded.
- b. If the ball does not become dead for any other reason, the umpire shall call and signal Dead ball as soon as the ball reaches the boundary or at the completion of the first run.
- c. The umpire shall then:



- i. disallow all runs to the batting side;
- ii. return any not out batter to his original end;
- iii. signal No ball to the scorers if applicable;

22 FIELDER'S ABSENCE; SUBSTITUTES

22.1 Substitute fielders

- a. The umpires shall allow a substitute fielder
 - i. if they are satisfied that a fielder has been injured or become ill and that this occurred during the match, or
 - ii. for any other wholly acceptable reason.
- b. In all other circumstances, a substitute is not allowed.
- c. A substitute shall not bowl or act as captain but may act as wicket-keeper only with the consent of the umpires.
- d. A nominated player may bowl or field even though a substitute has previously acted for him.
- e. Squad members of the fielding or batting team who are not playing in the match and who are not acting as substitute fielders shall be required to wear a team training bib whilst on the playing area (including the area between the boundary and the perimeter fencing).

22.2 Fielder absent or leaving the field of play

- a. A player going briefly outside the boundary while carrying out any duties as a fielder is not absent from the field of play nor, for the purposes of this clause, is he to be regarded as having left the field of play.
- b. If a fielder fails to take the field at the start of play or at any later time, or leaves the field during play,
 - i. an umpire shall be informed of the reason for this absence.
 - ii. he shall not thereafter come onto the field of play during a session of play without the consent of the umpire. The umpire shall give such consent as soon as it is practicable.
- c. If a player is absent from the field for longer than 8 minutes, the following restrictions shall apply to their future participation in the match:

- i. The player shall not be permitted to bowl in the match until he has either been able to field, or his team has subsequently been batting, for the total length of playing time for which the player was absent (hereafter referred to as Penalty time). A player's unexpired Penalty time shall be limited to a maximum of 40 minutes. If any unexpired Penalty time remains at the end of an innings, it is carried forward to the next and subsequent innings of the match.
 - ii. The player shall not be permitted to bat in the match until his team's batting innings has been in progress for the length of playing time that is equal to the unexpired Penalty time carried forward from the previous innings. However, once his side has lost five wickets in its batting innings, he may bat immediately. If any unexpired penalty time remains at the end of that batting innings, it is carried forward to the next and subsequent innings of the match.
- d. If the player leaves the field before having served all of his Penalty time, the balance is carried forward as unserved Penalty time.
- e. On any occasion of absence, the amount of playing time for which the player is off the field shall be added to any Penalty time that remains unserved, subject to a maximum cumulative Penalty time of 40 minutes, and that player shall not bowl until all of his Penalty time has been served.
- f. For the purposes, playing time shall comprise the time play is in progress, excluding intervals. For clarity, a player's Penalty time will continue to expire after he is dismissed, for the remainder of his team's batting innings.
- g. If there is an unscheduled break in play, the stoppage time shall count as Penalty time served, provided that,
- i. the fielder who was on the field of play at the start of the break either takes the field on the resumption of play, or his side is now batting.
 - ii. The fielder who was already off the field at the start of the break notifies an umpire in person as soon as he is able to participate, and either takes the field on the resumption of play, or his side is now batting. Stoppage time before an umpire has been so notified shall not count towards unserved Penalty time.
- h. Any unserved Penalty time shall be carried forward into the super over, as applicable.

22.3 Penalty time not incurred

- a. A nominated player's absence will not incur Penalty time if,
 - i. he has suffered an external blow during the match and, as a result, has justifiably left the field or is unable to take the field.
 - ii. in the opinion of the umpires, the player has been absent or has left the field for other wholly acceptable reasons, which shall not include illness or internal injury.



- b. the player is absent from the field for a period of 8 minutes or less.

22.4 Player returning without permission

- a. If a player comes onto the field of play in contravention and comes into contact with the ball while it is in play, the ball shall immediately become dead.
 - i. The umpires shall signal No ball or Wide ball to the scorers, if applicable
 - ii. The umpire shall award 5 Penalty runs to the batting side.
 - iii. Runs completed by the batter shall be scored together with the run in progress if they had already crossed at the instant of the offence.
 - iv. The ball shall not count as one of the over.
 - v. The umpire shall inform the other umpire, the captain of the fielding side, the batter, and, as soon as practicable, the captain of the batting side of the reason for this action.

23 BATTER'S INNINGS

23.1 Commencement of a batter's innings

- a. The innings of the first two batters, and that of any new batter on the resumption of play after a call of Time, shall commence at the call of Play. At any other time, a batter's innings shall be considered to have commenced when that batter first steps onto the field of play.

23.2 Restriction on batter commencing an innings

- a. If a member of the batting side has unserved Penalty time, that player shall not be permitted to bat until that Penalty time has been served. However, even if the unserved Penalty time has not expired, that player may bat after his side has lost 5 wickets.
- b. A member of the batting side's Penalty time is served during Playing time. In the event of an unscheduled stoppage, the stoppage time after the batter notifies an umpire in person that he is able to participate shall count as Penalty time served.

23.3 Batter retiring

- a. A batter may retire at any time during his innings when the ball is dead. The umpires, before allowing play to proceed, shall be informed of the reason for a batter retiring.
- b. If a batter retires because of illness, injury or any other unavoidable cause, that batter is entitled to resume his innings. If for any reason this does not happen, that batter is to be recorded as 'Retired - not out'.



- c. If a batter retires for any reason, the innings of that batter may be resumed only with the consent of the opposing captain. If for any reason his innings is not resumed, that batter is to be recorded as 'Retired - out'.
- d. If, after retiring, a batter resumes his innings, it shall be only at the fall of a wicket or the retirement of another batter.

23.4 Runners

- a. Runners shall not be permitted.

24 THE WICKET-KEEPER

24.1 Protective equipment

- a. The wicket-keeper is the only fielder permitted to wear gloves and external leg guards. If these are worn, they are to be regarded as part of his person. If by the wicket-keeper's actions and positioning when the ball comes into play it is apparent to the umpires that he will not be able to carry out the normal duties of a wicket-keeper, he shall forfeit this right and also the right to be recognised as a wicket-keeper.

24.2 Gloves

- a. The wicket-keeper wears gloves, they shall have no webbing between the fingers except joining the index finger and thumb, where webbing may be inserted as a means of support.
- b. If used, the webbing shall be a single piece of non-stretch material which, although it may have facing material attached, shall have no reinforcements or tucks.
- c. The top edge of the webbing shall not protrude beyond the straight line joining the top of the index finger to the top of the thumb and shall be taut when a hand wearing the glove has the thumb fully extended.

24.3 Position of wicket-keeper

- a. The wicket-keeper shall remain wholly behind the wicket at the striker's end from the moment the ball comes into play until a ball delivered by the bowler touches the bat or person of the striker; or passes the wicket at the striker's end; or the striker attempts a run.
- b. In the event of the wicket-keeper contravening this clause, the striker's end umpire shall call and signal No ball as soon as applicable after the delivery of the ball.



24.4 Movement by wicket-keeper

- a. After the ball comes into play and before it reaches the striker, it is unfair if the wicket-keeper significantly alters his position in relation to the striker's wicket, except for the following:
 - i. Movement of a few paces forward for a slower delivery, unless in so doing it brings him within reach of the wicket.
 - ii. lateral movement in response to the direction in which the ball has been delivered.
 - iii. movement in response to the stroke that the striker is playing or that his actions suggest he intends to play.
- b. In the event of unfair movement by the wicket-keeper, either umpire shall call and signal Dead ball and inform the other umpire of the reason for doing so. The bowler's end umpire shall then:
 - i. award the one-run penalty for Wide or No ball, if applicable
 - ii. award 5 Penalty runs to the batting side
 - iii. Inform the captain of the fielding side of the reason for this action.
 - iv. inform the batters and, as soon as practicable, the captain of the batting side of what has occurred.

25 THE FIELDER

25.1 Protective equipment

- a. No fielder other than the wicket-keeper shall be permitted to wear gloves or external leg guards. In addition, protection for the hand or fingers may be worn only with the consent of the umpires.

25.2 Fielding the ball

- a. A fielder may field the ball with any part of his. However, he will be deemed to have fielded the ball illegally if, while the ball is in play he willfully
 - i. uses anything other than part of his person to field the ball.
 - ii. extends his clothing with his hands and uses this to field the ball.
 - iii. discards a piece of clothing, equipment or any other object which subsequently makes contact with the ball.

- b. It is not illegal fielding if the ball in play makes contact with a piece of clothing, equipment, or any other object which has accidentally fallen from the fielder's person, or been dropped by an umpire.
- c. If a fielder illegally fields the ball, the ball shall immediately become dead and
 - i. the penalty for a No ball or a Wide shall stand.
 - ii. Any runs completed by the batter shall be credited to the batting side, together with the run in progress if the batter had already crossed at the instant of the offence.
 - iii. the ball shall not count as one of the over. In addition, the umpire shall:
 - iv. award 5 Penalty runs to the batting side.
 - v. inform the other umpire and the captain of the fielding side of the reason for this action.
 - vi. inform the batter and, as soon as practicable, the captain of the batting side of what has occurred.

25.3 Limitation of on side fielders

- a. At the instant of delivery, there may not be more than 5 fielders on the on side.
- b. At the instant of the bowler's delivery, there shall not be more than two fielders, other than the wicket-keeper, behind the popping crease on the on side. A fielder will be considered to be behind the popping crease unless the whole of his person whether grounded or in the air is in front of this line.
- c. In the event of infringement of this clause by any fielder, the striker's end umpire shall call and signal No ball.

25.4 Fielders not to encroach on pitch

- a. While the ball is in play and until the ball has made contact with the striker's bat or person, or has passed the striker's bat, no fielder, other than the bowler, may have any part of his person grounded on or extended over the pitch.
- b. In the event of infringement of this clause by any fielder other than the wicket-keeper, the bowler's end umpire shall call and signal No ball as soon as possible after delivery of the ball

25.5 Movement by any fielder other than the wicket-keeper

- a. Any movement by any fielder, excluding the wicket-keeper, after the ball comes into play and before the ball reaches the striker, is unfair except for the following:

- i. minor adjustments to stance or position in relation to the striker's wicket.
 - ii. movement by any fielder, other than a close fielder, towards the striker or the striker's wicket that does not significantly alter the position of the fielder.
 - iii. movement by any fielder in response to the stroke that the striker is playing or that his actions suggest he intends to play.
- b. In the event of such unfair movement, either umpire shall call and signal Dead ball and inform the other umpire of the reason for doing so. The bowler's end umpire shall then:
- i. award the one-run penalty for Wide or No ball, if applicable
 - ii. award 5 Penalty runs to the batting side
 - iii. Inform the captain of the fielding side of the reason for this action.
 - iv. inform the batters and, as soon as practicable, the captain of the batting side of what has occurred.

25.6 Restrictions on the placement of fielders

- a. 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 are set out in the following paragraphs.
- b. Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. These fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yards (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.
- c. During the Powerplay overs no more than two fielders shall be permitted outside the fielding restriction area.
- d. During the non-Powerplay overs, no more than five fielders shall be permitted outside the fielding restriction area.
- e. 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.
- f.

In the event of an infringement of any of the above fielding restrictions, the striker's end umpire shall call and signal 'No ball'.



26 APPEALS

26.1 Umpire not to give batter out without an appeal

- a. Neither umpire shall give a batter out, even though he may be out under these Playing Conditions, unless appealed to by a fielder. This shall not debar a batter who is out under these Playing Conditions from leaving the wicket without an appeal having been made.

26.2 Batter dismissed

- a. A batter is dismissed if he is either given out by an umpire, on appeal or out under these Playing Conditions and leaves the wicket.

26.3 Timing of appeals

- a. For an appeal to be valid, it must be made before the bowler begins his run-up or, if there is no run-up, his bowling action to deliver the next ball, and before Time has been called.
- b. The call of Over does not invalidate an appeal made prior to the start of the following over, provided Time has not been called.

26.4 Appeal “How’s That?”

- a. An appeal “How’s That?” covers all ways of being out.

26.5 Answering appeals

- a. The striker’s end umpire shall answer all appeals arising out (Hit wicket), (Stumped) or (Run out) when this occurs at the wicket-keeper’s end. The bowler’s end umpire shall answer all other appeals.
- b. When an appeal is made, each umpire shall answer any matter that falls within his jurisdiction.
- c. When a batter has been given Not out, either umpire may answer an appeal, if it is on a further matter and is within his jurisdiction.

26.6 Consultation by umpires

- a. Each umpire shall answer appeals on matters within his own jurisdiction. If an umpire is doubtful about any point that the other umpire may have been in a better position to



see, he/she shall consult the latter on this point of fact and shall then give the decision. After consultation, there is still doubt remaining, the decision shall be Not out.

26.7 Batter leaving the wicket under a misapprehension

- a. An umpire shall intervene if satisfied that a batter, not having been given out, has left the wicket under a misapprehension of being out. The umpire intervening shall call and signal Dead ball to prevent any further action by the fielding side and shall recall the batter.
- b. A batter may be recalled at any time up to the instant when the ball comes into play for the next delivery, unless it is the final wicket of the innings, in which case it should be up to the instant when the umpires leave the field.

26.8 Withdrawal of an appeal

- a. The captain of the fielding side may withdraw an appeal only after obtaining the consent of the umpire within whose jurisdiction the appeal falls. If such consent is given, the umpire concerned shall, if applicable, revoke the decision and recall the batter.
- b. The withdrawal of an appeal must be before the instant when the ball comes into play for the next delivery or, if the innings has been completed, the instant when the umpires leave the field.

27 BOWLED

27.1 Out Bowled

- a. The striker is out Bowled if his wicket is broken by a ball delivered by the bowler, not being a No ball, even if it first touches the striker's bat or person.
- b. However, the striker shall not be out Bowled if before striking the wicket the ball has been in contact with any other player or an umpire. The striker will, however, be subject to (Obstructing the field), (Run out) and (Stumped).

27.2 Bowled to take precedence

- a. The striker is out Bowled if his wicket is broken, even though a decision against him for any other method of dismissal would be justified.



28 CAUGHT

28.1 Out Caught

- a. The striker is out Caught if a ball delivered by the bowler, not being a No ball, touches his bat without having previously been in contact with any fielder, and is subsequently held by a fielder as a fair catch, before it touches the ground.
- b. Upon a catch dismissal, irrespective of whether the batter has crossed or not, the incoming batter will take the strike. (except if it's the last ball of the over)

28.2 A fair catch

- a. A catch will be fair only if, in every case either the ball, at any time or any fielder in contact with the ball, is not grounded beyond the boundary before the catch is completed.
- b. Furthermore, a catch will be fair if any of the following conditions applies:
 - i. the ball is held in the hand or hands of a fielder, even if the hand holding the ball is touching the ground, or is hugged to the body, or lodges in the external protective equipment worn by a fielder, or lodges accidentally in a fielder's clothing.
 - ii. A fielder catches the ball after it has been lawfully struck more than once by the striker, but only if it has not been grounded since it was first struck.
 - iii. A fielder catches the ball after it has touched the wicket, an umpire, another fielder, or the other batter.
 - iv. A fielder catches the ball after it has crossed the boundary in the air.
 - v. the ball is caught off an obstruction within the boundary that is not designated a boundary by the umpires.

28.3 Making a catch

- a. The act of making a catch shall start from the time when the ball first comes into contact with a fielder's person and shall end when a fielder obtains complete control over both the ball and his own movement.

28.4 No runs to be scored

- a. If the striker is dismissed Caught, runs from that delivery completed by the batter before the completion of the catch shall not be scored but any runs for penalties awarded to either side shall stand. The non-striker shall return to his/her original end.



28.5 Caught to take precedence

- a. If the striker is not out Bowled, then he is out Caught, even though a decision against either batter for another method of dismissal would be justified.

29 HIT THE BALL TWICE

29.1 Out Hit the ball twice

- a. The striker is out Hit the ball twice if, while the ball is in play, it strikes any part of his person or is struck by his bat and, before the ball has been touched by a fielder, the striker wilfully strikes it again with his bat or person, other than a hand not holding the bat, except for the sole purpose of guarding his wicket. For the purpose of this clause 'struck' or 'strike' shall include contact with the person of the striker.
- b. This clause will apply whether or not No ball is called.

29.2 Not out Hit the ball twice

- a. The striker will not be out under this clause if he
 - i. strikes the ball a second or subsequent time in order to return the ball to any fielder.
 - ii. wilfully strikes the ball after it has touched a fielder.

29.3 Ball lawfully struck more than once

- a. The striker may, solely in order to guard his wicket and before the ball has been touched by a fielder, lawfully strike the ball a second or subsequent time with the bat, or with any part of his person other than a hand not holding the bat.
- b. The striker may guard his wicket even if the delivery is a No ball.
- c. However, the striker may not prevent the ball from being caught by striking the ball more than once in defence of his wicket.

29.4 Runs permitted from ball lawfully struck more than once

- a. When the ball is lawfully struck more than once, if the ball does not become dead for any reason, the umpire shall call and signal Dead ball as soon as the ball reaches the boundary or at the completion of the first run. However, the umpire shall delay the call of Dead ball to allow the opportunity for a catch to be completed.



- b. The umpire shall
 - i. disallow all runs to the batting side
 - ii. return any not out batter to his original end
 - iii. signal No ball to the scorers if applicable; and
 - iv. award any 5-run penalty that is applicable except for penalty runs

30 HIT WICKET

30.1 Out Hit wicket

- a. The striker is out Hit wicket if, after the bowler has entered the delivery stride and while the ball is in play, his wicket is broken by either the striker's bat or in any of the following circumstances:
 - i. in the course of any action taken by him in preparing to receive or in receiving a delivery,
 - ii. in setting off for the first run immediately after playing or playing at the ball,
 - iii. if no attempt is made to play the ball, in setting off for the first run, providing that in the opinion of the umpire this is immediately after the striker has had the opportunity of playing the ball,
 - iv. in lawfully making a second or further stroke for the purpose of guarding his wicket.
- b. If the striker breaks his wicket in any of the cases before the bowler has entered the delivery stride, either umpire shall call and signal Dead ball.

30.2 Not out Hit wicket

- a. The striker is not out under this clause should his wicket be put down in any of the ways, if any of the following applies:
 - i. It occurs after the striker has completed any action in receiving the delivery, it occurs when the striker is in the act of running, other than setting off immediately for the first run.
 - ii. it occurs when the striker is trying to avoid being Run out or Stumped.
 - iii. it occurs when the striker is trying to avoid a throw in at any time.
 - iv. the bowler after entering the delivery stride does not deliver the ball. In this case, either umpire shall immediately call and signal Dead ball.
 - v. The delivery is a No-ball.



30.3 Runs scored

- a. No runs shall be scored when the striker is dismissed, hit wicket, other than the one-run penalty for a wide, and any award of 5 Penalty Runs.

31 LEG BEFORE WICKET

31.1 Out LBW

- a. The striker is out LBW if all the circumstances set out apply, as mentioned below:
 - i. The bowler delivers a ball, not being a No ball
 - ii. the ball, if it is not intercepted full-pitch, pitches in line between wicket and wicket or on the off side of the striker's wicket
 - iii. the ball not having previously touched his bat, the striker intercepts the ball, either full-pitch or after pitching, with any part of his person
 - iv. the point of impact, even if above the level of the bails, either is between wicket and wicket
 - v. or if the striker has made no genuine attempt to play the ball with the bat, is between wicket and wicket or outside the line of the off stump.
 - vi. but for the interception, the ball would have hit the wicket.

31.2 Off side of wicket

- a. The offside of the striker's wicket shall be determined by the striker's batting position at the moment the ball comes into play for that delivery.

32 OBSTRUCTING THE FIELD

32.1 Out Obstructing the field

- a. Either batter is out, obstructing the field, if and while the ball is in play, he willfully attempts to obstruct or distract the fielding side by word or action.
- b. The striker is out Obstructing the field if, in the act of receiving a ball delivered by the bowler, he willfully strikes the ball with a hand not holding the bat. This will apply whether it is the first strike or a second or subsequent strike. The act of receiving the ball shall extend both to playing at the ball and to striking the ball more than once in defence of his wicket.



- c. This clause will apply whether or not No ball is called.
- d. For the avoidance of doubt, if an umpire feels that a batter, in running between the wickets, has significantly changed his direction without probable cause and thereby obstructed a fielder's attempt to effect a run out, the batter should, on appeal, be given out, obstructing the field. It shall not be relevant whether a run out would have occurred or not.

32.2 Not out Obstructing the field

- a. A batter shall not be out Obstructing the field if obstruction or distraction is accidental, or obstruction is in order to avoid injury, or in the case of the striker, he makes a second or subsequent strike to guard his wicket.

32.3 Obstructing a ball from being caught

- a. If the delivery is not a No ball, the striker is out Obstructing the field if wilful obstruction or distraction by either batter prevents the striker being out caught.
- b. even if an obstruction is caused by the striker in lawfully guarding his wicket.
- c. If an obstruction or distraction takes place from a No ball then the batter who caused the obstruction or distraction will be out Obstructing the field.
- d.

However, the striker is not out if the obstruction of a catch occurs while defending his/her wicket from a no-ball with a lawful second strike.

32.4 Returning the ball to a fielder

- a. Either batter is out Obstructing the field if, at any time while the ball is in play and, without the consent of a fielder, he uses the bat or any part of his person to return the ball to any fielder.

32.5 Runs scored

- a. When either batter is dismissed for Obstructing the field,
 - i. Unless the obstruction or distraction prevents the striker from being out Caught, any runs completed by the batter before the offence shall be scored, together with any one-run Penalty for No ball or wide, or any other award of 5 Penalty Runs to either side.
 - ii. If the obstruction or distraction prevents the striker from being made out Caught, any runs completed by the batter shall not be scored, but any award of 5 Penalty Runs to either side shall stand.



33 RUN OUT

33.1 Out Run out

- a. Either batter is out Run out, if, at any time while the ball is in play, he is out of his ground and his wicket is fairly broken by either the action of a fielder or the ball rebounding off a fielder's person
- b. even though No ball has been called, and whether or not a run is being attempted.

33.2 Batter not out Run out

- a. A batter is not out Run out in the circumstances
 - i. He has been within his ground and has subsequently left it to avoid injury, when the wicket is fairly broken.
 - ii. The ball, delivered by the bowler, has not made contact with a fielder, before the wicket is fairly broken.
- b. The striker is not out Run out in any of the circumstances
 - i. He is out Stumped.
 - ii. No ball has been called, and he is out of his ground not attempting a run, and the wicket is fairly broken by the wicket-keeper without the intervention of another fielder.

33.3 Non-striker leaving his/her ground early

- a. If the non-striker is out of his/her ground at any time from the moment the ball comes into play until the instant when the bowler would normally have been expected to release the ball, the non-striker is liable to be run out by the bowler attempting to run him/her out. In these circumstances, the non-striker will be out Run out if he/she is out of his/her ground when his/her wicket is broken by the bowler throwing the ball at the wicket or by the bowler's hand holding the ball, whether or not the ball is subsequently delivered.
- b. If the ball is not delivered,
 - i. If there is an appeal, the umpire shall make his/her decision on the Run out.
 - ii. If there is no appeal, or if the decision is not out, he/she shall call and signal Dead Ball as soon as possible.
 - iii. the ball shall not count as one in the over.
- c. If the ball is delivered and there is an appeal,



- iv. the umpire shall make his/her decision on the Run out.
- v. if the non-striker is not dismissed, the ball remains in play.
- vi. If the non-striker is dismissed, the ball shall not count as one in the over.

33.4 Which batter is out

- a. The batter out is the one whose ground is at the end where the wicket is fairly broken.

33.5 Runs scored

- a. If either batter is dismissed run out, the run in progress when the wicket is put down shall not be scored, but any runs completed by the batters shall stand, together with any runs for penalties awarded to either side.

34 STUMPED

34.1 Out Stumped

- a. The striker is out Stumped, if a ball which is delivered is called No ball and he is out of his ground, and he has not attempted a run when his wicket is fairly broken by the wicket-keeper without the intervention of another fielder.
- b. The striker is out Stumped, even though a decision of Run out would be justified.

34.2 Ball rebounding from the wicket-keeper's person

- a. If the wicket is broken by the ball, it shall be regarded as having been broken by the wicket-keeper if the ball rebounds on to the stumps from any part of the wicket-keeper's person or equipment or has been kicked or thrown on to the stumps by the wicket-keeper.

34.3 Not out Stumped

- a. The striker will not be out Stumped if, after having received the delivery, he has left his ground in order to avoid injury.



34.4 Runs Scored

- a. When a striker is dismissed stumped from a Wide ball, the one-run penalty shall stand. Mean that if the penalty for a Wide concludes the match, then a stumping is not possible, but the one run penalty for the Wide remains.

35 TIMED OUT

35.1 Out Timed out

- a. After the fall of a wicket or the retirement of a batter, the incoming batter must, unless Time has been called, be ready to receive the ball, or for the other batter to be ready to receive the next ball within 1 minute and 30 seconds of the dismissal or retirement. If this requirement is not met, the incoming batter will be out, Timed out.
- b. The incoming batter is expected to be ready to make his way to the wicket immediately a wicket falls. Dugouts shall be provided.
- c. In the event of an extended delay in which no batter comes to the wicket. For the purposes of that clause the start of the action shall be taken as the expiry of the 1 minute 30 seconds referred to above.

36 Rain Impact Guideline

- a. If the game is paused or delayed due to rain, the first 30 minutes will be the waiting period, and then for every 30 minutes, 5 overs will be deducted; this will apply only to the match where the rain is impacted.
- b. The match ending time is 11pm.
- c. Points of the match will be shared if the minimum 10 overs is not played by either batting team.
- d.
- e. If a team plays an inning, the target can be revised using the D/L Method.

If any playing 11 are absent within the first 6 overs, he can't be part of the match, and the player will be replaced as an impact player.



37 Fixture Guideline

- a. Once the fixture is published, it can't be changed.
- b. Every team will get an equal opportunity to play during the day and night slot.

38 Dispute Resolution Guideline

- a. In case of dispute, it will be raised to the PHL committee.

39 Miscellaneous

- a. The captain will ensure dugout and campus cleanliness.
- b. Fairplay will be given to the team based on the dugout and campus cleanliness.
- c. At least 5 -10 members from the other two participating as the viewer should be present. This rule is applicable for both matches.
- d. KIT's responsibility is to have the captain play teams during possessions.
- e. A total of 2 reviews are allowed per innings per team.

40 Heroes League Committee Members Suggestions

- f. 21 Members can participate in the voting pool.
- g. Head of the committee - Tashwinder Sir
- h. Heroes League Committee - Total 21 votes
 - i. Debashis Mohapatra Sir
 - ii. Sudipta Mishra Sir
 - iii. Anu Mishra Maam
 - iv. Niranjan Mohapatra Sir
 - v. Gagan Bihar Sathpathy Sir
 - vi. Samir Parhi Sir
 - vii. Deepika Dwivedy Maam
 - viii. Ansu Meher
- i. 2 nominated players from each team - Total 8 votes.
 - j. Franchise Owner - Total 4 votes.

