

## PCA RULES

Rev. 07/12/2018

### 1. General

1.1 The competition shall be known as **the Pittsburgh Cricket Association** league [herein after referred to as the PCA]. The Executive Committee of the PCA consisting of officers appointed by the President and General Secretary shall be responsible for the administration of the competition and shall have jurisdiction for the implementation and interpretation of the rules and playing conditions governing the competition.

1.2 Except for those laws that are unique to local playing situations and conditions, the PCA, will abide by the ICC standard playing conditions published in 2003, the Laws of Cricket [The 2000 Code 2nd Edition - 2008] and the code of conduct. The laws were updated as per ICC in April, 2017. **In the event of conflicts, the rules as stipulated by the PCA shall supersede.**

1.3 **No games will be rescheduled** due to weather related circumstances, except playoff games.

1.4 Clubs must designate captain or other contact person and provide detailed contact info. E-mail will be considered official contact channel (however league officials will make all other possible good faith efforts to contact the club). **Anyone who has been subject to disciplinary action by PCA needs to get prior approval from the committee before serving as a captain, vice-captain or committee member in PCA.**

1.5 **Captains or a Club Representative must respond to any communication from league within two (2) business days.** It is the responsibility of the clubs to ensure this happens. If no reply is received within two business days league officials will take decisions without consulting the contacted club.

1.6 Club captains are responsible for providing initial list of players on their roster. Any additions during the season should be notified immediately to PCA.

1.7 Rules of the Roster - Revised Club Registration Fee from 2018 will be \$3500 for the team roster of 16. Fee deadline for 2018 is March 31, 2018. Late fee of \$500 will be applied after 3/31 need to be paid before start of the season.

- 1.7a – Each club need to register the player as per the PCA Web Team’s instructions with the picture

1.8 Teams are required to adhere to Park rules all the time. There is a strict “No Alcohol / No Drug” policy in the parks where our grounds are located. Any drinking / drug violation as provided by provided by proper evidence against a player/s or league member/s present at the ground will result into the fines levied below. Smoking is not recommended on park premises. The ONLY designated smoking area will be in the confines of your vehicle.

- 1.8a – Alcohol/Drug violation fine - \$500 and 3 match suspension for involved player(s)

- [1.8b – Smoking and Littering of Cigarette buds - \\$250 and 1 match suspension for the player\(s\)](#)

1.9 [All Teams are required to use disposable bottles and use PCA supplied Gatorade containers all the time. There is a strict “Go Green” policy in the parks. All teams need to adhere this policy at all the times.](#)

## **2. Matches & Playing Times**

2.1 PCA will come up with the format of the league games each year based on the number of teams participating and other variables. Scheduling committee will Pre-publish schedule for entire season. Only changes will be made if the ground becomes unavailable. Teams should pay proper respect to the timings and not be late for the games without a valid reason. The umpires will be the judge as to what constitutes a valid reason for a late start. However, this reason must be documented on the score sheet and will be reviewed by the Umpiring Committee and action will be taken against the respective teams or umpires who are seen to be repeat offenders.

2.2 **Match 1 times are 8.30 am to 1 pm (toss time at 8.15 AM) and Match 2 times are 1.15 pm to 5:45 pm (toss time at 1 PM).**

2.3 **The first inning start time and end time and the 2nd inning start time and end time are required to be entered on the score sheets by the captains and checked by the umpires.** If there are any delays, the reason must be documented on the score sheets.

2.4 A Club shall not be allowed to declare its innings closed.

## **3. Start of the Match**

3.1 **Once the toss is spun, the winning club must immediately inform the opposing club of its decision and give 11 player list in writing.**

3.2 At least four members of a club must be at the ground prior to the start of a match, properly dressed in team uniform (team color Jersey/T-Shirt with sports logo no bigger than a quarter, team color long pants, white socks, predominately white shoes are preferable.

**Only rubber spikes are permitted on the grounds.**

**No shorts** are allowed at any time while playing cricket matches.

Non-official club colors are only acceptable with permission from opposition team captain which permission should not be unreasonably denied for genuine circumstances like new registered player. Captains are encouraged to make full effort to provide proper uniform before the game for a new player.

3.3 In the situation where the match is never begun because of weather or other conditions that is the fault of neither club, there must still be four members of each club at the ground within 15 minutes

of the scheduled start time of the match. If both clubs are present, the points will be shared equally (two points each) between the two clubs. If neither club is present, no points will be awarded to either club. If only one club is present, that club will be declared the winner of the match and will be awarded four points. **Clubs are required to be at the ground even if bad weather is expected.** Unless the Umpiring Committee, General Secretary or the President of the PCA notifies both captains that neither clubs required to show up due to bad weather or poor field conditions that are not suitable to play the scheduled game in which case both clubs will share two points each.

3.4 If a club has paid the full dues for the season, they can play a new member on game day without any additional dues. **However, the club captain still needs to register the player in CricClubs by that weekend so that the score sheets can be properly entered.**

This is one of the big reasons for delay in entering the score sheets so captains please ensure that all your current and new players are registered in CricClubs before the start of that weekend games.

3.5 The list of players can be changed before the toss. **After the toss the list of players can only be changed before first ball for the match is bowled, with the approval of the opposing captain.** Any changes so agreed to will be communicated to the umpires prior to the start of the match.

3.6 If one club is late for the match, the number of overs faced by that club only may be reduced by one over for each five minutes at the umpire's discretion in case they don't agree to start with the minimum of 4 players that are present.

**The team responsible for the delayed start will be given one warning and if it repeats again then monetary late fee of \$100 and 2 points penalty will be executed for each subsequent offense.**

However, above fine and penalty is not applied due to below reasons and the explanation/proof needs to be logged by umpires and playing captains on the score sheets:

- a) If anybody involved in emergency situation with respect to health or involved in an accident
- b) Genuine delay because of road closed situation. In this situation, respective captains and umpires need to introspect the situation and record the incident.
- c) If start of the match is delayed due to gates weren't open at Linbrook or any other delay caused by Park authorities, then this time has to be taken in to account by the umpires before curtailing the overs.

In all above situations, overs need not be curtailed if the umpires feel that 25 overs per side can be completed by 1:15 pm. In such situation, every effort has to be made by both teams, to curtail breaks, speed through overs and have people on both sides of the field to avoid delays dues to balls. Umpires and Captains have to enforce this to speed up the game.

In any case, the two captains and umpires need to record reason for these incidents on the score sheets and communicate this to Umpiring committee who in turn will report it to G.S and President as the situation demands.

If PCA Umpiring committee is not satisfied with the explanation provided further action may be taken to issue warning and fines for repeat offenders.

**3.7 If a club is more than 30 minutes late, the match will be automatically awarded to the other club.**

3.8 If there is no official league umpire present at the ground at the scheduled start time, the two captains may allow the game to proceed with their own umpires. If one umpire is present then the batting team may provide the leg umpire.

#### **4. Intermissions**

**4.1 A maximum of 10 minutes is allowed between innings.**

**4.2 One 5-minute water break is allowed during an innings. The timing of the water break is at the end 13th over or immediately if a wicket falls in the 12th or 13th over and the bowler can come back and finish the balls left in the over.** For rain delayed games, it is encouraged to not have extra water breaks to prevent further time loss.

4.3 When conditions warrant, the umpires may, solely at their discretion, allow an additional water break during an innings.

#### **5. The Ball**

**5.1 Balls provided by the PCA shall be used for all the matches. PCA provided Practice balls can be substituted for match balls if all match balls are lost.** One new ball is to be used from each side at the start of the game.

5.2 If a ball is determined to be lost, umpire will select a ball that is, in his estimation, most similar to the condition of the match ball prior to its being lost. Umpire is final authority at the ground to make final call on which should be used based on situation of the match. Captains need to cooperate to provide the used balls in case of match balls are lost. Captains are required to have spare balls ready to play from the first innings or earlier matches or practice sessions to avoid time waste.

5.3 If the condition of the ball deteriorates to the point where the batsman feels it provides an unfair advantage to the bowling club, he may request the umpire to examine the ball. The umpire will make the determination on the ball and may choose to have the ball replaced. The final decision on the replacement of the ball rests with the umpire and if he chooses, he will select another ball as in Rule 5.2.

5.4 At the start of each break and at the fall of a wicket, the ball must be handed to the umpire for safe-keeping until play is ready to be resumed.

## 6. Pitch & Ground Preparation

6.1 **Both clubs playing in the match are responsible for ground preparation duties.** Both playing team captains have to enforce their team to keep the benches and surrounding areas clean. After the match, umpires have to enforce and make sure the pavilions are clean and sign off on the relevant section of the scorecards. **If any team not taking care of trash requirements will be levied \$50 fine per match. If it repeats three times, then a \$250 fine will be levied and team will be docked 4 points.**

All the players, families and friends need to adhere to parking rules at the ground and not block the roads and passages at the ground.

6.2 PCA will supply all the tools and materials required for ground preparation. These tools and materials will be stored in the PCA box at the ground. The clubs that played match 2 (Match 1 if there is no match 2) are required to return the tools, materials, stumps, boundary markers, etc to the PCA box and lock it at the end of the game.

6.3 Ground preparation will include marking the boundaries and setting up the pitch. It may, at times, also include sweeping, raking mowing and/or rolling. Playing team captains will coordinate boundary marking flags prior to the match.

6.4 All field and wicket markings should be in place prior to the start of the match. **Each team to provide to provide at least 2 players to help umpires in setting up the boundary flags, 30-yard circle and other assistance required by the umpires.**

6.5 **No player can wear metal spike shoes when batting or bowling.** Only rubber sole or rubber spikes are allowed. **The poles (Edgebrook field & Trees (Linbrook Field) which are on the boundary will be treated as 4 along the ground or 6 if hit on the full. If the ball touches any of the branches of the trees, then it will be declared a 6.**

6.6 For the batting cage at Linbrook, it will be declared a 4 if it touches any part of the cage after bouncing or on the full it will be declared a 6. **If the ball is stopped inside the cage without touching any part of the cage the ball is still in play.**

6.7 For the batting cage at Linbrook/Hempfield/Edgebrook, it will be declared a 4 if it touches any part of the cage at Linbrook after bouncing or on the full it will be declared a 6. If the ball is stopped inside the cage at Linbrook without touching any part of the cage the ball is still in play. As an Umpire, it is very important be cognizant of match situations when fielder takes the catch at the boundary area. As long as fielder takes a catch and balls doesn't touch the leaf(s) or any other obstacle before taking the catch, has full possession/control and fielder is well inside the boundary line can be declared the catch.

## 7. Aborted & Delayed Matches

7.1 If it is necessary to cancel a match before 15 overs has been faced by the club batting second due to weather related circumstances, and unless the club batting second are all out or the target runs

have been surpassed, the match will be declared a no-decision and the points (two points each) will be shared equally between the two clubs.

7.2 DELETED

7.3 If the club batting first is all out in less than the scheduled number of overs for the innings, the club batting second will be allowed the full complement of overs.

7.4 **On par over score and wickets lost after 15 overs will be enforced in case of curtailed matches due weather conditions.** For example: If one team batting first scored 200 runs in 25 overs. After, 15 overs they were 125 for 5 wickets, 16 overs 132 for 6 wickets ...then second batting team required to score 126 runs with 5 or less wickets to be declared as winner and so on so forth.

7.5 If the number of overs in the second innings is reduced because of a stoppage of play after the innings has begun, or the number of overs in the second innings is reduced prior to the start of the innings, the number of overs will be reduced by a rate of one over for every five minutes or part thereof lost due to the stoppage. The new target (runs and wickets) will be calculated as per the over after 15 overs.

7.6 Either batsman at the wicket is allowed one appeal to the umpire to suspend the game because of poor light. This appeal may be made at any time, **but the final decision to stop the game rests with the umpires.** It is to be advised not to abuse the rule. Umpires will assess the situation and make appropriate call.

## **8. Umpires & Scorers**

8.1 PCA will assign the umpiring duties to the individual clubs in the beginning of the season along with the schedule. Make sure every captain has to enforce the team members who are coming for umpiring go thru the umpiring presentation and rules document provided by PCA.

8.2 The umpires will be paid \$30 each for the game. The two playing clubs will share the cost of umpiring fees. **Umpires should be paid before the play begins.**

8.3 **The umpires must be at the ground at least 15 minutes prior to the scheduled start of the match.**

8.4 **Being late for umpiring (15 minutes before scheduled start time) results in losing umpiring fee. If an umpire does not show up for officiating a match then 2 points will be docked for the team responsible for umpiring.**

8.5 Delete

8.6 Every attempt should be made to find a substitute umpire who is not playing in the current match.

8.7 In case one or both umpires are a no show, prior to the start of the game the two captains will appoint one or more umpires to stand in the match. Rule 8.6 should be followed in appointing the

substitute umpires. If both captains cannot agree on the choice of umpires, the match will be declared a no-decision and each club will be awarded two points.

8.8 A dark colored shirt is recommended. All the teams need to wear colored team uniform for the matches.

8.9 The umpires' decision in all matters is final. There will be no arguments or public disagreement with any decisions that the umpire makes during the course of the match. The on-field umpire's discretion to consult the umpiring committee if needed. **Umpires can call PCA Umpiring Committee or GS or President for clarification during a game; however final decision rests with umpire.**

8.10 Each club shall appoint scorers for the match. The scorers shall frequently check to ensure that their records agree. They shall agree with the umpires, at least at every interval, other than a drinks interval, and at the conclusion of the match, the runs scored, the wickets that have fallen and, where appropriate, the number of overs bowled.

8.11 The scorers shall accept and immediately acknowledge all instructions and signals given to them by the umpires.

8.12 **Score and wickets at the end of each over must be recorded in the score sheet.** This is absolutely necessary to decide the result in case the second innings is interrupted due to weather conditions. All the elements on the score sheet have to be properly filled out...If a team doesn't follow it, they will be warned once and then penalties will be accessed thereafter by PCA committee of \$50 per game.

Umpires should verify score sheets after each innings, sign at the end of the match and hand them to the winning captain. **The winning captain should enter scores in ResultsVault web site within two days after the game. It is mandatory requirement to enter the scores of just concluded weekend matches by EOD Tuesday of every week or you will be liable for \$50 late fee.**

8.13 **Both umpires are required to thoroughly review the score sheet and make sure print their names, review the trash handling requirements before signing off the sheet at the end of the game, If any obvious proof regarding not complying with trash handling, incident report need to be created and communicated to the PCA Rules committee, PCA Executive committee within two days of actual incident.**

## **9. Bowling Restrictions**

9.1 Maximum overs a bowler can bowl in a 25 over game is five.

9.2 If the number of overs is reduced during the inning, there shall be no change to the number of restricted overs determined at the start of the inning.

9.3 If the number of overs is reduced before the start of innings, maximum overs per bowler = total reduced overs/5 rounded to next highest number. If the bowling team didn't bowl 25 over due to slow over rate but few of their bowlers already bowled 5 overs. At the second innings, umpire has to be cognizant of this situation and allow second bowling team match the same number of bowlers to bowl 5 overs.

For example, if one team bowled 23 overs due to slow over rate with three bowlers bowled 5 overs each then Umpire need to allow second bowling team match the same number of bowlers to bowl 5 overs.

9.4 Only players in the official starting eleven are eligible to bowl.

## **10. Power Play and Fielding Restrictions**

10.1 **There can be no more than five fielders on the leg side at any time.**

10.2 **There can be no more than two fielders behind the batsman on the leg side at any time.**

10.3 **The umpire will call a no-ball** on any infraction of Rules 10.1 - 10.2.led

10.4 Power Play rules:

Mandatory power play (1–5 overs): In an uninterrupted match (i.e. 25 overs), the first 5 overs of an innings will be a mandatory power play.

**During the mandatory power play only three fielders are allowed outside the 30-yard circle.**

**Batting power play for three overs can be opted after 14 overs however, batting power play for three overs will be enforced at 18th over.** During the batting power play only three fielders are allowed outside the 30-yard circle.

In the event of curtailed match power play overs will be adjusted based on pro rata basis

## **11. Substitutes and By-Runner**

11.1 Substitute players shall be allowed to field for a player who satisfies the umpires that he has become disabled by illness or injury during the match, but not for any other reason without the approval of the opposing captain. Since, the new rule in ICC doesn't permit by-runner for the batsman however,

**PCA will continue to follow old rule of by runner in case of batsman unable to run because of injury during the match.**

Only players chosen as the starting eleven will be eligible to bat or bowl. Captain may make a request to allow a substitute fielder due to injuries sustained in the game, provided that the umpire was advised of the injury at the time of the injury or within reasonable time after it occurred. Substituting slower members in the playing 11 with better fielders is not encouraged in the spirit of the game.

11.2 Only registered PCA members can qualify as a substitute fielder provided they are properly attired and have both captains permission.

11.3 The umpires and batting captain must be alerted when either a player or a substitute fielder takes or leaves the field. There is no restriction on where a substitute may field. But a substitute shall not be allowed to bat, bowl or act as wicket-keeper (except an injury replacement in the case of wicket keeper, purely a safety issue).

11.4 If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play, he shall not be permitted to bowl thereafter until he has been on the field for at least that length of playing time for which he was absent.

11.5 A player who suffers an injury caused by an external blow, as opposed to an internal injury, such as a pulled muscle, and has to leave the field for medical attention, may, subject to the umpires approval, bowl immediately after his return, irrespective of the length of time he was absent off the field.

11.6 If a fielder leaves the field for and never returns to field or does not field for the length of the time he was absent after he returns, he shall not be permitted to bat until his side's batting has been in progress for at least that length of playing time for which he was absent or all the wickets have been lost, whichever occurs earlier. This rule shall not apply if the fielder suffers an external blow, as opposed to an internal injury such as a pulled muscle, while participating in the match.

## **12. No-Balls and Free Hit rule**

12.1 If the umpire calls a ball a no-ball, any runs scored, either off the bat or as the result of an extra, will be scored in addition to the run being awarded for the no-ball. An additional ball will also be bowled in the over.

**12.2 Any ball that bounces or would have bounced above the head of a batsman standing upright and the batsman touches it, is a no-ball.**

**One ball per over, that bounces, or would have bounced, over the shoulder of the batsman standing upright at the crease but below top of his head will be allowed.** For the second or subsequent time in a single over, a ball bouncing over the batsman's shoulder should be signaled a no-ball. Either umpire may call the no-ball. Should the batsman play the ball, it does not negate the call of no-ball and runs are scored as for any other no-ball.

12.3 **Waist Height Full Toss Rule** - A full toss which is higher than the waist of the batsman (standing upright) and he is within the crease, when it passes the batsman will be called a no-ball. Either umpire may call the no-ball. Should the batsman play the ball, it does not negate the call of no-ball and runs are scored as for any other no-ball. If the batsman is advancing down the pitch, this call will be at the umpire's discretion.

12.4 **When the bowler breaks the wicket during the delivery stride umpire shall declare a no ball.**

12.5 **2 above the waist no-balls in one over results in bowler is not allowed to bowl in the match.**  
More than one beamer in the match will result into bowler is not allowed to bowl in the match.

12.6 **Free Hit Rule – Any No balls will result in a Free Hit in all cases.** The fielding team is not allowed to change the field on the free hit ball, if the same batsman (who received the original no ball) is on strike. However, if the Wicket-keeper is standing up at the stumps he is allowed to move back to a more traditional position for safety reasons. If the immediate next delivery following a foot-fault no ball is any kind of no ball or a wide ball, then the free hit carries over to the next ball also. Even if the free hit ball is judged as a wide ball, the striker can only be out 'under the circumstances that can apply for a no ball'.

### 13. Wides

13.1 On a wide, one extra will be added to the total and another ball will be bowled in the over. Any additional runs scored off the wide will also be scored as wides and will stand in addition to the one wide extra.

A ball shall be declared a **dead ball** if it either (1) bounces twice or more or (2) rolls along the ground before reaching the batsman.

If the ball **itches outside the mat**, it will be declared a **wide ball**.

Any ball that bounces or would have bounced above the head of a batsman standing upright and the batsman does not touch it, it is a wide ball.

13.2 Any ball, which passes outside the leg stump without touching bat or any part of the batsman's body will be called a wide ball.

13.3 Any ball clearly outside the off stump at such a distance to make it virtually impossible for the batsman to play a normal stroke from where he would normally be standing, will be called a wide by the umpire.

13.4 Conditions 13.2 and 13.3 do not apply if the ball comes in contact with the bat or body or passes below shoulder height between the striker and the stumps or misses it. In such a case, if the umpire had already called a wide, the umpire shall revoke the call of wide ball.

### 14. Results

14.1 **A minimum of 15 overs must have been completed in both innings to decide a winner. Unless a club has been bowled out prior to the 15 overs have been completed.**

14.2 To increase competitive interest even if game becomes one-sided, point system similar to VB series in Australia will be followed as below. This will also help in breaking ties in league standings.

**A total of five points for each game awarded as follows – 4 Points to winning club,**

**1 bonus points for reaching target in 20 overs or less,**

In case of rain affected games, 1 bonus point for reaching target - in 80% of the overs of the team batting first. [No bonus point for the losing team.](#)

**Bonus point will be avoided if second batting team scored greater than 80% of the target runs not equal to 80% and same goes to fielding team to get bonus point only if they restrict the opposition from scoring equal to less than 80%.**

**Targets are rounded to the next highest number. The bonus point will be awarded only when the opposition team is restricted equal to 80%. For example; If one team already made 200 runs then opposition has to make 161 to avoid bonus point not 160.**

If the batted first team scores 201 then 80% would be 160.8 which is 161 as 80% then, opposition has to make 162 to avoid bonus point.

In any case, umpires has to make sure to communicate before beginning of next innings. If winning team does not qualify for bonus, the 1 bonus point goes to losing team.

14.3 In the event of scores being tied at the end of both innings, the following will apply.

For a regular season game, the points will be shared (2 points each).

For Playoffs, weather related unfinished matches will be rescheduled. However, if the match is tied the rules will be applied in the order listed below:

1. The winner in head to head competition between the two clubs during the regular season.
2. The club losing fewer wickets in the game will be declared the winner.
3. The club with the higher overall scoring rate (runs per ball) in the game will be declared the winner.
4. Coin toss

## 15. **Player Registration and Transfer**

15.1 All cricketers participating the PCA league must be registered with league before playing or training in any official league activities. No player can register for more than one club. However, with both captain approvals a player will be allowed to play as a substitute for NO MORE than TWO (2) regular season games to assist in fielding full competitive clubs for the entire season.

15.2 Clubs are required to provide league with an initial list of all the players before the start of the season and register them online in the scoring system. Clubs may add new players by submitting individual registration forms.

15.3 Professionals or players receiving any payment whatsoever are prohibited from playing in the league. Violation of this rule shall result in loss of the game. Any and all potential player sponsorships shall be reviewed by the PCA board for approval prior to receiving funds.

15.4 The following player transfer rules shall apply for "a season":

A player can move to another club only once with agreement from current club captain and destination club Captains approval. However, if a player willing to leave the team and join other team current team captain should allow and make it easy try to avoid any hurdles in joining another team by specified date. We would like teams to maintain personal respect and privacy to keep amicable atmosphere in the league

The player must notify the league about such a move via email or in writing, on or before May 1st. No transfers are allowed after this date. The player cannot play for the previous club after notifying the league.

In order to be eligible to participate in the playoffs or finals, a player must have played at least three regular season matches for the particular club and his last regular season match must have been played for that club. Matches without single ball bowled DOESN'T considered as played matches. All the players for the played matches need to be selected in the ResultVault of just concluded/abandoned weekend matches by EOD Tuesday of every week

Any violation of the above rules will result in the forfeiture of the match in which the offending player participates.

## **16. Scorecards & Statistics**

**16.1 Both captains and both umpires must sign scorecards for all matches.**

16.2 If a scorecard is determined by the league to be excessively late, he may, solely at his discretion, choose to not include the scores from that match in his calculation of individual performance statistics for the season. The results of the match will however be used to determine club standings.

16.3 Individual performances in cancelled matches will be included in the statistics calculated for a player.

## **17. Standings**

17.1 PCA will come up with the format of the league games each year based on the number of teams participating and other variables. **Points will be maintained separately for each Division.**

**17.2 Division I competes for the Regular Season Merrills Cup . Division II competes for the Regular Season President's Cup. This will be followed by Playoffs for both Divisions.**

17.3 The club with the highest number of points in their division at the end of the regular season league games will be awarded the Division cup.

17.4 If there are two or more clubs with the same number of points at the end of the regular season, the regular season winners will be determined by the following tie- breaking rules. The rules will be applied in the order listed below:

**Points, games won, head to head, followed by NRR will be used for rankings and breaking ties.**

## **18. Trophies & Awards**

18.1 DELETED

18.2 A player must play in at least fifty percent of the scheduled regular season matches to be considered for a PCA award except for total runs scored or total wickets taken over the course of the

season. In the event that a player is present and on the playing list for a match which is not started because of weather or other conditions, that match will only count towards the 50% if a scorecard, including the club list, is sent to the league statistician within three days of the scheduled match date.

18.3 End of season awards for batting average or strike rate will only be awarded to players who have played in at least 50% of the scheduled matches for the season rounded down to the next whole number. To be eligible for a bowling award for best bowling average or strike rate, a player must have played in at least 50% of the scheduled matches and have bowled at least 30 overs.

18.4 Players will be eligible for awards for batting average or strike rate only if ALL of his club's scorecards are submitted to the league.

18.5 DELETED

**19. Code of conduct (Provisions can be applied retroactively)**

19.1 The captains are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the Laws of the sport and the Rules of the PCA.

19.2 Players and Club Officials shall at no time engage in conduct, which would bring them or the game of cricket or the reputation of the PCA into disrepute. Offenders will be subjected to swift and severe disciplinary action by the PCA.

19.3 **Players and club officials must at all times accept the umpire's decision and not show dissent at the umpire's decision. A batsman once given out, cannot be recalled to the crease, unless the umpire revokes his decision.** If a player behaves in an un-sportsmanlike manner, the umpire shall report him to his captain and if the situation continues the player will be reported to the league.

Appropriate and prompt disciplinary action will then be taken by PCA against that player after a review.

Umpires can assess suspensions for the game in progress based on the offenses outlined below. They should file a joint report for further assessment as per the situation.

Based on the umpire's report, due consideration will be given as to who is/are the instigators of the offense. The suspensions may also be assessed, based on the umpire's recommendations, on the party reciprocating the offense; so, if confronted with these situations, the best thing is to walk away.

The team captains should try to immediately diffuse any situation before it escalates to a punishable offense. Umpires have to file report jointly

If the umpire's report includes the following offenses, the action shall be taken as indicated:

**Verbal obscenities** – Using foul language or gestures against another player or umpire on the field or the pavilion / ground area – Umpire has to report it to the captain and give 1 warning; if it continues, umpire has the authority to suspend the player/s from the game.

**Physical contact Level 1** – Shoving or pushing, insulting (race religion etc), spitting at, biting, bullying, threatening, inappropriate physical conduct that causes discomfort, etc, to another player or umpire on the field or the pavilion / ground area – suspended from game in progress followed by next 1 game suspension plus \$100 fine to play further in the season. Assessed suspension / unpaid fines will carry forward into the next season.

**Physical contact Level 2** - Throwing punches, kicking another player or umpire, on the field or the pavilion / ground area – suspended from game in progress followed by next 3 games suspension plus \$250 fine to play further in the season. Assessed suspension / unpaid fines will carry forward into the next season.

**Physical contact Level 3** – Hitting another player or umpire using a bat, stumps or any other object that can inflict severe injury – suspended from game in progress followed by lifetime suspension from the PCA league.

19.4 No player, club official or umpire shall at any time engage in any conduct towards or speak to any other player, umpire, spectator or club, match or League official in a manner which offends, insults, humiliates, intimidates, threatens, disparages or vilifies the other person on the basis of that person's race, religion, color, descent or national or ethnic origins.

19.5 Players, club officials or umpires shall not use crude or abusive language and make offensive gestures.

19.6 Players, club officials or umpires shall not use or in any way be involved in the use or distribution of illegal drugs or any illegal activities. Participants will be expelled from the PCA as a violation of 19.2 and PCA code of conduct.

19.7 Players and umpires may not consume alcoholic beverages during a game at any grounds.

19.8 Refer to 3.2 for dress code

19.9 All clubs must participate in all matches that they are scheduled to play. If a club fails to turn up for two or more matches in a season, that club will be expelled from the League for the following season.

19.10 At time to time rules may be added or changed under agreement with the PCA board for the betterment of the game, the league and or the tournament.

19.11 All membership and registration dues are non-refundable as the PCA is a non-profit organization and the funds may already have been earmarked for spending.

19.12 All registered PCA members are expected to have read this document before the start of the season. It is the individual club captain's responsibility to ensure that all current and future members of their respective club get a copy of the rules

19.13 **Social Media Outburst** – Public posts that directly or indirectly tarnish the image of Pittsburgh Cricket League (PCA) by members will be subjected to violation of the code of conduct. At the committee's discretion the responsible party will be levied fine or suspension of the match(es). The fine and suspension will be subjected to the level of the offense which can vary from single match to life time ban.

19.13 **Communication Violation:** Irrespective of what is written in the rules, If the president or G.S asks a team to wait till an issue or rule is clarified, the team need to adhere and comply or subject to fine of \$250 and one match suspension for the respective captain of the team.

19.15 **PCA Annual representation** – It is mandatory requirement that at least TWO members from each team need to be involved in PCA Annual event failure to comply will be subjected to \$500 penalty towards following season 's registration fee. OFFICIALLY boycotting the annual event will result in to \$1000 penalty for the responsible team (team cannot play under same or part of the team name).

END