

Philadelphia International Cricket Festival Rules

General

Twelve teams participate in the annual Philadelphia International Cricket Festival (PICF).

The Final is played on the first Sunday in May each year.

The participating teams are assigned to two groups of six (Division A and Division 1). Within each group, each team plays the other five teams. Each team play five matches over the course of Thursday, Friday, and Saturday. Matches are scheduled in the mornings (9:00 am start) and in the afternoons (1:30 pm start). Some local matches are played on the weekend(s) preceding the Festival. Note that should inclement weather prevent play, matches are moved indoors. Outdoor Rules (see I. below) apply to all matches except those played indoors when Indoor Rules (see II. below) apply.

On the Sunday morning (9:00 am start), there is an All-Stars Cricket Match with TWO players chosen from EVERY team participating in the Cricket Festival. Captains from EACH team select one bowler/fielder and one batsman from their team to play in the All-Stars cricket match on Sunday morning (see III. below). Captains announce their TWO representatives at the evening banquet.

On the Sunday afternoon (1:00 pm start), there is a Festival Final Cricket Match between the winner of Division A and the winner of Division 1.

I. The Outdoor Rules for the Philadelphia International Cricket Festival are as follows:

The MCC Laws of Cricket (2000 Code as revised in 2003) provide the default rules for play in the Philadelphia International Cricket Festival, except as modified below. The Playing Conditions adopted for international play by the ICC do not apply to Festival matches.

- 1) Matches will consist of one innings of 25 six-ball overs per team.
- 2) Each team will play with eleven players.
- 3) Each team captain will make known to the scorers the names no later than 15 minutes before start of play.
- 4) Late arrival by one or both teams causing a delay of game will result in the loss of batting overs for the delaying team(s), one over for every 5 minutes of delay. Over penalties will be assessed by the match umpires and/or tournament organizers and decisions will be communicated to the teams' captains prior to the start of play. However, matches may commence with fewer than eleven players present without any reduction in batting overs.
- 5) There will be a limit of five overs per bowler per innings. If an innings is shortened by the umpires in accordance with 12 below, this limit on overs bowled shall be reduced proportionally.
- 6) Bowlers' run ups must be less than 12 yards. The fields shall be marked with a line 12 yards behind the popping crease at each end, and every bowler shall begin his runup with at least part of one foot in front of this line.
- 7) Batsmen are to retire at 50 runs but may then continue their innings at the end of the batting order. Returning batsmen are to follow the original batting order.
- 8) All footwear must have rubber, flat-bottomed soles. (No metal or rubber studs allowed on the fields.)
- 9) Runners and substitute fielders should not enter the field of play until permission has been requested and obtained from the umpires for their participation.
- 10) A delivery will be considered wide if the striker is standing in a normal guard and the delivery is 18" or more outside the off stump, or 12" or more outside the leg stump, when it passes the striker.
- 11) All deliveries that pitch and are higher than the striker's shoulders will be no-balls. All full tosses that are higher than the striker's waist will be no-balls. These are to be judged at the popping crease against the striker's waist and shoulder levels when standing upright.
- 12) If playing time is lost owing to conditions of ground, weather or light, the number of overs played by each team will be reduced by the umpires to fit the remaining time. The umpires may make this reduction at any time as required by conditions. For shortened games, the team with the higher run rate (total runs/overs completed) wins the match. If a team is all

out in fewer than the number of overs allotted to them, their run rate will be calculated as total runs/overs allotted.

- 13) Each team needs to bat a minimum of 15 overs or be all out for the match to be considered completed, unless a result is reached earlier.
- 14) Incomplete games (neither or only one team bats the minimum) will be decided by indoor matches (see Rain Weather Schedule) or other means agreed upon by team captains and organizers.
- 15) Tied games will be awarded to the team with the fewest wickets lost.
- 16) The team with the greatest number of wins in each group will proceed to the Festival Final on Sunday afternoon. For a two-way tie, the team winning the head-to-head game will advance. For a three-way tie, the team with the highest run average (total runs/total overs played or allotted) will advance.
- 17) The Festival Final will consist of 25 six-ball overs, with a limit of 50 runs per batsmen (who may return at the end of the innings) and a limit of 5 overs per bowler. The Festival Final will be played on Sunday afternoon.
- 18) The Festival All-Stars Match will consist of 20 six-ball overs, with a limit of 50 runs per batsman (who may return at the end of the innings) and a limit of 4 overs per bowler. The Festival All-Stars Match will be played on Sunday morning. Selection of players for All-Stars match is presented below.
- 19) The umpires and/or tournament organizers will be responsible for all time keeping and implementation of the Festival Rules.
- 20) Disputes will be resolved by a committee made up of the captains of the involved teams, at least one tournament organizer and at least one umpire. The committee of the Philadelphia International Cricket Festival reserves the right to modify or add to these rules to address an unanticipated situation not covered by these rules.
- 21) Umpires' decisions are final.

II. The Indoor Rules for the Philadelphia International Cricket Festival are as follows:

- 1) Matches will consist of one innings of 20 six-ball overs per team.
- 2) Each team will play with eleven players.
- 3) Wickets to be placed 22 yards apart.
- 4) No LBWs.
- 5) Late arrival by one or both teams causing a delay of game will result in the loss of batting overs for the delaying team(s) (two overs for every 5-minutes of delay). Over penalties will be assessed by the match umpires and/or tournament organizers. However, matches may commence with less than eleven players present without any reduction in batting overs.
- 6) There will be a limit of four overs per bowler per innings.
- 7) Bowlers' run ups must be less than 6 yards.
- 8) Batsmen are to retire at 25 runs but may then continue their innings at the end of the batting order.
- 9) All footwear must have non-marking rubber, flat-bottomed soles.
- 10) Substitutions are allowed during the game with the approval of the officials and the opposing team captain.
- 11) Wide balls will be called if a delivery is 18" or more outside the off / leg stump. One run will be awarded per wide plus runs made and one-additional ball will be bowled.
- 12) No balls will be called if a delivery bounces over the batsman's shoulder or is a full toss above the waist. One run will be awarded per no ball plus runs made and one-additional ball will be bowled.
- 13) While batting, if batsman hits ball to:
 - Behind wicket, then no runs and live ball (batsmen may run);
 - Leg/Off boundary, then 2 runs for shot and dead ball;
 - Long-on/Long-off boundary, then 4 runs for shot and dead ball.
- 14) While batting, if batsman hits:
 - Boundary with no bounce, then batsman is out with no runs;
 - Any ceiling structures with no bounce, then batsman is out with no runs.
 - Boundary / ceiling after a bounce, then score runs as above.

- 15) Batsman may run between wickets on any live balls.
- 16) Batsmen to change sides at the end of the over.
- 17) If ball gets stuck/lost after being hit, then 1 run dead ball.
- 18) If ball is overthrown by fielder and hits boundary / ceiling without a bounce, then ball is dead and batsman receives 4 extra runs.
- 19) Minimum of 3 fielders on off side and minimum of 3 fielders on leg side, else no ball.
- 20) Batsmen to wear two pads and two gloves while batting.
- 21) Damaged balls may be replaced with the approval of each team captain and the umpires.
- 22) Tied games will be awarded to the team with the least wickets lost. For tied games with equal wickets lost, game will be awarded to team with highest run rate (total runs/overs completed).
- 23) An indoor Festival final will consist of 20 six-ball overs, with a limit of 25 runs per batsman (who may return at the end of the innings) and a limit of 4 overs per bowler.
- 24) Other Festival In-Door Rules apply.

III. Selection of Players for All-Star Final

- 1) One team of All-Stars from Division 1 will play against one team of All-Stars from Division A on Sunday morning.
- 2) The All-Star team from Division 1 will comprise TWO players from EACH participating team in Division 1 (as selected below).
- 3) The All-Star team from Division A will comprise TWO players from EACH participating team in Division A (as selected below).
- 4) Each All-Star team will field with 11 players (substitution of 12th player allowed at any time) and bat with all 12 players (if needed).
- 5) One batsman is selected per participating team based on the aggregate number of runs scored by batsmen through end of play on Saturday (i.e. batsmen with the most number of total runs for each team play in the All-Star Match - for a tie within a team, batsman with least number of outs plays).

- 6) One bowler selected per participating team based on aggregate number of wickets taken by bowler through end of play on Saturday (i.e. bowlers with the most wickets play in the All-Star Match - for a tie within a team, bowler with the lowest number of runs per wicket plays).
- 7) Note, visiting team may nominate outstanding fielder/wicket keeper in lieu of bowler or batsman based on stats.
- 8) Team captains are responsible for identifying the two representative players from their teams meeting the selection criteria 5, 6 and 7. Team captains will announce and introduce their All-Star players at the Saturday Evening banquet at Germantown Cricket Club.
- 9) Captain of the Division 1 All Stars and Division A All Stars will be decided by vote by fellow team members on Saturday night.
- 10) Other Festival Rules apply.