

Philadelphia International Cricket Festival

Festival Rules - General

The Philadelphia International Cricket Festival is an annual sporting and charity event started in 1993 by local Philadelphia cricketers. The event takes place over four days. North American and International teams that participate in the Festival are assigned to two groups: Division A and Division 1. Within each group, all teams play one another. The Festival culminates in a final cricket match played on the first Sunday in May between the winners of Division A and Division 1. Cricket matches are played at five world class venues:

- British Officers' Evansburg ground,
- Germantown Cricket Club,
- Haverford College,
- Merion Cricket Club, and,
- Philadelphia Cricket Club.

Match schedules are published prior to the start of the Festival. Some local matches may be played on the weekend(s) preceding the Festival. In the event of inclement weather, indoor cricket shall be played to determine match outcomes. Outdoor Rules and Indoor Rules that apply to the Philadelphia International Cricket Festival are presented below.

We thank players for promoting the spirit of the Game of Cricket through good sportsmanship and camaraderie, respect for the umpires and conformance to Festival and local Club rules. Local Club rules are published in the Festival commemorative program and include:

- At Merion, Philadelphia & Germantown Clubs, cell phones are prohibited on all the grounds and in the Club Houses (they may be used in the parking lots).
- At Merion, Philadelphia & Germantown Clubs, no jeans are permitted.
- At Haverford College, no alcohol permitted on campus.
- At Merion & Philadelphia Cricket Club, balls hitting the Club House without a bounce result in an immediate dismissal of the batsman striking the ball plus a loss of 10 runs for his team.
- SPECIAL GROUND RULE at Philadelphia Cricket Club. Any batsmen hitting a ball into the construction area will be penalized 10 runs. The Fence is in play

Thank you for helping make this a successful event. Enjoy the Festival of Cricket!

In the event of inclement weather, indoor matches will be played on the indoor tennis courts at the Merion Cricket Club.

To check ground conditions and possible cancellations in matches due to inclement weather, please call:

- Evansburg Grounds at 610-506-0505
- Germantown Cricket Club at 215-848-8777
- Merion Cricket Club at 610-642-5800
- Philadelphia Cricket Club at 215-247-6290

I. Outdoor Rules for 20/20 Cricket Matches

A. The Players:

1. A match is played between two teams.
2. Each team shall consist of 11 players, one of whom shall be the Captain.
3. Each team Captain shall nominate 11 players and substitutes.
4. No player may be exchanged without the consent of the opposing captain.

B. Attire of All Players:

1. Players shall wear white uniforms at all grounds.
2. All footwear must have rubber, flat-bottomed soles. (No metal studs allowed on the fields.)
3. All playing attire & footwear is subject to the approval of the organizers and/or grounds representatives.

C. Team Nominations/ Coin Toss/ Decision on Winning the Toss

1. Both teams shall submit their nominated list to the Umpires prior to the coin toss.
2. Coin toss shall take place no later than 15 minutes prior to the commencement of the game.
3. Coin toss shall take place anywhere on the field of play
4. The Captain or Nominated player winning the toss must convey his decision either to bat or bowl immediately upon winning the toss and convey his decision to the other Captain and Umpire(s)

D. Substitutes

1. A substitute shall not be permitted to bat or bowl.
2. If a fielder fails to take the field with his team at the start of the match or at any later time, or leaves the field of play, the umpire shall be informed, and he shall not therefore come on to the field during the session of play without consent from the umpire.
3. If the fielder is absent for longer than 8-minutes, the player shall not be permitted to bowl until he has been on the field for at least that length of playing time that he was absent.
4. Substituted fielders shall only be permitted in cases of injury, illness or other wholly acceptable reasons.

E. Umpires

1. Umpires shall control the game as required by the MCC Cricket laws, 2000 code, 5th edition of 2013, and Outdoor Cricket Festival rules.
2. The umpire shall not be changed during the match, other than in exceptional circumstances, illness or injury.

F. Fitness of Ground

1. The fact that the grass and the ball are wet and slippery does not warrant the ground conditions being regarded as unreasonable and dangerous. If the umpires consider the ground so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders of the power of free movement, or the batsmen of the ability to play their strokes to run between wickets, then these conditions shall be regarded as unreasonable for play to take place
2. The captain of either team may appeal against light to the umpires for a decision.

G. Ball lost or becoming unfit for play

1. In the event of a ball becoming lost, unfit for play during normal use, or wet and soggy as a result of weather or dew, the ball may be replaced for a ball that has similar amount of wear at the discretion of the umpires.

H. Innings

Allotted time shall mean the scheduled time duration of an innings (maximum 80 minutes). Required number of overs shall mean the scheduled overs in an innings (maximum 20 overs).

1. All matches shall consist of one innings per team, limited to a maximum of 20 six-ball overs.
2. Each innings shall be for duration of 80-minutes (unless adjusted see 9).
3. Each team shall bat for 20 overs unless all out earlier or assigned time penalties (see 8).
4. Innings may be shortened due to weather or penalties as determined by the umpires.
5. If the team fielding 1st bowls their required number of overs within their allotted time, and the team fielding 2nd, bowls their required number of overs within their allotted time, then the team with the most runs at the end of the match wins.
6. If the team batting first is dismissed in less than 20 overs, the team batting second shall still be entitled to bat for 20 overs (or the required number of overs in 8 & 9 below). The team with the most runs at the end of the match wins.
7. Teams fielding second shall have 10 minutes to take the field after the first innings ends.

I. Game Delays

The Festival would prefer to accommodate 20-over matches where ever possible. (Slight time overages will be permitted at the umpires' discretion). Time management however is necessary to ensure 3 matches per day are played and completed.

1. In general, each team will bat the same number of overs they bowl within their allotted time. (That is, teams that bowl 20 overs in their allotted time will bat 20 overs. Similarly teams that bowl 16 overs in their allotted time will only have runs from 16 overs count towards their total.)
2. Teams that bat for 20 overs in the 1st innings then bowl less than 20 overs in the 2nd innings in their allotted time shall use their run total that corresponds to the overs they bowled. (That is, if the team fielding 2nd only bowls 16 overs in their allotted time, their run total after 16 overs will count as their total).
3. Batting teams shall be entitled to their required number of overs (unless reduced - see 9) regardless of the time taken by the fielding team to complete their overs.
4. If the batting team causes unnecessary delays, one over shall be deducted from the batting team's required-number-of-overs for each 4-minutes of cumulative delay. 1 ½ minutes shall be permitted for incoming batsmen.

5. If the allotted time is about to expire, overs started within the allotted time will count.
6. Matches shall be awarded to the team with the most runs at the end of the full/adjusted innings.
7. Umpires may add extra time to an innings to account for delays caused by: player injury, lost ball recovery and other unforeseeable delays.

J. Shortened or interrupted matches

1. When playing time has been lost due to weather, ground conditions or light, the number of overs to be bowled by each team shall be reduced by the umpires to fit the remaining time. The over reduction shall be based on a rate of 1-over reduction per 4-minutes of lost time. Umpires may reduce overs at any time before/during the game as required by above conditions.
2. For shortened matches, the match outcome shall be decided by comparing the runs scored at the end of the shorter innings with the runs scored after the same number of completed overs in the other innings.
3. To constitute a match, a minimum of 5-overs must be bowled in both innings.
4. Interrupted games, (neither or only one team bats the minimum), shall be decided by indoor matches, (see Indoor Schedule), or other means agreed upon by team captains and umpire and/or organizers.

K. Tied Matches

1. Tied matches shall be awarded to the team with the fewest wickets lost.
2. The team with the greatest number of wins in each group and one wild card with the next best record shall proceed to the Semi-Festivals matches on Sunday morning. The winner of each semi-final match will proceed to the Festival Final on Sunday afternoon. For any group with a two-way tie in total number of wins, the team winning the head-to-head game shall advance. For a three-way tie, the team with the highest run average (total runs/total overs allotted) and excluding indoor scores (if any) shall advance.

L. Number of Runs per Batsmen

1. Batsmen are to retire at 40 runs but may then continue their innings at the end of the batting order. Returning batsmen are to follow the original batting order.

M. Number of Overs per Bowler

1. No bowler shall bowl more than 4 overs in an innings.
2. In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allotted.
3. 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
4. In the event of a bowler being unable to complete an over, the remaining balls shall be allowed by another bowler. Such part of an over shall count as a full over only in so far as each bowler's limit is concerned. The bowler completing this over shall not have bowled the previous over, nor shall he be allowed to bowl the next over.

5. Bowlers' run ups must be less than 12 yards. The fields shall be marked with a line 12 yards behind the bowling crease at each end, and every bowler shall begin his run up with at least part of one foot in front of this line.

N. No Ball

1. Laws for no balls shall apply and shall include any ball that is delivered underarm.
2. Deliveries that pitch and are higher than the striker's shoulders shall be no-balls. All bouncers are no balled. There is no free-hit.
3. All full tosses that are higher than the striker's waist shall be no-balls.
4. These are to be judged at the popping crease against the striker's waist and shoulder levels when standing upright.
5. Any delivery that bounce more than twice or rolls on the pitch before they reach the batsman shall be a no-ball.
6. A penalty of (1) run shall be scored plus one extra ball shall be bowled. This penalty shall stand in addition to any other runs which are scored or awarded.
7. All bowling foot faults will be called a "no ball" and the batsman is entitled to a free hit. The fielding team will not be permitted to change fielding positions unless there is a change of striker
8. Umpire will call and signal "free hit" and advise the fielding Captain and the batsmen at the wicket.

O. Wide Ball

1. Umpires shall apply and be consistent with the interpretation in regards to this law in order to prevent negative bowling wide of the wicket.
2. All balls bowled outside the leg stump that pass behind the batsman shall be called wide.
3. A penalty of (1) run shall be scored plus one extra ball shall be bowled. This penalty shall stand in addition to any other runs which are scored or awarded. All other runs scored or awarded as a result of a Wide Ball will be recorded as additional runs

P. Bye and Leg Bye - *the law shall apply*

Q. Bowled - *the law shall apply*

R. Caught - *the law shall apply*

S. Handled Ball - *the law shall apply*

T. Hit the Ball Twice - *the law shall apply*

U. Hit Wicket -*the law shall apply*

V. Leg Before Wicket - *the law shall apply with the following exception:*

1. A ball striking the batsman on the front leg when he has played forward shall not be considered for Leg Before Wicket appeals.

W. Obstructing the Field - *the law shall apply*

X. Run Out - *the law shall apply*

Y. Batsman out of His Ground - *the law shall apply*

Z. Field : Fielding Restrictions and Infringements

A (30) yard circle shall be indicated on the field of play. Subject to Item (3) below, the following Restrictions shall apply

1. At the instance of the delivery and throughout the match the restriction and placement of fielders shall be as follows:
 - a) No more than (5) fielders on the On Side / Leg Side
 - b) No more than (2) fielders behind the Popping Crease on the On Side/Leg Side
 - c) Shall be a minimum of (4) fielders, excluding the wicket keeper and bowler, within the 30 yard circle
2. In addition to the Restrictions in (1) above, the following shall apply:
 - a) First (6) overs only (2) fieldsmen shall be permitted outside the 30 yard circle at the instant of the delivery
 - b) For the remaining overs a maximum of (5) fielders outside the 30 yard circle shall apply.
 - c) Should a team have less than 11 players at any time, then the “Inside Circle” requirements shall apply.
3. In the event that the number of overs is reduced from 20 overs, the following field restrictions shall be reduced as follows:
 - a) 19 – 20 <6>
 - b) 15 – 18 <5>
 - c) 12 – 14 <4>
 - d) 9 – 11 <3>
 - e) 5 – 8 <2>
4. Infringements: In the event of any of the above Restrictions, either Umpire shall call a “no ball”.

AA. Festival Penalties

1. Late arrival by one or both teams causing a delay of game shall result in the loss of batting overs for the delaying team(s), 1-over for every 4-minutes of delay. Over penalties shall be assessed by the match umpires and/or tournament organizers and decisions shall be communicated to the teams' captains at the start of play. However, matches may commence with fewer than eleven players present without any reduction in batting overs.
2. Disputes shall 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 at any time to address an unanticipated situation not covered by these rules.

II. In-Door Cricket Rules

A. Special Indoor Requirements:

1. Players shall take special care not to damage any of the in-door facilities.
2. No food and drink allowed in the in-door facilities.
3. Players shall only play in non-marking rubber, flat-soled tennis shoes. (No studs permitted under any circumstances).
4. Players shall take care not to mark court surfaces with their bat, shoes, cricket ball and/or equip.
5. Players shall wear all necessary protection to avoid injury.
6. Players shall wear white uniforms only when playing.

B. Indoor Cricket Rules:

1. Matches shall consist of one innings of twelve 6-ball overs per team.
2. Each team shall have 11 players.
3. Batting and bowling wickets shall be placed 22 yards apart.
4. Batting crease and non-striker crease shall be placed 15 yards apart.
5. Late arrival by one or both teams causing a delay of game shall result in the loss of batting overs for the delaying team(s) calculated at 1-over for every 4-minutes of delay. Over penalties shall 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. While **fielding**, the following shall apply:
 - a) A maximum of 8 fielders shall be permitted on the field at any given time;
 - b) Fielding substitutions shall be made only at the fall of wickets.
 - c) If ball is overthrown by fielder and hits a ceiling fixture without a bounce, then ball is dead and batsman shall receive 2 extra runs.
 - d) A minimum of 2 fielders shall play on the off side and a minimum of 2 fielders shall play on the leg side, else no ball.
 - e) A batsman may not be caught out once the ball has touched the boundary fence.

C. Damaged balls may be replaced with the approval of each team captain and the umpires. While bowling, the following shall apply:

1. There shall be a limit of two overs per bowler per innings;
2. Wide balls shall be called if a delivery is 18" or more outside the off stump or anything down the leg.
3. Two runs shall be awarded per wide plus any runs made and NO additional ball shall be bowled.

D. No balls shall be called if:

1. A delivery bounces over the batsman's shoulder, or
2. Is a full toss above the waist, or
3. Bounces three or more times before reaching the batsman.

E. While **batting**, the following shall apply:

1. Batsmen are to bat as pairs with each pair batting for 2 overs.
2. Six pairs shall bat for the 12-over innings with either a substitute or one return batter batting in the number 12 slot.
3. Batsmen shall change sides at the end of the over.
4. Batsmen that are out within their allotted two overs shall continue bat but shall have 3- runs deducted from their score for each out.
5. Batsman shall score one run each time they cross between the striker and non-striker batting creases on any live balls.
6. For balls hit over the boundary fence without a bounce, the batsman is out and 3-runs deducted from his score;
7. For balls hit over the boundary fence with a bounce, the ball is dead and no runs are scored for the shot;
8. For balls hit directly onto any ceiling fixture without a bounce, the batsman is out and 3 runs deducted from his score;
9. For balls hit anywhere within the boundary fence or that touch the fence in front of the bowling wicket and do not touch the fence behind the bowling wicket, the ball is live and the batsmen may run;
10. For balls that touch the side-fence behind the bowling wicket, with or without a bounce, the ball is dead and the batsman scores 2 runs for the shot unless the ball continues on and hits the back fence (see k);
11. For balls that touch the back-fence behind the bowling wicket, with or without a bounce, and regardless of what the ball touches before getting there, the ball is dead and the batsman scores 4 runs for the shot.

F. Tied games shall be awarded to the team with the least wickets lost. For tied games with equal wickets lost, game shall be awarded to team with the most runs scored at the end of six overs.