

Google Cricket Premier League Rules

Fees, Waiver, Roster:

- Send the following before 5/7 to gpl-admins@google.com or sskhandp@google.com, to participate in GPL 4.
- Each team must submit the team roster (20 max) (FN, LN, Email)
- Each team must submit waiver form
- Each team must submit league fees (\$150/team)

Website:

- <https://cricclubs.com/GCPL>
- It is the responsibility of each team to make sure their team name and roster is up to date on the website.
- Captains and VC have admin access to enter scorecard, manage their players, etc.

GPL 4 Format

- GPL 4: total 15 teams, Group A, Group B, Group C.
- 5 teams in each Group.
- Man of the Match(MoM) will be declared for each game.
- MoM decision will be taken by the 2 umpires in the game. The captains can provide their input.
- GPL will be single round robin format.
- Top 2 teams from each group qualify for playoff. Teams will be ranked based on the following:
 - Total number of points,
 - Head 2 Head Record, (If 3 or more teams are tied on points, NRR will be applied)
 - NRR,
 - Toss of a coin
- Team with Ranking 1 and 2 will qualify to semifinals directly.
- Quarter finals 1 - R3 vs R6
- Quarter finals 2 - R4 vs R5
- Semi finals 1 - R1 vs (R4 vs R5)

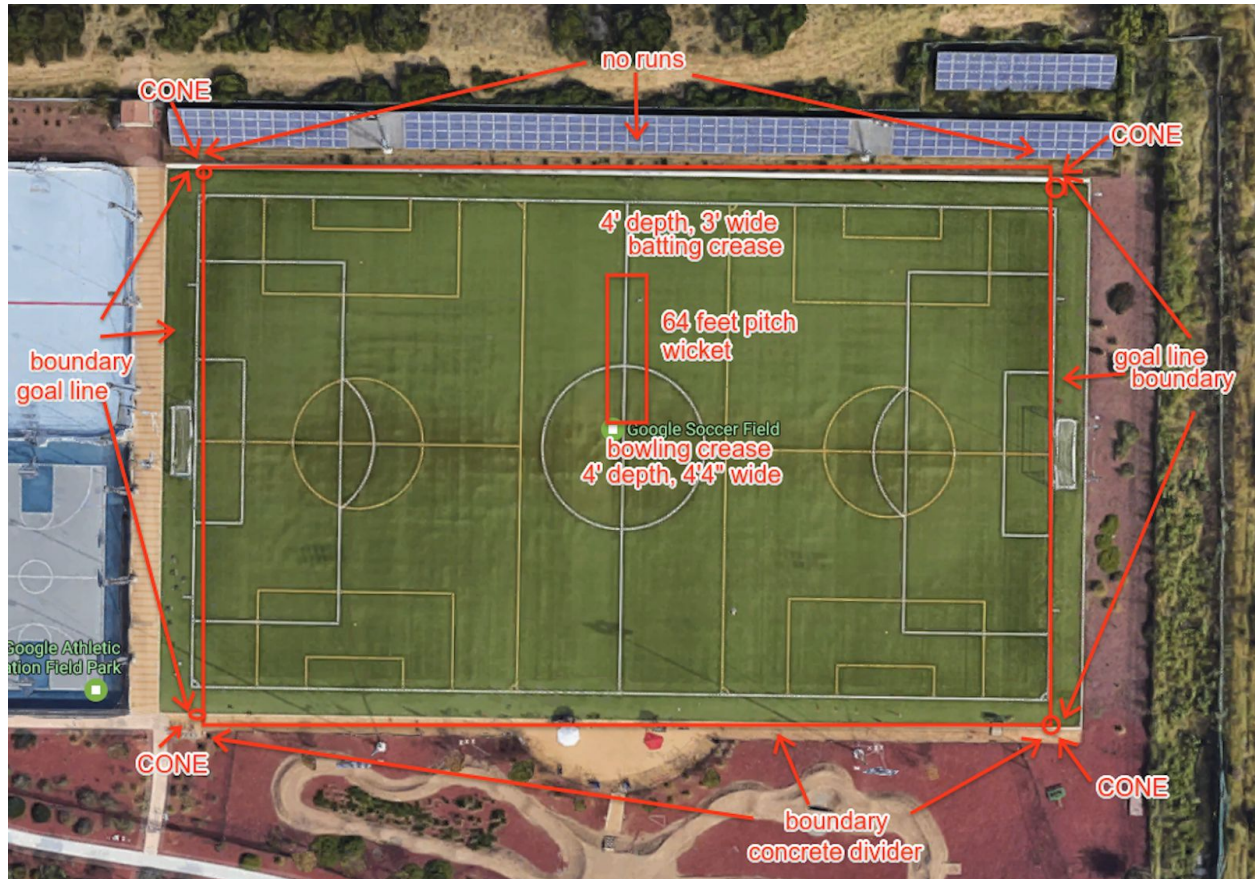
- Semi finals 2 - R2 vs (R3 vs R6)
- Finals will be played between the winners of the semifinal games.
- Google will provide hard tennis balls & stumps. Please feel free to bring your miscellaneous cricket gear, if required.

Points:

- Win = 2, Loss = 0, Tie/NoResult/Abandoned = 1
- For games that end in a tie, one Super Over will be played.
 - Super Over rules:
 - Fresh toss for Super over.
 - Batsman can only bat once.
 - If game is tied after super over, Repeat the above steps until there is no TIE!
 - Each super over game is new, and requires a fresh toss. Same bowler or batsman can play in the new game.

Venue

- GPL games will be played as per the [schedule published on the GPL website](#). If for any reason, the ground becomes unavailable, we will try to reschedule the game and update the website. But it doesn't work out, both teams will receive 1 point each.
- Game start times are typically 4pm and 6pm.
- Captains are responsible to send umpires 10 mins before the scheduled start time for the game. If no umpires show up, the umpiring team will lose 1 point.



GPL Rules:

- GPL games will be played for 12 overs per team.
- Maximum of 3 overs per bowler for 2 bowlers. Rest of the bowlers have a 2 over maximum.
- Max 5 fielders on leg side except during Power Play.
- Power Play: 3 Overs
 - 1st over is "mandatory" power play.
 - 1 over at discretion of batting team, and 1 over by bowling team.
 - If not taken until end of 10th over, last 2 overs are automatic power play overs.
 - Only 3 players allowed on the leg side with no placement restriction.
- Wicket Keeper is required at all times.
- Playing field would be as-marked on Garfield. No permanent marking is allowed but you can add cones, as required.
- Since an individual can't work for multiple organizations, a player can't play for multiple teams.

- Free hit rule will be applied for any form of **foot no balls**. (Bowler delivers the ball WITHOUT some part of his front foot (either grounded or raised) behind the popping crease is a no ball. Bowlers delivers the ball with any part of his back foot (either grounded or raised) on the side crease is a no ball.
- No LBW & No Leg bye runs. No runouts also if the ball was deemed to have hit the leg only. But stumping is allowed if the ball had only hit the leg and the keeper takes the bails off before the batsman comes back to the crease.
- Byes and overthrows are allowed.
- If the ball goes behind the fence (direct or after pitching on the ground first), no runs are allowed.
- Team needs to have minimum of 8 players to play the game.
- Toss is 10 minutes before the game start time. Each team needs to have 8 players before the toss.
- If a team doesn't show up after 15 mins from their start time, they forfeit the game and points will be awarded to the opponent team.
- Playoff eligibility
 - Player should have played at least 1 league game to qualify for playoff games.
- Any rules not covered in this GPL rules document, GPL committee will follow ICC rules.

Scorecard Entry:

We encourage the teams to use both options during the game. If there is an error with the app, you can manually upload the scorecard.

- Live Scorecard App :
 - Download and Use the live app
 - https://www.youtube.com/watch?v=8k_LvajUhgA
 - https://www.youtube.com/watch?v=doILCE5IS_Q
 - Captains and VC have admin access use the live app.
- Manual Scorecard Entry:
 - Use the [scoresheet](#) for scoring during the game.
 - Upload the scorecard in the GCPL website, Admin will see an option to enter the scoresheet in the schedules page next to the game.

Series: **GPL2017** Change Series ▾ Team: **All Teams** Change Team ▾ [Calendar View](#)



Select All Delete

#	Match Type	Date	Time	Team 1 (Home)	Team 2	Ground	Umpire1	Umpire2	Scorecard	Actions
<input type="checkbox"/> 1	League	05/12/2017	4:00 PM	Cisco	Linkedin	GAR	Tesla	Paypal		Admin Actions ▾
<input type="checkbox"/> 2	League	05/12/2017	6:00 PM	Tesla	Paypal	GAR	Cisco	Linkedin		Update Delete Match Summary Full Scorecard
<input type="checkbox"/> 3	League	05/19/2017	4:00 PM	Tech M	Apple	GAR	Infosys	Nokia		
<input type="checkbox"/> 4	League	05/19/2017	6:00 PM	Infosys	Nokia	GAR	Tech M	Apple		

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- Captains and VC have admin access to enter the score card.
- Detailed scorecard needs to be uploaded by the winning captain within 4 business days of the game day. For e.g., if game was on Friday, Thursday evening is the deadline.

Not complying with any of the above will result in a penalty of 1 point.