



INSURANCE PREMIER LEAGUE (IPL)

[Twenty 20 Cricket Tournament]

Organized By,



PLAYING CONDITIONS MANUAL

PLAYING CONDITIONS

Insurance Premier League - Twenty 20 Cricket Tournament

ALL MATCHES WILL BE PLAYED UNDER FOLLOWING PLAYING CONDITIONS AND IF NOT MENTIONED, ICC LATEST PLAYING CONDITIONS SHALL COME INTO EFFECT

1. DRAWS AND FIXTURES

- a. Fixtures arranged and draws made for the tournament by the Organizing Committee will be final and will not be changed except due to force majeure.
- b. The Organizing Committee has the right to postpone or reschedule or cancel any match if deemed necessary due to un-avoidable circumstances.

2. LEAGUE & KNOCKOUT RULES :

- a. The tournament will be played on league-cum-knockout basis.
- b. Teams will play against each other in their respective groups.
- c. Two top teams from each group scoring maximum points at the end of preliminary round matches will qualify for knock out stages.
- d. Each team is allowed to have a player pool of 16 players maximum, list should be submitted 4 weeks before the start of tournament with necessary document proofs.

3. POINTS SYSTEM - LEAGUE STAGE

- | | |
|---|------------------------------|
| a. Match Win | = Two points |
| b. Match Abandoned (any reason) | = One point to each team |
| c. Match cancelled and replay scheduled | = No point |
| d. Match Forfeited due to Walk Over | = Minus Two Points (Penalty) |
| e. Tie Match | = One point Each Team |

4. GROUP QUALIFIER CONDITIONS:

Group qualifiers at the end of Round matches will be decided by the following Priorities.

FIRST PRIORITY: The team having maximum points followed by the next best.

SECOND PRIORITY: If Teams are equal on points, A Winner shall be declared on the following conditions:

CONDITION A: The team with the highest Net Run Rate in group matches.

CONDITION B: If the two teams are still equal after Net Run Rate, then the winner of head to head match would qualify.

5. KNOCK OUT STAGE - WINNER RULES

- a. The Team scoring maximum runs in their allotted overs shall be declared Winner.
- b. In case of a Tie in the knock out Stage, the winner shall be decided by a ONE OVER ELIMINATOR as explained below.
- c. In case a match is abandoned due to rain or any other reason and there is no possibility of further play, once 5 Overs has been completed by both the sides than Umpires will decide the winner by using Duckworth / Lewis method.
- d. In case a match is totally abandoned due to rain or any other reason and there is no possibility of play for the day or no provision of a replay the next day due to tournament schedule, than the team with the highest Points in their Group matches will be winner . If both the teams are found to have equal points in Group Matches, then the team with the highest Net Run Rate in their Group matches will be the winner and if both teams are still equal then the team that has lost fewer wickets in Group Matches will be declared the winner.
- e. If the FINAL match is abandoned due to rain, fog or any other natural calamity, where the minimum 5 Overs are not played by the finalists, then the match shall be declared 'DRAWN FINAL'. Both the teams

will be declared Joint Winners and the trophy/ prize money will be shared equally.

6. TIE MATCH - ONE OVER ELIMINATOR CONDITIONS:

In a tied match the teams shall compete in a one Eliminator over per side to determine the winner as per the following conditions.

- a. Prior to the commencement of the one over per side eliminator each team elects three batsmen and a bowler.
- b. The nominated players should be given in writing to the umpires.
- c. The umpires shall stand at the same end as that in which they finished the match.
- d. Each team's over is played with the same fielding restrictions as applied for a normal T20 match. Without power play fielding restrictions.
- e. The team batting second in the match will bat first in the one over eliminator.
- f. The same ball as used at the end of the team's innings shall be used for the extra over.
- g. The loss of two wickets in the over will end the team's innings.
- h. In the event of the teams having the same score after the one over eliminator has been completed, ~~the team that hit the most number of sixes in their one over shall be declared the winner.~~
- i. ~~If the number of sixes hit by both teams is equal, the team whose batsmen scored the most number of boundaries in their one over shall be declared the winner.~~
- j. ~~If the number of sixes and boundaries in their one over are equal, the team which took the most number of wickets in their one over shall be declared winner.~~
- k. If teams are still found equal after ~~points H, I and J~~ then a Second Eliminator Over will be played and so on.

7. TIMING OF PLAY

All participating teams should be available to play the matches as per Match schedule.

- a. Teams will be allowed to toss only if minimum 7 players are available on the field and a fully completed Name Sheet has been submitted to the Umpires maximum within 15 minutes to the Match Starting Time. The Team which is late beyond the above stipulated time will automatically lose the toss.
- b. Teams with less than 7 players reporting after 30 minutes from the 'Match Start Time' or not present at that time will deem to have conceded a walkover. The umpire (s) present will award a walkover to the other team provided they are present at the stipulated time with minimum seven (7) players.
- c. If one of the teams arrives later than the walkover time, the match will be awarded to the Team present with minimum 7 players on the field. If both the teams arrive later than the walkover time, the match shall be considered as cancelled and No point shall be awarded to any team.
- d. If both the teams arrive after the match start time, but before the walk over time, both will be penalized by deduction of overs from their allotted quota and the play time will be reduced / adjusted accordingly.
- e. The allotted overs and batting time of the team reporting after the ' Match Start Time' will be reduced by one over for each four minutes lost of the match until the walkover time.
- f. If any match is postponed by the organizers due to bad weather or the reasons beyond control, then it will be played as per the revised schedule decided by the organizers.
- g. Each innings will be of 1 hr. and 20 minutes duration without any drinks break, followed by 10 minute change over between the innings.
- h. All fielding sides are required to complete their 20 overs in the allotted time of 1 hour and 20 minutes. Failure to do so by the side fielding first would result in the following :
 1. The Side fielding first will face only the number of overs they managed to bowl in the allotted time. (I.e. number of overs bowled short will be deducted from their allotted overs) .The allotted overs of

the side batting first will still be completed. For example, in a full 20 overs an inning match, if a side bowling first has bowled only 18 overs in the allotted time, then they would be allowed to bat for only 18 overs and so on . The allotted time will be reduced @ 4minutes x number of overs penalized but the side batting first will bat for its full quota of 20 overs.

2. If the Side Fielding second does not complete the allotted/ revised quota of overs in the allotted/ revised time, the umpires shall revise the target and inform both the sides the revised target minimum two overs before closing time. The target shall be revised deducting number of runs calculated as an average required run rate for each over bowled short. Example: If a team is chasing 200 in 20 overs and side Fielding second fails to complete the overs and are found short of 8 minutes or two overs, then a penalty of 20 runs (Average 10 per over) shall be awarded to the Batting side and revised target shall be announced to the batting side minimum 8 minutes before closing time of play. Umpires shall have Final discretion on the time lost due to ground or weather conditions while deciding penalty for slow over rate.

8. THE PLAYERS

A. Each participating team is allowed a maximum of 16 registered players to represent one team in the tournament.

B. Players must have valid UAE Residence Permit.

- i. **Participating team players will need to keep handy in their phone scanned copy of passport size photograph, Emirates ID and labor card / visa copy/ medical card (any one of these 3) and need to show officials whenever asked for during the match. These copies will be shown to the opposite team captains if asked to ensure that player from same company is playing.**
- ii. **Only UAE based employees of participating companies are playing.**
 - a. **Employees on outsourced company visa or group company visa can only be allowed to play upon furnishing the letter from company HR stating that employee is working full time for the participating company.**
 - b. **Employees from group companies are also allowed to play as long as Group Company is Insurance Company/ Insurance Agency/ Insurance Broker.**
- iii. **No player on visit visas will be allowed to play.**
- iv. **In case a player is on visit visa and supposed to join the company shortly, he can be enlisted in the squad but he will be allowed to play only when he has joined the company and can prove with documents his active employment with the said company.**

- v. A player can play for one team only throughout the duration of the tournament. If a player shifts his job from one participating company to another, he needs to choose which company he will play for before the start of the tournament and submit his documentation accordingly.
- vi. Teams can raise issues to Organizing committee. Decision of committee will be final and binding.

C. The Captain shall submit to umpires a complete list of minimum 12 players, duly signed before the toss for innings. Players must not be listed with a single name for various administration reasons. (Captains are responsible for providing players' full names).

D. Safety Gears: All players should wear necessary safety gears while playing. It is compulsory for all the batsman(s) to use helmet while batting even when spinners are bowling. Also keeper has to wear the helmet while close keeping.

E. COVID Guidelines: Mask are compulsory at all time during match including car parking areas. Players should maintain adequate social distance all the time during the match. Keep hand sanitizers with you for your own safety.

9. FIELDER/BATSMAN LEAVING THE FIELD.

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 play:

- a. The umpire shall be informed of the reason of his absence.
- b. He shall not thereafter come on to the field during the play without the consent of the umpire.
- c. If that fielder or substitute comes into field without the permission of the umpire and handles the ball before the ball becomes dead, 5 penalty runs will be awarded to the batting side and the ball will be declared dead ball.
- d. If he is absent for 8 minutes or longer, 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.

10. NO BALL & FREE HIT

- a. A bowler shall be limited to one fast short pitched delivery per over.

- b. A fast short pitched delivery is defined as a ball which passes or would have passes above the shoulder height of the striker standing upright at the crease but within striking distance. A ball that passes above head height of the batsman , that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a wide .
- c. In the event of more than one a fast short pitched delivery per over being bowled, Umpire shall call and signal NO BALL on each occasion. The Leg umpire shall assist the Main umpire in taking this decision by signaling the height of the ball. To call a "NO Ball" for fast short pitched delivery will be the responsibility of the main umpire.
- d. If there is a second instance of the bowler being no balled in the innings for bowling more than one fast short pitched delivery in an over, the umpire shall advise the bowler that this is his final warning for the innings.
- e. Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith.
- f. One run will be awarded to batting team for every NO BALL & WIDE BALL in addition to number of runs scored on that ball.
- g. Any delivery which passes or would passes on the full above waist height of the striker standing upright at the crease is deem unfair whether or not it is likely to inflict physical injury on the striker. The umpire at the bowler's end shall call and signal no ball. When the ball is dead, the umpire shall caution the bowler and issue a first and final warning.
- h. Any form of NO BALL will result in a free hit, irrespective if foot fault no ball or above waist height no ball or any other sort of no ball.

11. WIDE BALL

Umpires will apply strict and consistent ruling in regards to this law to prevent negative bowling. One run will be awarded to batting team for every WIDE BALL in addition to number of runs scored of them.

12. LIMITATION OF FIELDERS

At the instance of delivery, **not more than six fielders on the Off-Side and five fielders on the ON-Side of the wickets shall be allowed**. In the event of an infringement, the umpires shall call and signal "No Ball".

Fielding restrictions shall apply to the first 6 overs of each innings.

During the Fielding Restriction overs only two fielders shall be permitted outside the 30 yard inner Circle area at the instant of delivery.

During the Non Fielding Restrictions overs, no more than 5 fielders shall be permitted outside this fielding restriction area at the instant of delivery.

13. **OVER RATE**

All captains are responsible to ensure that a **minimum of 15-overs per hour @ 4-minutes per over should be bowled** in order to avoid unnecessary wastage of time. While calculating the over rate, 5-minutes of serious injury to a player or any other reason beyond the control of the player shall be deductible allowance.

14. **CODE OF CONDUCT & DISCIPLINARY ACTION :**

- a. Teams are expected to ensure that proper Spirit of the Game is maintained during the matches. In case of any breach of this code, strict action will be taken by the Disciplinary committee. Umpires are required to report immediately during or after a match any breach of these rules or as required under Laws of Cricket. Umpires will report any case of obvious dissent or misconduct, even though the player's captain may have taken effective action.
- b. All misbehaviors on the ground are to be recorded formally with the umpires who shall forward the same with their report to the Organizing Committee.

15. **PROTESTS :**

All Teams or Players have a right to protest to the Organizing Committee on any issue within the scope of laws of cricket except on field umpiring Decisions. All Protests shall be submitted in writing within 24 hours of the match being completed to the committee.

16. **SCORER**

Official Scorers will be responsible for the recording of score and to ensure that the score sheets are neatly and properly filled in and handed over to the umpires at the end of the match.

It is responsibility of both Captains to check the correctness of the score sheet before signing and handing it over to the umpires. No protest in regard to any discrepancy or mistake in the score sheets will be entertained at any stage.

17. Runners

“A runner for a batsman shall not be permitted” Unless nine wickets are down, the injured or ill batsman has the option of retiring hurt and returning to bat at a later stage should the need and/or opportunity arise or if the opposite team has no objection for permitting the bats man a runner

18. Bowler attempting to run-out non-striker before delivery

Previously, the bowler could only run out a non-striker backing up if he did so before he had entered his delivery stride. This meant that as the bowler’s back foot landed, the non-striker could move down the wicket before the bowler actually delivered the ball, gaining an unfair advantage.

The following new playing condition addresses this point and reads as follows:

“The bowler is permitted, before releasing the ball and provided he has not completed his usual delivery swing, to attempt to run out the non-striker. Whether the attempt is successful or not, the ball shall not count as one of the over. If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal Dead ball as soon as possible.” It should be noted that umpires shall deem the bowler to have completed his delivery swing once his bowling arm passes the normal point of ball release.

*****END*****