



HOUSTON UNITED PREMIER LEAGUE RULEBOOK AND FORMAT



Houston United Premier League – Rulebook and Format

All constructive criticism and suggestions to improve the HUPL are WELCOME

By participating in the tournament, the Captain/Manager of each team is accepting the terms of the League mentioned below. It is required, that each Captain/Manager read all Sections below.

ZERO LIABILITY POLICY: The Captains and the players of all the teams Participating in this League should acknowledge that the organizers are NOT LIABLE for any injuries sustained (due to any reason) during the course of the League.

DISCIPLINE POLICY: Any match related issues should be brought up to the organizers by the captain(s) or neutral umpire(s). Any disciplinary actions needed will be decided by the organizers and the organizers will determine the nature and extent of the issue and the warning/penalty associated with it. If any issues happen during the match, please ask neutral umpire to note it, and bring to attention of organizers.

Concise Rulebook

GENERAL RULES

- Number of overs - 18 overs a side for league phase, 20 overs a side for play-offs.
- Bats - Only regular cricket bats will be allowed. Carbon fiber cricket bats are not allowed. Any team caught using carbon fiber bats will be penalized for 2 points in the ongoing season. Any complaint for players using carbon fiber bats should be first brought to the attention of neutral umpire during the game.
- Attire - Shorts and cleats (shoes with spikes) are not allowed. Neutral umpire shall have the right to remove any players who violate this rule from the ground.
- SUPER OVER: There will be NO Super Over during league stage and points will be SPLIT in case of a tie. All Play-off tied games will be decided by Super Over. In case of a tied Super Over for Play-off games, Super Over will be replayed until a decision is reached.
- League Stage Standings are decided based in following order:
 - a. Net run-rate
 - b. Head-to-head record
- Points System: [Win: 2 points] [Tie/No Result: 1 point] [Lost: 0]

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Tournament Rules

Standard current ICC rules will apply for any rules that are NOT mentioned in this Rulebook.

- Home teams will get the ground ready by toss time, and set up ground (including boundaries and stumps). They will face penalty for any delays as per standard rules.
- **Toss should be completed 15 minutes before the game start time and winning team should make a decision immediately at the time of the toss.**
- Playing 11 must be given in writing - signed by both captains to the umpire before the match. This will be final 11 and scoreboard will be locked.

Point Penalty for Walkovers

- If you give walkover to opposition, there will be a 1-point penalty to your team, in addition to 2 points being given to opposition for the win.
- All walkovers must be confirmed at least 24-hr before the game start time. If confirmed when less than 24hr is left from game start time, there will be a 2-point penalty for walkover instead of 1-point penalty.
- Walkover must be confirmed on Captains group.

Late Start Penalties

- One Over will be cut for every 5 minutes of delay.
- A minimum of 7 players must be present at the start time of the game. Toss can be done by one player but decision must be made at the toss otherwise they concede the toss.
- Standard international rules apply for slow over rate penalties during the game, by bringing additional players inside the circle.

Playing time for each innings

- **For 18 over games:** 90 minutes per innings
- **For 20 over games:** 100 minutes per innings
- **Break between innings** 10 minutes

Power Play and Field Restrictions

- **Powerplay 1:** First 4-overs
- **Powerplay 2:** 2-over batting powerplay can be taken by batting team anytime.
- Maximum fielders outside the inner circle will be 3, during both power-plays
- Outside of powerplay overs, there can be a maximum of 5 fielders outside the inner circle.
- In case a fielding team is playing with less than 11 players, less players will be allowed outside the 30-yard circle based on how many players they are fielding with.
- A maximum of 5 fielders are allowed on entire leg side

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Game Rules

- Maximum number of overs per bowler: For an 18 over game, maximum 3 bowler can bowl a maximum of 4 overs. Standard ICC rules apply for reduced over games.
- Both ends to be used for Bowling: Half the overs from one end, other half overs in innings from second end, unless neutral umpires decide otherwise at the start of match due to ground conditions. Bowling team decides the end for first half of innings.
- If the ball pitches outside the cemented (green) area, OR even on the edge of the wicket partially, it will now be called a NO-ball and FREE HIT will be awarded.
- There will be No LBW's in any games of HUPL.
- Leg byes are NOT allowed and there will be NO Runouts on a leg-bye. Neutral umpire will make final calls regarding leg bye.
- Fielder's decision will be followed for signaling boundaries or sixes.
- Each player can only play for one team during a particular season of HUPL. If a club has multiple teams in the HUPL, no players from that team is allowed to play for both team and they need to pick one of those two teams. **Any team found violating this rule will be deducted 2 points from point table for that season.**
- If team walks off the field because of disagreement on field or umpire decision, they have forfeited the game and winning points will be awarded to other playing team.

Players Qualification Rule for Play-offs

- To qualify for playing playoffs, a player **MUST** have played minimum 2 games during league phase.
- Only qualifying players can be in the playing 11. However, substitute fielder in playoff must still have played atleast 1 game during league stage to be able to substitute in playoffs.
- In case of a walk-over or rained out matches, teams can select their playing 11 on the scorecard. This 11 will count towards the qualification.
- If non-qualified player play during playoffs, that team will forfeit that playoff match as well as any future playoffs, essentially knocking them out from that season.

Bad Weather or Ground Conditions

- In case of inclement weather or delayed start of game, the number of overs will be decided by the neutral umpire. Neutral umpire will deduct 1 over every 5 minutes of delay if the remaining overs cannot be finished on time. Neutral umpires decision will be final.
- The minimum number of overs for an official HUPL game cannot be less than 8 overs per side
- Rainout games: If a team has more then 2 (two) washed out games per tournament, their 3rd and onwards washed out game will be rescheduled after we finished the published schedule.
- For any rain-delays during the match, we will use Duckworth-Lewis calculator. Please use the **Duckworth-Lewis Calculator APP by Tarams Inc.**

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WINTER RULES FOR GLOVES

- If Real Feel temperature is $\leq 40^{\circ}\text{F}$ at the start of game, gloves are allowed for fielding for entirety of the game.
- If Real Feel temperature is $\geq 41^{\circ}\text{F}$ at the start of game, both playing captains must agree for glove use at the game start, otherwise they will not be allowed.

Verbal/Physical Abuse

No-tolerance policy will be in effect for any abuses used against any players or umpire. Any such report against any player will lead to a warning and/or suspension of player concerned for rest of the tournament. The severity of offense will be judged solely by the tournament administrators after consulting with neutral umpire. So, please make sure to report the complain to neutral umpire during the game.

- **For any verbal abuse directly to the neutral umpire, or opposition team player,** when a team as well as umpire complains, following action will be taken against the player concerned:
 - First incident: First warning to the player, and 1 match suspension
 - Second incident: Second warning to the player, and suspended from playing HUPL ever again.
- **For any incident of physical abuse,** complain to neutral umpire and the offending player will be banned from HUPL forever.

TRASH CLEAN-UP

- Both teams are responsible for Trash Cleanup after the completion of each game.
- Please keep the ground clean and make sure all the trash has been removed from the ground after each game (and placed in the trash can located on the ground)
- 50\$ penalty will be given to each team who fails to clean and are reported by ground management.