



Iowa Premier League 2017- T16 Fall Series Rules & Regulations

1. GENERAL

- 1.1 The list of playing 11 must be finalized before the toss, & submitted to one of the two umpires.
- 1.2 The toss will happen 15 minutes prior to the schedule time. The match will start at the schedule time sharp. Both the teams have to continue even if they do not have their listed 11 players present.
- 1.3 The least number of players that can be present for a match to start is 8 a side
- 1.4 To avoid any unfair advantage to latecomers, any player of either side who is not present within 15 minutes of the **schedule** start time (**actual start time in case of officially delayed games**) will not be allowed to take part in the game. The decision of the umpires will be final in this regard.
- 1.5 If the game is delayed in any circumstance Umpires need to enforce overs reduction. Umpires will decide how many overs to reduce as per the loss of time.
- 1.6 At the time of toss if any team has less than 7 players then opponent team qualifies to win the toss. Players must be present on Ground field to be counted for umpires. **Teams are expected to be on the ground for scheduled Toss time irrespective of delays caused by prior matches**
- 1.7 We urge the players to involve in fair-play under all circumstances.
- 1.8 Cones will be placed at regular intervals to mark boundaries (165 feet **or 55 yards** from Centre of pitch, inner circle 90 feet **or 30 yards**) by Home Team as per the Schedule, but the fielder's cooperation is highly recommended in close boundary calls. **Boundary between two cones to be considered as a straight line**
- 1.9 Fielder **should not move in** after taking a catch close to the boundary to avoid controversies.
- 1.10 In case a fielder moves inwards from the Boundary line after taking a close boundary catch, umpire's decision would be considered as final.
- 1.11 **Retired** - If a batsman retires without the umpire's permission, he may only resume his innings with the opposing captain's permission.
- 1.12 **Retired hurt** - If a batsman gets injured or ill while batting, he may retire and resume his batting at a later stage in the innings at the fall of a wicket or when another batsman retires hurt.
- 1.13 If he takes the umpire's permission to leave, he is declared 'Retired - not out'.
- 1.14 In order to get through all the matches, it is crucial that the umpires exercise strict control on the overrate and pull up either teams from resorting to time wasting tactics.
- 1.15 **Umpires should mark the start time and end time of each innings to keep track of current match schedule**

2. Power Play:

- 2.1 There will be 7 overs of power play
- 2.2 One mandatory power play of 3 over at the start of each innings where only 2 players can be out of 30-yard circle
- 2.3 There will be 2 overs of batting and 2 overs of bowling power play in 16 overs where maximum of 3 players can be out of 30-yard circle.
- 2.4 If no batting or bowling power play is taken by either team before start of 13th over, over's 13-14 will be bowling power play and 15-16 will be batting power play (in 16 over match).
- 2.5 If the match is reduced due to reasons specified in Rule (General) power play over's will not be reduced unless game is reduced to 8 over's or less per side.

3. Non Power Play:

- 3.1 Only a maximum of 4 players are allowed outside the circle during Non-Power Play over's. At any given time, there has to be at least 5 players excluding keeper and bowler in the inner circle. The universal fielding rule is that there is no restriction on the off side, any number of fieldsmen can stand but as far as leg side (on side) is concerned, there should not be more than 5 maximum fielders, including maximum two behind the popping crease at the time of a delivery.

4. Umpiring:

- 4.1 Umpiring decisions will be final.
- 4.2 There would be two neutral umpires for each game sent by Umpiring Panel.
- 4.3 Decisions can be discussed between umpires. It is their discretion to give the decision. Again umpire's decision is absolutely final. Benefit of doubt will go to the batsmen in case of a close call
- 4.4 Teams can schedule their matches in mutual agreement before or at the same time as per given schedule without neutral umpires provided by Organizing committee
- 4.5 Umpires cannot take a decision on the match outcome if there is any issue on the ground. Need to bring up to the office board and office board will take a decision.
- 4.6 If Umpires did not show up to the game, then there will be one warning given to the Team captain and then there will a ban for one game will be enforced for the next time repeating the same.

5. Wide Ball:

- 5.1 **Judging a Wide**
 - (a) If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition in (b) below, in his opinion the ball passes wide of the black line offside where he is and which also would have passed wide of him standing in a **normal guard position**.
 - (b) The ball will be considered as passing wide of the striker unless it is sufficiently within his reach for him to be able to hit it with his bat by means of a normal cricket stroke.
 - (c) If the ball goes outside of leg stump without touching batsman or his bat and also the ball is not between the batsman and the stumps, it should be called wide.
 - (d) On the line is not a wide
- 5.2 **Delivery not a Wide**

The umpire shall not adjudge a delivery as being a Wide,

(a) if the striker, **by moving**, either

(i) causes the ball to pass wide of him, as defined in 1(b) above or

(ii) brings the ball sufficiently within his reach to be able to hit it by means of a normal cricket stroke.

(b) if the ball touches the striker's bat or person.

5.3 Any ball that lands outside the pitch or on grass and goes past the batsman will be considered a WIDE and NOT A DEAD BALL. For simplicity umpires can wait to signal wide ball after the ball is either collected by the keeper or fielder.

5.4 Any ball that lands outside the pitch or on grass and DOES NOT go past the batsman will be considered A DEAD BALL for our league.

5.5 Out from a wide:

When Wide ball has been called, neither batsman shall be out under any of the Laws except (Hit wicket), (Obstructing the field), (Run out) or (Stumped).

6. No Ball Rule:

5.1 By default, it is the bowler's end umpire who calls and signals No ball. When judgment of ball height is required (for beamers and short balls), his colleague (the striker's end umpire) will assist him with a signal.

5.2 Full toss above the waist height is a NO-BALL. Call rests with Leg umpire when it comes to deciding ball height and deciding the ball is no ball or a legal ball. Any Dilemma, both umpires will work together on such decisions

5.3 One bouncer is allowed per over. A bouncer is a ball that bounces above the shoulder and below the head.

5.4 The second such ball in an over will be called a no ball.

5.5 Any ball (First or subsequent) which goes above the head is a no Ball. Leg Umpire will assist straight umpire in this decision. If the straight umpire has any dilemma on ball height, leg umpire decision will be regarded as final. Again both umpires will work together on such decisions

5.6 Foot no balls will be called only for over stepping (front leg) and side-stepping (front leg/back leg) within the 8 feet of the pitch.

5.7 Some part of the foot has to be behind the front crease and within the side crease.

5.8 If the bowler breaks the non-striker's wicket during the act of delivery, it's a no-ball.

5.9 If there is talking from the fielders while the bowler starts the run up, the umpire will give one warning to the opposition captain. Next infraction can be called a no ball at umpire's discretion.

5.10 When No ball has been called, neither batsman shall be out under any of the Laws except (Handled the ball), (Hit the ball twice), (Obstructing the field) or (Run out). Exception being handled the ball to avoid injury-umpires will decide the event.

5.11 Batsman cannot be given out Stumped on a No Ball

7. Over's Rule:

7.1 All League games will be played for 16 overs except rain affected/interrupted matches.

- 7.2 Two bowlers can bowl a maximum 4 overs in a game
- 7.3 Two bowlers can bowl a maximum 3 overs in a game.
- 7.4 Every innings will start with a new ball which will be handed over to the fielding captain by the umpires at the start of each innings

8. Over Rate Penalties:

- 8.1 If team A arrives late then umpire can reduce 2 overs for their team while batting.
- 8.2 If both teams are late then both teams play with 2 reduced overs.

9. Super Over:

- 9.1 All games will have a super-over in case of a tie.
- 9.2 The team batting second in the main match will bat first in the Super Over.
- 9.3 The loss of two wickets in the Super Over ends the team's Super Over innings.
- 9.4 Each team will designate one person to bowl and 3 batsmen to bat to play out the super over.
- 9.5 In the event of the teams having scored the same number of runs in the Super Over:
 - a) The team whose batsmen hit the most number of boundaries (fours and sixes) combined from its two innings in the main match and the Super Over shall be the winner.
 - b) If the total number of boundaries hit by both teams is equal, the team whose batsmen score the most number of boundaries (fours and sixes) in its innings in the main match (ignoring the Super Over) will be the winner.
 - d. If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its Super Over, then any un-bowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from wide, no ball or penalty runs.

Example:

Runs scored by:	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	<u>2</u>	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However, team 1 scored 2 runs from its 4th ball while team 2 scored a single so team 1 is the winner.

10. Rain/Washouts/Bad Weather/Bad Light:

10.1 Complete Wash-out due to any unplayable condition

- 10.1.1 Ground should be inspected by Umpires and both captains and all should agree if conditions are playable to play the game otherwise it will be considered as complete wash-out
- 10.1.2 Any wash-out games will have teams to share points equally between them

10.2 Interrupted matches

- 10.2.1 If interruption condition occurs before the start of the match and delays the match by half an hour and the ground is still in playable condition, umpire will reduce overs accordingly. **A minimum of 8 overs per side play should be possible before considering the game as washout.** It will be 8 overs a side game in order to not affect next scheduled games. Any further delay will be counted as a washed out game and points will be shared equally as per the rule no. 10.1
- 10.2.2 If match starts late due to weather/**any other delays**, umpire have rights to cut down the overs for that match. General guide lines on our games 5-minute loss =1 over loss
- 10.2.3 If the match has started and it's unplayable for more than 15 mins (accumulative during the course of the match) interrupting an on-going match, then the below rules applies.
 - 10.2.3.1 If **8.0** or more overs of the second innings are completed, then D/L method will be used to decide the winner
Following D/L calculator will be referred
<https://www.easycalculation.com/sports/duckworth-lewis-calculator.php>
 - 10.2.3.2 And if less than **8.0** overs of the second innings are bowled then the points will be shared between the teams and no re-scheduling will be allowed.
- 10.2.4 **8:30 PM CST is the end for IPL Game. Game should be halted if the clock ticks 8:30 PM CST and game need to be continue where it is halted on next weekend before first game. But if the Umpires and Both captains agree to continue the game, the game need to be completed on that day and Board will not be involved for any issues about the light failures.**

11. Roster:

- 11.1 **If a super sub exists for a match he should be listed while the playing XI is declared by the team. If for any reason app cannot be updated, umpires need to be notified and captains should be updating the app later same day.**
- 11.2 NO Borrowed Player from a different team will be allowed to play once the T16 has started. The board has the authority to reverse the result of the game even after it is completed as long as it is done during the same round as the offence is committed.
- 11.3 Please note that once a team member has been named as part of one team, he will be allowed to play for another team only if he has not yet played in any match.
- 11.4 A team can add any number of players till it reaches the maximum limit of 18.
- 11.5 Once the maximum is reached, a team can only add a new player to the list by pulling out one existing player from it.
- 11.6 Roaster will be locked by end of day Friday and any additions for that week matches will not be done after that. Team has to play with their current roster players.

- 11.7 Any washout/forfeit games, teams will still have to submit playing 11.
- 11.8 Changes to roaster will only be allowed at league stages. No team can change the roaster once last league match gets over
- 11.9 A player should play at least 2 game in the first round to qualify to play in the next stage of playoffs.

12 **Substitutes:**

- 12.1 Any fielder can be substituted by a player in the team list. The substitute will not be allowed to bat or bowl or keep. The umpire should be notified of a fielder change.
- 12.2 **One Super Sub** player will be allowed to either bat or bowl for a team in a match. Both Batting and Bowling are not allowed. The umpires and other Captain should be notified of a Super sub player. A super sub can't be used as a keeper.
- 12.3 The umpires/captains have to agree for a substitute to be on the field.
- 12.4 A team can have a maximum of 2 substitutes in a game.
- 12.5 It is recommended that a player not given a substitute if he comes into the game carrying an injury. The final call is left to the umpire whether to approve of a substitute.
- 12.6 There is no runner allowed in case of batsman is unable to run due to injury or any other reason.

13 **Suspect Action:**

- 13.1 Given the limited resources we have access to and the space we operate in, it is impossible to ascertain whether the bowler has a suspect action. However, if the bowler has been reported of a suspect action the Leg umpire will bring to notice of the main (neutral) umpire and neutral umpire will declare a No Ball if the bowler chucks the ball and can go to an extend of not allowing the bowler to ball. It is not necessary for the batting team to appeal for chucking. This is solely the neutral umpire's decision and the appeal can be over ruled.

14 **Free Hit:**

- 14.1 After a foot-fault no ball, the delivery following a no ball called for a foot fault shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball) then the next delivery will become a free hit for whichever batsman is facing it. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball. Field changes are not permitted for free hit deliveries unless there is a change of striker. If the umpire notices a change in fielding position that ball will be a no- ball followed by a free-hit.

15 **Scoring:**

- 15.1 Each team captain/scorer will maintain their batting scorecard and record scores in cricclubs.com app. Until everyone gets used to the app, we will be using the app along with the paper scorecard and once everyone is comfortable using the app we can eliminate the use of paper scorecard. But, in any case the score should be recorded in

the app at the end of the match and it's the responsibility of the team to get their scorecard updated in cricclub.com app and it should be tallied with the paper scorecard (if used).

- 15.2 Any disputes have to be resolved there in before the next over is bowled.
- 15.3 All statistics including batsman score and bowling aggregates (total wickets taken, overs bowled, and runs given) should be recorded in the app and score sheet to ensure proper statistics can be taken. Failure to do so (incomplete score sheet) will result in a disciplinary action against the captain.
- 15.4 After each match, the scorecards will be submitted to the Organizing Committee (Score sheets & Statistics) either scanned (take a cell phone photo and email) or in paper. This is an absolute must to ensure statistics are up to date. It is up to both the playing captains to maintain the accuracy of the scorecard and both the umpires should sign off on the scorecard before submitting it to the Organizing Committee.
- 15.5 Once match is over with agreed scorecards by both captains and umpires, no changes will be done in match results.

16 **No Show:**

- 16.1 If any team does not show up at their scheduled game the opposite team will get 2 points and the team with no show will get 0 points.
- 16.2 If one team does not have a minimum of 8 players present on the ground 30 minutes after the scheduled start time, then the game points are awarded to the opposition team.

17 **Ways of Dismissal:**

- 17.1 "Mankad a batsman": It remains legal for a bowler to run out a non-striker who has strayed outside his crease after he has started his run up, but before he has entered his delivery stride. Delivery stride refers to the stride during which the delivery swing is made; it starts when the bowler's back foot lands for that stride and ends when the front foot lands in the same stride
- 17.2 LBW: This mode of dismissal is not applicable for our tournament. The umpire cannot rule a batsman out LBW. Due to the same leg byes are also not applicable.

18 **Code of Conduct/Discipline:**

- 18.1 Everyone involved should follow the rules and regulations of appropriate conduct on the field.
- 18.2 Captain will be held responsible if one of his players violates code of conduct on the field.
- 18.3 As far as the cricketing code of conduct is concerned; the teams are here to have fun and to sigh a bit of relief during the weekends. So we expect to see a sense of camaraderie and sportsmanship. **Sledging is strictly prohibited. Under such circumstances, the umpire will have the say in deciding what a tolerable limit is. If the umpires find things exceeding the limit, they might recommend expulsion of player(s) or disqualification of the team. Any kind of foul language is strictly prohibited to express views or concerns. The final decision will lie with the Disciplinary committee.**

- 18.4 The President will be heading the disciplinary committee in conjunction with HCL to handle any escalated untoward incident during the course of any match. As discussed earlier, the umpires would need to report any unruly behavior of the players involved and the committee will take appropriate action on an incident basis.
- 18.5 We encourage the participating teams to play in line with the laws and spirit of the game.
- 18.6 We strongly discourage any physical or verbal (direct or implied) attack by a player(s) against: A) The umpire B) other cricketers C) Spectators D) The stumps, ball or other cricket gear.
- 18.7 Unruly and un-sportsman like behavior will not be tolerated. Guilty players will be ejected. If the player refuses to leave the field, the team will be penalized with forfeiture of the match. No substitutes will be allowed for the ejected player.
- 18.8 Determination of what constitutes unruly or unsportsmanlike behavior will be based on the umpire and adjudicators combined opinion.
- 18.9 Players abusing or threatening either umpires or opponent team members will be suspended for 1 or more matches.
- 18.10 It's the duty of the captain to maintain discipline and decorum on the field and if any of the team members is found guilty of behaving against the code of conduct captain of that team will be held responsible and disciplinary actions would be taken against the player and the captain which could result suspension for that match and next match.
- 18.11 Captains shall advise members of their respective teams that the Umpires' decision is final.
- 18.12 Any individual acting in an ungentle or unsportsmanlike manner or using profanity, Abusing and foul language shall not be tolerated by the Umpires nor should it be tolerated by the team to which that individual belongs. Penalty could result in a suspension for that match and next match, after a maximum of 2 warnings.
- 18.13 At any point of time in the game, when umpires need clarity in making right decision, only the players involved in the incident, captain and the two umpires should be discussing. Rest of the team members can bring their concerns to their respective captains but not directly to the umpires.

19 Additional Rules and Regulations

- 19.1 If any fielder changes fielding position (e.g. moves to gully from Slips) after the bowler starts his run up, then the umpire can signal a No Ball.
- 19.2 Run out at stirker end, height no ball, bounce, stumping these decisions will be leg umpire's decision by default. In case main umpire has a say in these decision he needs to consult with leg umpire work together for final outcome.
- 19.3 New ball would be used in each innings. The organizing committee takes the responsibility of providing similar balls for a match, but the balls might vary (slightly) for different matches.

- 19.4 A drinks break shall be taken after 8 overs in an innings is completed. Duration of drinks break shall not exceed 5 mins each. In extreme hot weather, the frequency of water breaks may be increased to every 6 overs with 5-minute duration.
- 19.5 Innings is considered closed at the fall of any wicket of the last pair. The last man cannot bat alone. **At the end of an innings a 10 minute break is allowed before the 2nd innings can begin. In case of curtailed games, umpires will enforce shorter breaks as appropriate.**
- 19.6 A team gets 2 points for a win.
- 19.7 During a match if a situation arises that is not defined in this rules document then the decision will be taken based on the rules mentioned in the following website. <http://www.lords.org/laws-and-spirit/laws-of-cricket/laws/>
- 19.8 The Tournament Committee reserves the right to amend the Rules at any time if it considers such action to be in the best interests of the competition.