

# KMCA Premier League(KPL) – 2018

## Roster, Waiver, Fees:

- All the players must be registered in [Cricclubs](#) to participate in KPL 2018.
- All the players must sign the waiver form before the start of their first game.
- Each team must pay the tournament fee \$300 on or before 09/12/2018.

## Venue:

- Los Cerritos Community Park Fremont.
- Address: 3377 Alder Ave, Fremont, CA 94536

## KPL 2018 Format:

- KPL 2018 formats will be single round robin format, Total Teams: 4, Group: 1
- KPL 2018 Games will be played for 10 overs per team.
- Maximum of 3 overs per bowler for 2 bowlers. Rest of the bowlers can bowl 2 over maximum.
- Max 5 fielders on leg side except during Power Play.
- Power Play Overs: 2 Overs
  - 1 over at discretion of batting team, and 1 over by bowling team.
  - If not taken until end of 8th over, last 2 overs are automatic power play overs.
  - Only 3 players allowed on the leg side with no placement restriction.
  - All the power play overs must be bowled by different bowlers
- Wicket Keeper is required at all times.
- 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 run-outs 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
- Dead Ball – If the bowler bowls a ball and it bounces more than once or rolls along the ground before reaching the batsman will be declared as dead ball.
- Byes and overthrows are allowed.
  - In the event of a bye, ball goes to backside and stuck in the fence will be declared as 1 run.
  - In the event of an overthrow or bye, the ball goes behind the fence on the backside, it is considered as 1 additional declared run.
  - In the event of a run, the overthrow occurs, the total runs considered is number of runs attempted + 1 additional declared run for the overthrow.

Let's assume the throw was made while the batsmen were on their 2nd run and the ball goes behind the fence. Even though the 2nd run is not complete, the total runs given would be 2+1.

- This is true even if it hits the stumps and gets deflected behind the fence as long as the batsman is within the crease.
- The batsman should swap due to the 1 run declared.
- If the batsman hit and the ball goes behind the fence (direct or after pitching on the ground first) will be declared 1 run.
- If the batsman hit and ball stuck in the fence will be declared 1, 2 run respectively depends on if it's inside 1 declared mark or it after.
- Team needs to have minimum of 8 players to play the game. Failing to do so will be considered as a forfeit.
- Toss is 15 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, the game is automatically forfeited and points will be awarded to the opponent team.
- Teams with ranking 1 and 2 will qualify for final. Teams will be ranked based on the following:
  - Total number of points.
  - Net Run Rate.
  - Head to Head Record.
  - Toss of a coin.
- Any rules not covered in this KPL rules document, ICC rules will be followed. The umpires have the complete control and final verdict over the other rules. If they have any questions, doubts or clarifications - they will/should reach out to the KPL committee who will be present at the field for every game

### **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.
    - Maximum 3 players are allowed to bat (2 Wickets).
    - If two batsmen are out will be considered as all out.
    - 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.

### **Scoring App/Website/Umpiring:**

- Tournament Home Page : <https://cricclubs.com/KPL2018>
- Team Captain/Vice Captain must download Cricclubs app for live scoring.

- Live Scoring is mandatory but team can have manual scoring sheet as backup option.
- 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.
- Live Scoring Demo: [https://www.youtube.com/watch?v=8k\\_LvajUhqA](https://www.youtube.com/watch?v=8k_LvajUhqA)  
[https://www.youtube.com/watch?v=doILCE5IS\\_Q](https://www.youtube.com/watch?v=doILCE5IS_Q)