

KMCA Premier League(KPL) – 2023

Roster, Waiver :

- All the players must be registered in [Cricclubs](#) to participate in KPL 2023.
- All the players must sign the waiver form before the start of their first game.

Venue:

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

KPL 2023 Format:

- KPL 2023 formats will be single round robin format, Total Teams: 4, Group: 1
- KPL 2023 Games will be played for 10 overs per team.
- Only one bowler is allowed a maximum of 3 overs, and the third over of the bowler is only permitted in the 10th over, while the rest of the bowlers can bowl a maximum of 2 overs each.
- Impact Player or Super Sub is allowed:
 - Impact Player Rule:**
 - The Captain will nominate the Impact Player and inform the on-field umpire before making the change.
 - The Impact Player has to be part of the team roster.
 - The Impact Player can bat and or bowl his full quota of 3 or 2 overs, irrespective of the player he is replacing.
 - An Impact Player can be brought in before the start of an innings, at the end of an over, after the fall of a wicket, or when a batter retires.
 - If the impact player is a bowler who comes in at the fall of a wicket, he is not allowed to bowl the remaining balls of the over.
 - Bringing in the "Impact Player" during the match is not compulsory. Teams can decide whether they want to use the Impact Player or not.
- Mankading is not allowed.
- Max 5 fielders on leg side including Power Play overs.
- Power Play Overs: 2 Overs - Between 4-8
 - 1 over at the discretion of the batting team, and 1 over by bowling team.
 - If not taken until the end of 6th over, then the 7th and 8th overs are automatic power play overs.
 - Only **2 fielders** shall be permitted outside the 60 ft circle at the instant of delivery. No more than 5 fielders can be on the leg side during any time of the

game [during a power play as well]

o If both teams take Power play in the same over then it will be considered as Batting Power play.

o 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 deliver 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 bail 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 it will be declared as dead ball.
- Byes and overthrows are allowed.
 - o In the event of a bye, the ball goes to the backside and touch/stuck in the fence will be declared as 1 run.
 - o 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.
 - o In the event of a run, the overthrow occurs, the total runs considered is the number of runs attempted + additional declared run for the overthrow if it touches the fence. 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.
 - o This is true even if it hits the stumps and gets deflected behind the fence as long as the batsman is within the crease.
 - o The batsman should swap due to the 1 run declared.
- If the batsman hit and the ball goes behind the fence (directly or after pitching on the ground first) will be declared 1 run.
- If the batsman hits and ball touches the fence it will be declared 1, 2 runs respectively depending on if it's inside 1 declared mark or it after.
- Team needs to have a 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 starts. 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 the final. Teams will be ranked based on the following:
 - o Total number of points.
 - o Net Run Rate.

- Super Over..
- Toss of a coin.
- Any rules not covered in this KPL rules document, ICC rules will be followed. The umpires have 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.
- **Declared Runs**
 - When the batsmen play a shot, if the ball touches the fence within the 80 ft markers, it will be declared 1 run (same as if the ball goes over the fence or stuck in the fence)
 - If the ball touches the fence outside the 80 ft markers (inside the boundary marker), it will be declared 2 runs (same as if the ball goes over the fence or stuck in the fence)
 - On the leg side fence (or open area beyond the fence (where there are shorter than 80 ft fence), mark a spot at 80 feet from the striker's end middle stump
 - Runs of the bat, wides, no balls, byes, and overthrows will now be declared runs when
 - the ball touches the fence
 - goes over the fence
 - gets stuck inside the fence
 - goes inside the dugout
 - Fielders can touch the fence after cleanly fielding the ball and throwing it back, this will not be declared runs since the fielding was done cleanly in the field of play. This is the same as the catch rule
 - Height no balls or wide balls that might shoot or bounce over and hit the fence will be declared

Pitch & Ground Dimensions

- Length of Pitch: 64 Feet
- Front Crease: 4 Feet
- Return (side) Crease : 4 Feet 4 Inch
- Wide Markers : 3 Feet from the middle stump
- Boundary Length: 160 Feet from the center of the pitch
- Inner circle: 60 feet from the centre of the pitch

Points:

- Win = 2, Loss = 0, Tie/NoResult/Abandoned = 1

- For games that end in a tie, one Super Over will be played.
 1. Super Over rules:
 - a. Fresh toss for Super over.
 - b. Maximum 3 players are allowed to bat (2 Wickets).
 - c. If two batsmen are out will be considered as all out.
 - d. If game is tied after super over, repeat the above steps until there is no TIE!
 - e. 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/KMCAPremierLeague>
- Team Captain/Vice Captain must download Cricclubs app for live scoring.
- Live Scoring is mandatory but the team can have a manual scoring sheet as a backup option.
- Live Scoring Demo: https://www.youtube.com/watch?v=8k_LvajUhqA
https://www.youtube.com/watch?v=doILCE5IS_Q