

**KPL 2016 Fall Tournament Rules**

1. Each team can have up to 16 players in their roster. Only those 16 players can participate at any stage of the tournament.
2. Only 2 extra players will be allowed at any stage of particular game.
3. Playing XI should be submitted to umpires before the start of the game.
4. At least 7 players should be present to start the game. Other 4 players should be present before the end of powerplay (If playing XI member is not present by the end of powerplay then that player is automatically disqualified for that particular game and team should play without those players. They are not even allowed to field)
5. Each side will play 15 overs. Finals will be 20 overs.
6. Each bowler can bowl maximum of 3 overs.
7. If any team is late by 15 min to allocated time then toss will be rewarded to the opposition team. Atleast 7 players from the team should be present in the ground to be eligible for the toss. If any team is late by 30 min to allocated time then game will be reduced to 12 overs and the team which is late will play only 10 overs and other team will play 12 overs. If any team is late more than 45 min to allocated time then game will be rewarded to other team.
8. Both ends will be used to bowl for all weekend games (One over from each end i.e 1st over from one end and 2nd over from other end). Bowling team will choose the end to start the game and second innings will start from the same end. Weekday games will use only one end due to light issue and bowling team will choose the end.
9. We will be following all international rules.
10. **Runout and Stumping:** At least some part of batsman leg has to be inside the line to be considered notout. Batsman leg being on line or outside line is considered as out (both for runout and stumping).
11. **Noball:** Some part of the bowlers leg has to be behind the line to be considered as good ball. If bowlers leg is online or beyond the line then it is considered as no-ball. All no balls will be followed by freehit.
12. Fulltoss above the waist is noball.
13. One bouncer (above the shoulder) is allowed per over.
14. Anything above the head is considered as wide.
15. **Powerplay:** First 5 overs will be mandatory powerplay (No batting powerplay). 3 Overs powerplay for 12 overs game. 6 overs powerplay for 20 overs game.
16. Only two players are allowed outside 30 yards during powerplay and after powerplay 5 players are allowed. Leg side 5 fielding max 5 players, if bowler is bowling around the wicket then max 4 players plus bowler.
17. **Wide:** Online is considered as wide.
18. **Tie Match:** If any match is tie then we will play superover. If superover is tie then which ever team hits most sixes will be awared win. If sixe are equal then team which ever hit more fours will be awarded win.
19. If umpires stop the game at any stage due to any circumstances we will continue the match where it was stopped.
20. **Legbyes:** No legbyes and no runouts for legbyes.
21. **Byes:** Batsman can take runs for any byes.
22. Boundaries will be 54meters.
23. Every innings will start with new ball.
24. Umpires decision will be final. If umpires decide to change the decision then its upto the captains to agree for it.