

LOUISIANA CRICKET ASSOCIATION (LCA)



LEAGUE STRUCTURE, RULES AND CODE OF CONDUCT
2017-2018

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Article I. Louisiana Cricket Association - Structure and Rules

Section 1.01 General

This document presents the rules, league format and code of conduct for the cricket tournaments conducted by LCA during the 2017-2018 and subsequent seasons, subject to any amendments made in the future. The rules outlined in this document take precedence over all standard ICC rules where applicable. Furthermore,

- a) The LCA Board of Members (Board) will be the sole authority for providing interpretations of and rulings on the rules, for the purposes of any tournament conducted by LCA.
- b) Wherever the terms “The League” or “LCA” appear in this document, they shall stand for most of the members of the LCA Board.

Section 1.02 Team Registration

The registration fee for the season shall be announced at least 30 days before the season’s first game. A check for this amount should be made out to ‘Louisiana Cricket Association’ and mailed to the League Treasurer’s address.

Section 1.03 Start and End of Season

The season will officially commence during the second week of September and run to completion by the end of May. The exact duration of the season will be determined by the official schedule published by LCA.

Section 1.04 Member Registration

All participating teams shall submit a list of at least fifteen (15) members before they play any of their scheduled games.

- a) The registration list submitted by a team is only a provisional list. A player on that list becomes officially registered only when the player appears in the playing XI for a tournament game.
- b) Players may not transfer from one team to another under any circumstances during the current season.
- c) Teams can register new players during the round-robin phase. However, player eligibility for appearing in play-off games still holds for late registrants (**see 1.06 Player Eligibility for Play-offs**).
- d) Any player registrations by a team during the round-robin phase shall be made no later than two days before the team’s scheduled game upon a written request from team’s captain to the LCA Secretary and approved by the President.

Section 1.05 Unregistered Players

No team may field in their playing XI players who are unregistered or officially registered to a different team. In case of such players being fielded the following provisions will apply.

- a) If discovered before the start of the game, such a player or players shall not be allowed to participate in the game under any circumstances. If that player’s captain insists on playing him, the umpire will call the game off and award the game and all available game points to the opposing team.
- b) If such an incident takes place and is discovered during a game in progress, the umpire will stop play, call the game off, and award the game and all available game points to the opposing team.

- c) If such an instance is brought to the notice of LCA after completion of the game, the offending team will lose the game, and all available game points will be awarded to their opponents in that game.

Section 1.06 Approved Equipment

All clubs will be required to use cricket equipment deemed legal as per the ICC regulations. In addition, all participating teams are required to use the official tournament ball (bearing the LCA logo) supplied by LCA.

- a) Any team not using an official tournament ball will be penalized \$100 per game payable prior to their next scheduled game.
- b) If a team does not have an official tournament ball available for play, the umpire will attempt to find a suitable replacement ball. If the game is delayed due to lack of an official ball the team responsible will be penalized for the delayed start (as detailed in the rules covering the same).
- c) If both teams do not have official balls, then the rules for delayed start will be followed with both teams having their innings equally shortened.

Section 1.07 Game Scheduling and Venues

- a) All games must be played on surfaces approved by LCA. For the 2017-2018 season, only grounds located in Baton Rouge, Hattiesburg and Ponchatoula are eligible to host games.
- a) Games will not be rescheduled once the day of the game has arrived. In some circumstances (such as, but not solely, in case of rain or a scheduled field not being available on the scheduled date), LCA may alter the schedule of games prior to their scheduled days.
- b) All game venues will be determined three weeks before the start of the League. Any requests for scheduling changes must be made in writing by the team captains two weeks prior to the scheduled first game of the season.
- c) A home team will be designated for every scheduled game. The designated home team is responsible for making sure that the field is ready to play (in the judgement of the umpire) prior to the start of the game. This will include (but is not limited to) marking both infield and outfield boundaries, setting up the stumps and bails, and clearing any debris or dirt from the pitch. If the field is not ready for play due to inadequate preparation by the home team, the umpire will report this to LCA and the home team will be fined \$50 payable prior to their next scheduled game.

Article II. LCA League and LPL T20 Tournament Format

Section 2.01 Structure

- a) Both the LCA League and LPL T20 tournament will consist of six teams during the 2017-2018 year (Table 1).
- b) The teams will participate in a triple round-robin tournament in LCA League. Each team plays the other five teams three times during the regular season.
- c) Each team will participate in a single round-robin tournament in LPL T20.

1.	Baton Rouge Cricket Club (BRCC)
2.	Dilwale

3.	Hattiesburg Cricket Club (HCC)
4.	Lafayette Cricket Club (LCC)
5.	New Orleans Cricket Club (NOCC)
6.	Ponchatoula Cricket Club (PCC)

Table 1. LCA teams for the 2017-2018 year.

Section 2.02 Points system and League Standings

- a) Each win is awarded two points and a loss zero points.
- b) League standings will be based on points accrued in the round-robin phase. In case of ties, the following tie-breakers will be applied in order.
 - (i) Tied teams will be ranked based on the net run rate (NRR) at the end of the group phase.
 - (ii) If the teams are still tied, teams will be ranked based on the number of wins during the round-robin stage.

Section 2.03 Playoffs

- a) The top four teams at the end of the round-robin stage will qualify for the play-offs.
- b) The top two teams play the first Qualifier, the winner of which goes to Finals. Third and fourth-placed teams play the Eliminator, the winner of which plays the second Qualifier against the losing team of the first Qualifier. Winner of the Eliminator will be the second finalist.
- c) In case of a tie after the allotted overs in the Finals, the following criteria are applied in the below order to determine the winner.
 - (i) The team that scores more runs in the Super Over is the winner.
 - (ii) If teams are still tied after the Super Over, the team that earned more points during the round-robin phase is the winner.
 - (iii) If teams are still tied after (i) and (ii) above, the team that has the better net run rate (NRR) after the round-robin phase is the winner.
 - (iv) A coin toss will decide the winner if the finalists are still tied after (i), (ii) and (iii) above.

Section 2.04 Player Eligibility for Play-offs

To appear in any of the play-off games, a player must have been part of the playing XI in at least 1/3rd of the completed games (5 out of 15 games during LCA League) for his team during the round-robin phase of the LCA tournament. The minimum requirement for play-off eligibility for LPL T20 tournament is two games during the round-robin phase. Completed games are those games in which teams travel to the scheduled field and submit a verified roster to the umpire. Rain-affected games are not considered to be completed.

Section 2.05 LCA League Game Duration and Timings

- a) All games will consist of one innings per side. Each innings will be of 25 overs. A bowler will be allowed to bowl no more than 5 overs.
- b) The scheduled time for the toss is 9:45 a.m. and the game start time is 10:00 a.m. (corresponding times are 10:00 a.m. and 10:15 a.m. for all HCC games). The scheduled time for the start of the 2nd

innings is 12:45 p.m. (1:00 p.m. for HCC games), after a 30-min lunch break. These scheduled times may be altered only by the umpire in the case of delayed start or other interruptions (due to rain, injuries, etc.). See **Article IV** for detailed game times and over reduction under rain-affected scenarios.

- c) Each team will be required to bowl the allotted overs in no more than 2 hours and 15 minutes inclusive of a 5-minute drinks break, to be taken at the end of the 13th over.
- d) In case of extremely hot weather (or for other reasons solely determined by the umpire) the umpire may relax the game timings and allow more frequent drinks breaks to ensure player safety. In all cases the umpire shall keep the captains continually informed of the game schedule.

Section 2.06 LPL T20 Tournament Game Duration and Timings

- a) All games will consist of one innings per side. Each innings will be of 20 overs. A bowler will be allowed to bowl no more than 4 overs.
- b) The scheduled time for the toss is 9:45 a.m. and the game start time is 10:00 a.m. (corresponding times are 10:00 a.m. and 10:15 a.m. for all HCC games). The scheduled time for the start of the 2nd innings is 12:30 p.m. (1:00 p.m. for HCC games), after a 30-min lunch break. These scheduled times may be altered only by the umpire in case of delayed start or other interruptions (due to rain, injuries, etc.).
- c) Each team will be required to bowl the allotted overs in no more than 2 hours inclusive of a 5-minute drinks break, to be taken at the end of the 10th over.

Section 2.07 Toss and Lost Overs

- a) Both teams must be ‘ready to play’ (**See 2.11. Ready to Play**) at the ground by 9:30 a.m. (for games conducted at PCC and BRCC) and by 9:45 a.m. (for games conducted at HCC).
- b) The toss shall be conducted 15 minutes prior to the scheduled start time as determined by the umpire (including any delay of start).
- c) At the time of the toss, if one of the teams is not ‘ready to play’, then the toss will be awarded to the team that is ‘ready to play’.
- d) After the toss is over, if a team is still not ‘ready to play’ at start, the team shall lose an over after a 15-minute delay, and an additional over thereafter for every 10-min delay. If a team is not ‘ready to play’ by 1 hour after the scheduled start time, the game and all game points will be awarded to the opposing team, provided the other team is ‘ready to play’. The official umpire will make the final decision regarding ‘ready to play’ and game awarding. Both teams will still have the assigned hours to complete their overs.
- e) If both teams are not ‘ready to play’ at the scheduled start time, the game will be reduced by an over for every 10-minute delay. The time available to the teams to complete their overs will be prorated according to that fraction of 50 overs (25 + 25 overs, for LCA League) or 40 overs (for LPL T20) that was lost.
- f) If both teams are not ‘ready to play’ by 1 hour after the scheduled start time, the game will be counted as a loss for both teams, and no points will be awarded.
- g) Refer to **Article IV** for detailed times of normal and rain-curtailed games for both LCA League and LPL T20 tournament.

Section 2.08 Interruptions and Over Reduction (LCA League and LPL T20)

In the event of the game being delayed or interrupted due to rain or other causes, the umpire will reduce the number of overs to be played according to the following guidelines:

- a) If the game start is delayed, the umpire will reduce the number of overs to be played by 1 over for every 10 minutes lost.
- b) If game is delayed after game start the umpire will adjust game length to maximize the likelihood that both team innings are of equal length or that each team innings is of at least 5 overs length. For this purpose, a team that is all out in less than their allotted overs will be considered to have had an innings length equal to the full allotment of overs.
- c) The umpire may shorten the lunch break to 10 minutes to facilitate completion of the game.
- d) In the case of a shortened game where each team innings are at least 5 overs long, the game result will be determined by the DLS method.
- e) If either team innings is less than 5 overs, the game will be abandoned and each team is awarded 1 point.

Section 2.09 Reduction of Allotted Overs (LCA League and LPL T20)

If the number of overs is reduced prior to the start of the game, then the max. number of overs bowled by a bowler is determined as below:

- a) In the event of a team being penalized for a late start, the number of overs allocated to each bowler of the other team remains at 1/5 of the **original** number of overs scheduled for the innings.
- b) In the event of other reduced games, overs reduced are distributed across the 5 bowlers (min) clause, i.e. if the game is reduced to 17 overs then two bowlers can bowl a max limit of 4 overs and all others will have a limit of 3 overs each.

Section 2.10 Field Restrictions

- a) At any point in the game, there shall not be more than five fielders on the on-side (leg-side). A right-arm bowler delivering from round the stumps or a left-arm bowler from over the stumps shall not be included as part of the five fielders.
- b) No more than 2 fielders are allowed backward of square on the on-side (leg-side).
- c) The umpire shall call a no-ball if the above two conditions are not met.
- d) The following fielding restrictions shall apply during Powerplay overs at the instant of delivery:
 - a. LCA Powerplay – no more than two fielders shall be permitted outside the inner 30-yard area during overs 1 to 7, and a maximum of five fielders shall be permitted during the remaining overs.
 - b. LPL Powerplay – no more than two fielders shall be permitted outside the inner 30-yard area during overs 1 to 6, and a maximum of five fielders shall be permitted during the remaining overs.
- e) In circumstances when the number of overs of the batting team is reduced, the number of overs within each Powerplay shall be reduced in accordance with clause 41.2.4 (ICC Standard Twenty20 match playing conditions).

Section 2.11 Ready to Play (Minimum Players)

- a) A team shall be considered 'ready to play' if they have eight (8) players present on the ground, properly dressed, and are accountable for the Umpire.
- b) In addition, the home team must have the stumps in place, all the necessary markings (creases, boundary, cones/flags), and any other field preparations completed 15 minutes prior to the start of each game.
- c) Both team captains must submit a duly signed Team Declaration sheet to the umpire for any scheduled game before the toss is made. No alterations will be allowed once the Team Declaration sheet is submitted to the Umpire. Both the captains are authorized to review the Team Declaration sheet along with the umpire.
- d) Names of substitute fielders must also appear on this list.

Section 2.12 Cancellations and Bad Weather

- a) If affected by bad weather, no game may start later than 1:00 p.m. during both LCA League and LPL T20 tournaments. If one of the teams is not ready to play by the adjusted time, they shall lose the game and two points will be awarded to the opposing team. If both teams are not ready to play by the adjusted time, then the game will be registered as a loss to both the teams, and no points will be awarded.
- b) In case of inclement weather, the assigned home team will make the decision regarding the game. The host captain shall inform the Board and visiting team, and discuss possibilities of delaying or canceling the game. The host captain shall inform the visiting team captain no later than 9:00 p.m. the night before the day of the game. An earlier notification time is urged to allow a distant visiting team sufficient time to notify its members prior to long distance travel. Teams must show up (unless travel time is too much), as in most cases a reduction in overs can still see completion of the game.
- c) For all games that are and/or may be affected by rain, both captains must post a message in the LCA group for record keeping purpose for the League to follow along with other teams in relation to their decision. If both captains decide to wait till the game day morning to decide, then they must update the LCA group with a time for an agreement.
- d) If the local weather forecast shows 60% or more chance of rain on game day, either the home or visiting team may decide to call off the game at 9 p.m. a day before even if the other team wants to play. Both teams shall involve President and Vice President Only to make a decision in case of a conflict. Final decision will be left with the Board members to resolve a situation.
- e) LCA will use the local weather forecast from www.accuweather.com in determining the feasibility of playing or abandoning a game because of inclement weather. No other websites may be used to keep the decision-making process consistent and free from any subjective bias.

Section 2.13 Umpiring

- a) LCA will assign umpiring duties to the individual teams during the round-robin phase. The batting team shall confirm to the opposing captain of the two umpires officiating the game at the toss time.
- b) Both the front and square-leg umpires shall be a playing or non-playing members of the batting team.
- c) LCA will assign two neutral umpires for all play-off games.

- d) In case of an umpire no show; the assigned team will be penalized \$100 payable prior to their next scheduled game.
- e) Umpire shall wear proper attire; preferably a colored shirt, black trouser and shoes that do not affect the visibility of the white balls used in both LCA League and LPL T20.
- f) The officiating umpire must show up for the game 20 minutes before the start time.
- g) Team captains may lodge a complaint with LCA in case they are not satisfied by the standard of umpiring (only if umpire is officiating under the instructions of the League).
- h) No one is allowed on the field during play other than the batsmen, the fielding side and the officials. In case of an injury or substitution, the umpire must be notified.

Section 2.14 Playing Surfaces & Markers

- b) If both captains (and umpire for play-off games) agree that the pitch or outfield is dangerous to play on, they may call the game off and inform it to the LCA Board.
- c) The creases, infield and outfield markings and boundaries shall be distinctly marked by the home or designated home team at least 30 min prior to the game start time.
- d) Players shall not be allowed to wear metal spikes or other types of footwear that may cause damage to the pitch.

Section 2.15 Game Results and Points for Cancelled or Abandoned Games

- a) If a game is cancelled due to bad weather, both teams will split the points. In this case, 1 point shall be awarded to both teams.
- b) In case a game must be shortened due to weather, a minimum of 15 overs per innings will have to be bowled for it to constitute a complete game in LCA League and 12 overs per innings in LPL T20 Tournament.
- c) If the game must be abandoned after only one of the teams has completed its inning, the DLS rule may decide the result (the 5 overs minimum still holds). If that is not the case, then the game will be cancelled and both teams will be awarded 1 point each.
- d) In case of a tied regular season game, 1 point is awarded to each team. No Super Over or one-over eliminator will be used to determine the winner.
- e) For all play-off games, a tied game will be decided based on a Super Over. If the teams are still tied after the Super Over, the following criteria are considered in order until the tie is broken:
 - (i) The team having lost fewer wickets during the regular innings shall be awarded the game.
 - (ii) The team with greater number of points in head to head games in the regular season shall be awarded the game.
 - (iii) If all the above fail to break the tie, then a coin toss supervised by the umpire shall decide the outcome of the game.

Section 2.16 Practice and Friendly Games

- a) The association schedule will take precedence over all other scheduled commitments.
- b) If a ground is not available due to community activities, the concerned club must inform the Association and Secretary at least one (1) week in advance.

Section 2.17 Team Declaration Sheets

- a) Only official LCA team declaration sheets will be used.

- b) Captains must submit the team declaration sheets before the toss.
- c) No alterations to the team declaration sheet will be permitted after the toss except for a substitute fielder being used other than the declared 12, the umpire shall ask the captain to add the player's name to the team declaration sheet under his supervision.
- d) Team Captains are required to put complete names of all players including the 12th man.

Section 2.18 Scoring

- a) The League will use www.cricclubs.com for scoring, scheduling and maintaining player statistics. This application is available on both Android and iOS phones and it is the responsibility of the batting team to enter scores accurately throughout the duration of the innings. Paper scoring should be strictly avoided unless there is an issue with the scoring application.
- b) Each team is advised to use the provided 'Scorer' account credentials for scoring purposes. Each team's scorer account shall have 'Live Scoring' access to the games they are part of.
- c) Both captains are responsible for accurately entering and posting the scorecards online from their innings (this includes their batting and the other team's bowling and fielding details).
- d) Teams are urged to put accurate player names for all batsmen/bowlers/fielders involved in a dismissal on the scoresheets.

Section 2.19 Rescheduling

- a) No games will be rescheduled except the play-off games.
- b) In case of rain or inclement weather, or non-availability of the scheduled ground, games scheduled for a weekend can be moved to Saturday or Sunday, or to a different ground provided the day and ground is available for the same weekend only.
- c) Both participating teams must agree to the revised venue and date/time for rescheduling to happen. If an agreement is not reached, the scheduled game is considered abandoned, and both teams shall be awarded one point each. Any such decision shall be promptly communicated to the President and/or Vice President to ensure proper visibility.

Section 2.20 Replacing Lost Game Balls

- a) All teams are urged to carry multiple used balls to replace any game balls that are lost or damaged.
- b) The batting team shall provide a suitable replacement ball that has similar wear and tear, and which is close to the lost ball as possible. In instances where a similar replacement ball is not available, both umpires and captains must agree on the best available replacement.

Section 2.21 Trophies

- c) Team trophies will be awarded for both the winning and finals team at the conclusion of the LCA League and LPL T20 tournaments
- d) LCA will also award various other individual achievement awards (MVP, Best Batsman, Best Bowler, Best All-rounder, etc.) based on the season statistics.

Section 2.22 Protests & Complaints

- a) All protests and complaints regarding game disputes must be submitted in writing (by email or regular mail) to the Secretary by no later than the Wednesday following the weekend of the game in question.
- b) Teams must also check the scorecards (as maintained on the official League statistics site: www.cricclubs.com) and the points table every week. No protests regarding the scorecard or points awarded from a game will be considered after the Friday following the game in question.

- c) The decision of the Board will be final regarding all protests and the turnaround time for all the decisions in 7 days.
- d) No protests or complaints will be considered unless proper procedures are followed.

Section 2.23 Time Delays

In case of time delays, when the ball is lost or a player is injured, it is the duty of the umpire to make note of the time. It is a good practice for both captains to also make a note and remind the umpire. Either way, the umpire's decision, as in all cases, will be final and no requests can be made to reconsider time delay issues.

Section 2.24 Disputes with Boundaries and Boundary Catches

In case of a possible dispute regarding a hit for 4/6 runs and/or a catch at the boundary, fielders are advised to stay put and help the umpire make the right decision by holding their ground. Benefit of doubt shall always go to the batsman.

Section 2.25 Umpires intervene for:

- a) Time wasting
- b) Damaging the pitch
- c) Dangerous or unfair bowling
- d) Tampering with the ball
- e) Assessing a situation when a batsman gets injured or dehydrated and asks for a runner. The umpire's decision is final in case of an injury during the game but in case of dehydration the umpire shall ask the batsman to retire if he can't perform his task and shall allow the retired batsman to come back anytime during the innings.
- f) Any other action that they consider to be unfair

Section 2.26 Proper Clothing

It is very important that players present themselves in proper attire when on the field of play.

- a) All teams are required to wear their team's colored uniform for the games. Whites or any other colored uniforms are not allowed. Teams found in violation shall pay \$100 penalty to the league.
- b) In case of cold weather, cricket sweaters may be worn. If cricket sweaters are not available, players are advised to wear warm clothing underneath their cricket shirts.
- c) If the player is not present in proper attire, the umpire must ask him to leave the field, and only once proper attire has been obtained, the player is free to enter the field again. No substitutions will be allowed for a player who is not in proper attire.

Article III. Code of Conduct

Section 3.01 The spirit of the Game

Players are required to adhere to the spirit of the laws of cricket as outlined below.

- a) Respect the umpire, your opponents, your own captain and teammates and the traditions of the game of cricket.
- b) It is against the spirit of the game to
 - (i) dispute an umpire's decision by word, action or gesture.

- (ii) To direct abusive language towards an opponent or umpire.
- (iii) To indulge in cheating or any sharp practice such as to appeal knowing that the batsman is not out.
- (iv) To advance towards an umpire in an aggressive manner when appealing.
- (v) To seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own team.
- (vi) Use taunting words on the umpire.

Section 3.02 Procedure

The LCA Board has the right to act upon any report of any alleged breach of the code of conduct and shall deal with the matter as it sees fit. This includes and is not limited to suspension from games or from LCA. The decision of the committee in respect of any breach shall be binding on all members.

Any violation of the code of conduct shall be brought to the attention of the umpire(s), who in accordance with the laws shall refer it to the captain(s) for resolution. The standing umpire and the captains shall consult with each other and resolve the matter. Should the matter not be resolved to the satisfaction of the umpire(s) and/or captain(s), umpires and captains shall make a written complaint to the Board. The Board shall be responsible for notifying the club members of such complaints, obtaining their written reply and subsequently ruling on the complaint. The Board's decision shall be subject to appeal or further clarification or explanation.

- a) Upon receipt of such complaint, and as soon as reasonably practicable, LCA Board shall consider the complaint and resolve either by:
- b) Taking no action except to record the complaint and notify the player/guest; or
- c) Referring the matter for a disciplinary hearing.

Section 3.03 Disciplinary Hearing

Any incident which is referred to a disciplinary hearing shall require a notice in writing sent to the alleged member at least seven days in advance.

- a) The Board shall convene a hearing as soon as is practicable and the alleged member shall be entitled to attend the hearing and state their case.
- b) The hearing shall be conducted by the Board, which shall consist of not less than three persons.
- c) The purpose of the hearing shall be to establish the facts, and where appropriate, to take the necessary disciplinary action to discipline the member in a manner designed to protect the club's reputation.

Section 3.04 Penalties

If the disciplinary hearing finds the misconduct proved, LCA shall impose the following penalties:

- a) To require the member to write a formal apology within a specified time.
- b) To record a reprimand and to give a warning as to future conduct.
- c) To suspend the member's right to participate in the League in one or more games.
- d) To suspend the member's membership for a period of time.
- e) If the conduct constitutes gross misconduct, LCA shall have the power to terminate the member's membership and participation forthwith.
- f) The organization for the same offence, if it is thought fit, may impose more than one of the above penalties.

Article IV. Game Times and Rain-curtailed Game Scenarios

Section 4.01 Game times for LCA

- a) All games scheduled in Ponchatoula and Baton Rouge shall start at 10:00 a.m.
- b) All HCC games shall start at 10:15 a.m.
- c) Each team will have 2 hours 15 min for each innings.

Section 4.02 LCA League Games with 10:00 a.m. start time

Game Duration: 10 a.m. to 3 p.m. (5 hours)

Toss: 9:45 a.m.

1st innings: 10:00 a.m. - 12:15 p.m. (2 h 15 min)

Lunch/Break: 12:15 - 12:45 p.m. (30 min)

2nd innings: 12:45 p.m. - 3:00 p.m. (2 h 15 min)

Section 4.03 LCA League Games with 10:15 a.m. start time

Game Duration: 10:15 a.m. to 3:15 p.m. (5 hours)

Toss: 10:00 a.m.

1st innings: 10:15 a.m. - 12:30 p.m. (2 h 15 min)

Lunch/Break: 12:30 - 1:00 p.m. (30 min)

2nd innings: 1:00 p.m. - 3:15 p.m. (2 h 15 min)

Section 4.04 LPL T20 Games with 10:00 a.m. start time

Each team will have 2 hours for each innings.

Start time: 10:00 a.m.

Game duration: 10 a.m. to 2:30 p.m. (4:30 hours)

Toss: 9:45 a.m.

1st innings: 10:00 a.m. - 12:00 p.m. (2 hours)

Lunch/Break: 12:00 - 12:30 p.m. (30 min)

2nd innings: 12:30 p.m. - 2:30 p.m. (2 hours)

Section 4.05 LPL T20 Games with 10:15 a.m. start time

Game duration: 10:15 a.m. to 2:45 p.m. (4:30 hours)

Toss: 10:00 a.m.

1st innings: 10:15 a.m. - 12:15 p.m. (2 hours)

Lunch/Break: 12:15 - 12:45 p.m. (30 min)

2nd innings: 12:45 p.m. - 2:45 p.m. (2 hours)

Section 4.06 LCA: Shortened Games (for both 10 a.m. and 10:15 a.m. games)

- a) Games will be called off if the game doesn't start by 1:05 p.m.
- b) Minimum number of overs that shall be bowled will be 15 overs.
- c) No overs will be lost during the first hour of delay.
- d) The number of overs that shall be played for different start times are below:

10 a.m.: 25 overs

11 a.m.: 25 overs

11:15 a.m.: 24 overs

11:30 a.m.: 23 overs

11:45 a.m.: 22 overs

12:00 p.m.: 20 overs

12:15 p.m.: 19 overs

12:30 p.m.: 17 overs

12:45 p.m. to 1:00 p.m.: 15 overs

1:05 p.m.: Game Called off

- a) Game Starting at 1pm 15 overs: 1 p.m. to 4 p.m. (3 hours). No lunch breaks shall be taken in this scenario.

Section 4.07 LPL: Shortened Games (for both 10 a.m. and 10:15 a.m. games)

- a) Games will be called off if the game doesn't start by 1:05 p.m.
- b) Minimum number of overs that shall be bowled will be 12 overs.
- c) No overs will be lost during the first 90 minutes after the scheduled start time (10:00 a.m. to 11:30 a.m.).
- d) The number of overs that shall be played for different start times are below:

10 a.m.: 20 overs

11:30 a.m.: 20 overs

11:45 a.m.: 19 overs

12:00 p.m.: 18 overs

12:15 a.m.: 17 overs

12:30 p.m.: 16 overs

12:45 p.m.: 14 overs

12:45 p.m. to 1:00 p.m.: 12 overs

1:05 p.m.: Game called off

- e) Game starting at 1 p.m. for 12 overs. 1:00 p.m. to 3:30 p.m. (2:30 hours). No lunch breaks shall be taken in this scenario.
- f) League has the last call in case of any issue. Sunny will be the contact person from the Board in case of shortened games. Since we don't have rescheduling of games, it is advisable for all teams to play the games if possible and try to work with other teams. All such decisions shall be communicated with the League.
- g) In case of an issue or conflict, League can only help resolve with proper documentation and records.

Section 4.08 Double-headers During LPL T20

- a) Game times for LPL – Game # 1. Each team will have 2 hours for each innings.

Start time: 10:00 a.m.

Game duration: 10 a.m. to 2:15 p.m. (4:15 hours)

Toss: 9:45 a.m.

1st innings: 10:00 a.m. - 12:00 p.m. (2 hours)

Lunch/Break: 12:00 - 12:15 p.m. (15 min)

2nd innings: 12:15 p.m. - 2:15 p.m. (2 hours)

- b) Game times for LPL – Game # 2. Each team will have 2 hours for each innings.

Start time: 2:15 p.m.

Game duration: 2:15 p.m. to 6:30 p.m. (4:15 hours)

Toss: 2:00 p.m.

1st innings: 2:15 p.m. - 4:15 p.m. (2 hours)

Lunch/Break: 4:15 - 4:30 p.m. (15 min)

2nd innings: 4:30 p.m. - 6:30 p.m. (2 hours)

- c) If there is a chance of rain for the morning or afternoon game, then only that game will be impacted and not both games. If the morning game is impacted, it will be reduced to 12 overs a side and the 2nd game will be played 20 overs a side.
- d) 2nd game will start right after the 1st game is over, which in this case will be at 3:30 p.m. A full game will take 4 hours and so the game will run till 7:30 p.m. which can be accommodated in April because of extended daylight.
- e) If the 1st game cannot start by 1:05 p.m., the 1st game will be cancelled and one point is awarded to each team. 2nd game will start at 2:15 p.m. as scheduled. If the weather is still a problem, then the 2nd game will have till 4:30 p.m. to play a 12-over game. If the 2nd game cannot be started by 4:35 p.m., the game will be cancelled and one point is award to each team.