



# Lonestar Premier Cricket League



[ TapedTennis T20 Leagues ]

Rule Book



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# Lonestar Premier Cricket League

## Gentleman's Game: Embracing the Spirit of Cricket

- Cricket's enduring charm lies in its adherence not just to the Laws, but also to the Spirit of Cricket, which underscores fair play and respect.
- While captains bear the primary responsibility for upholding these values, they extend to all players and umpires.
- Central to this ethos is respect—for one's captain, teammates, opponents, and the authority of the umpires.
- A commitment to playing hard yet fairly, accepting umpires' decisions, and fostering a positive atmosphere through one's conduct is paramount.
- Demonstrating self-discipline, even in adversity, and acknowledging both the successes of opponents and one's own team contribute to a culture of sportsmanship.
- It's essential to express gratitude to officials and opponents alike after the game, regardless of the outcome.
- Cricket, as a thrilling game, fosters qualities such as leadership, camaraderie, and teamwork, uniting individuals from diverse backgrounds and cultures, particularly when played in the Spirit of Cricket.

## LPCL Important Rules and Regulations:

- The games of the LPCL league will follow the standard rules published by International Cricket Council as well as MCC.
- However this document is a set of local rules which will address direct reference for local disputes and scenarios.
- New rules may be added by the EC as addendums to the rule book based on new concerns/complaints experienced as the league progresses.



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## Format:

*<This will get modified every year based on the number teams register>*

The League formats will be decided based on the number of teams registered for this year. TapeTennis ball league will not have any divisional structure.

## Player Identification:

- All teams need to upload their team player rosters, player email and player images (Mandatory) to the LPCL CricClub website prior to the provided deadline.
- Tournament Roster Size: Each team will be allowed to carry an active roster of 30 players for TapeTennis which will gradually come down as the league progresses.
- Players with shorts or similar attire will not be allowed to play (enforced rule). All teams are recommended to have a uniform dress code.

## Player Enrollment / Roster enrollment:

- A new player should be added to the roster before the game if not at least end of game day. In case of an emergency where the captain failed to add the new player before the game, it will be the captain's duty to introduce the new player to the umpire and provide evidence of a mail sent to EC for adding the new player by end of day. If unable to show the evidence, the umpire has the right to deny the player playing the game. If the player is not added by the captain the team will pay a penalty of 1 point.
- Players can switch the team only once in a tournament and must have not played more than 2 games in the tournament.
- Exceptions to the above rule completely at the discretion of EC and Captains need to provide proper evidence to support for example if a player is moving out of town for personal reasons.



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## Ground Allocation:

- Ground allocation is at the discretion of the Org committee and it could be subject to change.
- No individual requests from teams are entertained in this scenario for smooth functioning of the tournament.

## Minimum Eligibility Requirement:

- A player needs to play a minimum of 40% of the league games rounded to the nearest integer for him to qualify for play-off games. (For example 8 league games, the minimum game is 3)

## Rain / Reschedule:

- A game would be considered played if the toss happens and 5 overs are bowled. In such cases points would be split equally between two teams.
- Games where the ground is not playable due to rain, heat or winter and not even a single ball is bowled, it would be rescheduled. The League will have strict rescheduled dates and the games would be organized during the days when ground is available.( max upto 1 buffer week). For a rescheduled game teams should be ready to play 2 games on a given weekend.
- For the very first tournament the EC will not reschedule the first game wash/callout for any team. If the team has more than one washed/callout game to give a fair chance to the team.
- Reschedule dates and game duration(Overs) are totally at the discretion of the Organizing committee.
- If EC finds a slot to reschedule the game, both teams have to play on the given date and normal game rules will apply to the rescheduled game. If either of the captains is not ready to play the game, the game will be considered abandoned and points will split.



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## No-show policy:

- All Teams shall complete the match once the match has commenced. If a team walks out of a match under protest, that team will automatically lose the fixture. The team will not be eligible to play in the playoffs.
- All Teams should inform the umpires and the opposing captain of their intention to protest but must complete the match once the match has commenced. All protested games should be filed in writing with the LPCL Org Committee within 48 hours of the game/incident.

## Trash policy:

- All trash needs to be picked up and there should be absolutely nothing left behind on the ground and outside the field as well.
- Both playing team captains need to share the ground and dug-outs photos to claim their cleaning job in their respective captains group.

## Umpiring:

- Failure to send in an umpire would result in a \$50 fine along with ONE match point.
- Umpires have the sole responsibility in ensuring every team completes the scheduled number of overs in the allotted time.
- Teams having umpiring assignments should declare the umpire no later than Friday Afternoon in the page provided by LPCL with the umpires contact details.
- Umpires need to be at the ground at least 15 minutes before the stipulated start time to ensure that the coin toss is performed before the match start time.
- LPCL will arrange neutral umpires for the Playoffs ( Semis and Finals).

## Toss/Game Start and end time

- In case of late starts owing to inclement weather, two overs shall be deducted from the total number of overs comprising both innings for every



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ten [10] minute loss of time. All time losses will be deducted from the total playing time of 3 hours and 45 minutes, and the time remaining shall be divided equally between the two teams

- Teams responsible for late starts shall have one over deducted from their maximum allotted overs for every five [5] minute delay after an initial 10 minute grace period.

## Substitute

- A substitute player is allowed to field if the player is in the team roster. If the substitute swaps back with the player who is in the playing 11, he cannot bowl for the overs he didn't participate in the field.

## Number of Overs per Bowler:

- Each bowler may bowl a maximum of one-fifth [1/5] the maximum allotted overs for a complete inning (eg: for full 20-over game, a bowler can bowl max of 4 overs)
- In truncated games, where the number of allotted overs is not exactly divisible by five [5], one additional over may be bowled by the minimum number of bowlers necessary to make up the remainder of the division.
- In the event of a bowler being unable to complete an over, another bowler may bowl the deliveries remaining for the completion of that over. Such part of an over shall count as a full over only insofar as each bowler's limit

## Match Timings and Punctuality

- **At least 7 players of a team must be present 10 minutes before the start of the game. Failing to do so will result in loss of toss for the team in question. Toss will be before 10 mins of the start of the game.**





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- In case both teams are missing players then the one with more players present on the ground at the time of the toss is declared as toss winners (as long as one team has 7 or more players present).
- In case of late starts owing to inclement weather, two overs shall be deducted from the total number of overs comprising both innings for every ten [10] minute loss of time . All time losses will be deducted from the total playing time and the time remaining shall be divided equally between the two teams. Umpire is responsible for defining the number of deducted overs.
- After the grace period of starting 10 minutes teams responsible for late starts shall have one over deducted from their maximum allotted overs for every five [5] minute delay. This includes teams arriving late to the field of play.
- A minimum of 11 overs per hour must be maintained by the teams. Umpires to push for a faster overrate.
- Each Innings in T20 format should get finished in 100 minutes with 5 minutes break after the 10th over and 10 minutes innings break. Total Max time for an Innings is not to exceed 110 min.

## Match Forfeiture Policy

- The committee wants to discourage teams from forfeiting their games as its repercussions affect in so many ways. Hence, teams that forfeit will be penalized with a fine of \$100 which needs to be paid within 7 days, the team responsible will lose 1 point.
- **A match will be considered forfeited under one of the following conditions:**
  1. A Team is a No-Show for a match or refuses to play the match
  2. A Team violates LPCL conduct policy - resulting in the umpires calling the game off and awarding it to the opposition.
- **What Happens after a Game is forfeited?**
  1. The offending team may/will be penalized with \$100 LPCL Organizers will take into consideration the events leading to the forfeiture and inform teams accordingly of the outcome.



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2. The opposition will be declared as the 'match winners' and awarded the full points to the opponent team, team responsible will lose 1 point in addition to the game points.

## Match Rules for LPCL 20 Overs

- All teams must play only with the tennis balls and tapes provided by the league.
- Batting team must tape the ball uniformly with one layer of tape.
- Ball should not have excess tape mimicking the seam.
- Ball shall be considered a dot ball if the ball hits the body of the batsmen.
- No Leg Before Wicket (Batsman can still be out RunOut/Stump out for stepping out of the crease)
- International Cricket Council rules will be followed. The umpires will be given standard rules regarding wide balls, boundaries, no balls and other rules.
- All games will be 2 innings of 20 overs, 1 innings batting for the two teams and all will be played using the ICC T20 standard rules.
- International Cricket Council rules will be followed. The umpires will be given standard rules regarding wide balls, boundaries, no balls and other rules.
- At least 8 fielders (excluding bowler) must be in the 30 yard circle during power play. After the power play, 4 fielders (excluding bowler) must be in the 30 yard circle.
- At a given time if a team does not have 11 fielders the fielding team will have to strictly follow the inner circle rule of 4 fielders inside the 30 yard circle. Hence 4 fielders inside the circle are mandatory throughout the game.



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## Power Play Overs

Below chart shows the power play restrictions in circumstances when the number of overs of the batting team is reduced.

Innings Duration	Power Play Overs
5-8	2
9-11	3
12-14	4
15-18	5
19-20	6

## Dress Code for Players:

- All batsmen should wear an internal groin guard irrespective of the game situation in LPCL. External groin guards are not allowed.
- Umpire must stop the batsmen from taking the crease with an external groin guard.
- All players must be in the proper game attire ( full/half sleeve t-shirt/jersey and full pants), no sandals or metal spikes allowed
- No player will be allowed to play in shorts.

## Dress Code for Umpires:

- All umpires must wear pants and shoes. Shorts and flip flops are not allowed.
- Umpires must wear Blue/Red/Black T-Shirts/Jackets.

## Fielder or a player temporary absence from the playing field

- Umpire shall be informed of the reason for any absence of a player from the playing field.



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- He shall not thereafter come on to the field of play during a session of play without the consent of the umpire. The umpire shall give such consent as soon as it is practicable.
- If a player is absent from the field for longer than 8 minutes or a full over, the following restrictions shall apply to their future participation in the match:
- If there is an unscheduled break in play, the stoppage time shall count as Penalty time served, provided that the fielder who was on the field of play at the start of the break either takes the field on the resumption of play, or his side is now batting. The fielder who was already off the field at the start of the break notifies an umpire in person as soon as he is able to participate, and either takes the field on the resumption of play, or his side is now batting. Stoppage time before an umpire has been so notified shall not count towards unserved Penalty time.
- Any unserved Penalty time shall be carried forward into the next innings of the match, as applicable. Penalty time not incurred A nominated player's absence will not incur Penalty time if, he has suffered an external blow during the match and, as a result, has justifiably left the field or is unable to take the field. In the opinion of the umpires, the player has been absent or has left the field for other wholly acceptable reasons, which shall not include illness or internal injury.
- **Player returning without permission** - If a player comes onto the field of play and comes into contact with the ball while it is in play, the ball shall immediately become dead. - The umpire shall award 5 Penalty runs to the batting side. - Runs completed by the batsmen shall be scored together with the run in progress if they had already crossed at the instant of the offense. - The ball shall not count as one of the over. - The umpire shall inform the other umpire, the captain of the fielding side, the batsmen and, as soon as practicable, the captain of the batting side of the reason for this action
- More details of this rule is available in below Link:
  - <https://www.lords.org/mcc/the-laws-of-cricket/fielders-absence;-substitutes#:~:text=3.-,24.2.,a%20maximum%20of%2090%20minutes.&text=A%20nominated%20player's%20absence%20will,24.3.>



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## Bowler announcing Guard:

- It will be the responsibility of the umpire to confirm the bowling side/guard of bowler bowling initially. Hence a no-ball cannot be called by the umpire for a bowler not announcing the guard.
- During the over if the bowler changes side without informing the umpire and delivers a ball it will be immediately referred as a no ball resulting in a free hit. However, it is highly encouraged that the umpire asks the guard, so he can inform the batsman and the runner.

## Wide Ball

- A wide ball will be called when the batsman, playing a normal stroke, is unable to reach the ball. However, a ball cannot be called wide if: - It is out of the batsman's reach because of him moving away from it.
- As the batsman moves the wide line moves.

## No Ball

- Any ball pitching outside the sides of the pitch will be declared as No Ball.
- One bouncer per over is allowed while the second ball going over the batsman's shoulders height will be declared as a No Ball.
- Full toss balls above the waist will be declared No Ball. If a bowler bowls two balls full toss above waist then the bowler will be discarded to bowl any over in that innings.
- A ball bouncing more than once before reaching the crease can be called a No-Ball by the umpire.
- If the bowler makes contact with the stumps on the non-striker end before the ball is released during the run-up, its declared as no-ball

## Non-Striker Run Out



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- At any time from the moment the ball comes into play until the instant when the bowler would normally have been expected to release the ball, the non-striker is liable to be Run out if he/she is out of his/her ground. In these circumstances the non-striker will be out Run out if he/she is out of his/her ground when his/her wicket is broken by the bowler throwing the ball at the stumps or by the bowler's hand holding the ball, whether or not the ball is subsequently delivered.
- If the ball is not delivered, and if there is an appeal, the umpire shall make his/her decision on the Run out. If there is no appeal, or if the decision is not out, he/she shall call and signal Dead ball as soon as possible.

## Protests and Complaints

- All protests and complaints that members may wish to bring before LPCL Org (< contact info will be updated >) in writing within seven [3] days of the incident.
- Full details of the incident(s) shall be set forth showing the nature of the protest or complaint, including the names and addresses of witnesses or other persons who have a personal knowledge of the matter and are willing and able to give evidence, either personally or in writing to the LPCL Org team. The Org team shall resolve the matter.
- Should Teams walk off the playing field in protest, they will be deemed to have lost the fixture, irrespective of the results following the investigation of the protest or complaint.
- All appeals that members may wish to bring before the LPCL Org in writing within three [3] days since the first verdict was announced.
- No more than one appeal is allowed per violation.

## Fielding Restrictions:

Fielding restrictions must be ratified annually by the LPCL Org prior to the commencement of the competition.



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- **30 – yard boundary measures:**
  - With the middle stump as center, a semi-circle of 30 yards radius on either end shall be marked. The two ends of the semi-circle shall be joined by straight lines on either side and parallel to the length of the pitch to form the 30 – yard boundary
  - The 30 – yard boundary may be marked with chalk, foam-core, rubber or paper plates at 5-yard intervals and must be clearly visible from the umpires' stations.
  
- **Fielding Restrictions – 20 Overs**
  - In the first 6 [eight] overs of a **20 over** game, at least 9 [nine] players must be within the 30-yard limit at the instant of delivery of the ball during the first 6 overs
  - From over 7 [Seventh] till the completion of the innings, at least 4 fielders (excluding the bowler and keeper) must be within the 30-yard circle.
  - At any instance of the game if any team is playing with less than 11 fielders, the inner circle rule of 4 players inside the circle must be maintained throughout the innings.

## Weather-related Match Truncation and Abandonment:

- The LPCL scheduled/Assigned umpires for any game are the sole judges for deciding the playing conditions, including the quality and condition of the pitch, the quality and conditions of the outfield, weather conditions and lighting. In the absence of the scheduled umpires, the two opposing captains may mutually agree on playing conditions, but the prerogative for calling off play owing to lighting conditions lies with the batting team. If play is called off, wins and losses will be determined based on D/L method
- In the event that owing to rain, the field is not fit for play, the umpires will call off the match, which is then recorded as a "Rescheduled." In any case,



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Teams consisting of seven [7] or more players are required to show up for play – rain-outs can be determined only at the field of play, since play might be possible on some fields. However, the LPCL may call off play on any fixture in case of continuous inclement weather. Such matches will be rescheduled based on the number of washed out games. Overs may be reduced for the rescheduled games and Teams must play rescheduled games on a given date by the LPCL Org team.

- Once play has commenced, and there is a possibility that the match may be legally completed, the players and umpires must remain at the playing field for the scheduled time.
- For a decision to be reached in any particular match, each side must have batted for at least six overs to decide the winner. In the event that rain or poor lighting conditions prevent further play after the commencement of play and the team batting last must have batted at least six overs of the match to be awarded the winner by using D/L rule.
- Play-off matches beyond the regular season that are abandoned owing to inclement weather conditions shall be rescheduled.
- Games can be canceled preemptively by mutual agreement of the captains if there is a forecast of severe weather like severe thunderstorms, temperatures under 45F and temperatures reaching over 105F for the majority of the game. In case the captains can't mutually agree on cancellation, the neutral umpire's decision will be final.

## The Toss:

- The toss shall be done on the field of play fifteen [15] minutes before the scheduled commencement of play. The captain of the club winning the toss shall inform the umpire and the opposing captain of his decision within five [5] minutes of the completion of the toss
- Any team that is not available to spin the toss fifteen [15] minutes before the scheduled commencement of play shall automatically lose the toss
- If one Team has seven or more players ready to play [15] minutes before the scheduled commencement of play and the other team does not, the club with seven or more players ready to play automatically wins the toss, and the





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captain of that team must inform the umpires and the opposing captain of his decision at that time

## Intervals:

- In typical 20-over games, each team is allowed 1 [one] drinks break at the completion of ten [10] overs, with each break not to exceed five [5] minutes.
- Drinks may be brought onto the field at any time, provided that this is done between overs or at a stoppage of play, and does not interfere with the progress of play. Any unscheduled drinks breaks may be had only with the umpires' permission.
- There shall be an interval of not more than ten [10] minutes between innings. Captains may mutually agree to shorten said interval by notifying the umpires.

## LPCL League Standings

- Point table standings will be determined by Cricclubs in below order
  - Most Points
  - Net Run Rate
  - Head to Head wins
  - Number of Wins
- Win Percentage

## Umpiring Responsibilities

- They are the final authority during the game and their decisions will be considered final.
- They will always remain impartial on the field.
- They will keep track of the number of overs during which a fielder has left the field.



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- The coin-toss will be conducted in the presence of the neutral umpire before the stipulated match start time. The team winning the toss will declare its decision within 5 minutes of the toss. Captains or their representatives for the toss should be ready for this ahead of the match start time.
- If the neutral umpires are not present by the match time then the captains should proceed with the coin-toss in the interest of starting the match on time by utilizing an umpire from the batting side.
- Umpires will keep time of all breaks, and notify the captains as to when to resume.
- They should file a complaint about any misconduct by a player or a team on the field with the LPCL Organizers/Advisory Panel.
- Umpires should check the pitch and the ground to see if it meets the basic requirements as in the ground standards, including the suitability of the outfield for play when it rains. They should periodically check the condition of the ball and decide on a replacement if applicable.
- Umpires decision will be final. However, umpires are encouraged to consult the leg umpire for any doubtful decisions. He can consult with the leg umpire for clarification or can decide himself to reverse his decision promptly if he thinks he was wrong. His priority is to make the right decision.
- Any team that is scheduled for umpiring duties and is either unwilling to send umpires or does not send any umpires on the day of the scheduled match will be penalized.
- If for any reason the umpires do not show up for the match, the captains are responsible to contact Organizers. The main aim is to play the match and play it supportively. The Organizers will enforce any deemed penalties on teams not honoring their umpiring duties.
- The Organizers will make decisions in cases of disputes that could not be resolved during the game by the neutral umpire. Evidence provided by the neutral umpire and the two captains will be used to make a final and binding decision that will need to be abided by.
- The neutral umpire's decision will be final for events close to the boundary line (catching, 4's, 6's). The umpire can consult with the nearest fielder to make such decisions. Fielding teams should instruct perimeter fielders to



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remain at the spot of the fielding so that umpires can make the best possible judgment in such instances.

- The main umpire will have authority to override leg-umpires' decisions except on stumping and run-out decisions.
- Caught-behind decisions need to be made by the main umpire. He can take into consideration any evidence from the leg umpire (e.g. sounds) but the final decision needs to be made by the main umpire to ensure a fair decision. Caught-behind decisions CANNOT be solely made on sounds heard by the leg umpire but rather need to be based on other factors not visible to the leg-umpire (Ex: deflection, deviation, angle, etc of the ball)
- The leg umpire's jurisdiction covers decisions on run-out/stumping/no-balls due to height decisions at the striker's end. Additionally, from his vantage point, a leg umpire can opine on whether a wicket-keeper/fielder has cleanly collected a catch, ball crossed the boundary, fielder placements inside/outside the circle, and on leg/off side fielder counts.

## Time wasting

- **FIELDING SIDE**
  - It is unfair for any member of the fielding side to waste time.
  - If the captain of the fielding side wastes time, or allows any member of his side to waste time, or if the progress of an over is unnecessarily slow, at the first instance the umpire shall call and signal Dead ball if necessary and warn the captain, and indicate that this is a first and final warning.  
Inform the other umpire and the batsmen of what has occurred.
  - If there is any further waste of time in that innings, by any member of the fielding side, the umpire shall either If the waste of time is not during the course of an over, award 5 penalty runs to the batting side.
  - If the waste of time is during the course of an over, when the ball is dead, direct the captain to take the bowler off forthwith. If applicable, the over shall be completed by another bowler, who shall neither have bowled the previous over nor be allowed to bowl the next over. The



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bowler thus taken off shall not be allowed to bowl again in that innings.

- Inform the other umpire, the batsmen and, as soon as practicable, the captain of the batting side of what has occurred.
- Report the occurrence, with the other umpire, as soon as possible to the executive of the fielding side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and team concerned.

- **BATSMAN WASTING TIME**

- It is unfair for a batsman to waste time. In normal circumstances the striker should always be ready to take strike when the bowler is ready to start his run up.
- Should either batsman waste time by failing to meet this requirement, or in any other way, the following procedure shall be adopted. At the first instance, either before the bowler starts his run up or when the ball is dead, as appropriate, the umpire shall Warn the batsman and indicate that this is a first and final warning. This warning shall continue to apply throughout the innings. The umpire shall inform each incoming batsman.
- Inform the other umpire, the other batsman and the captain of the fielding side of what has occurred.
- Inform the captain of the batting side as soon as practicable. If there is any further time wasting by any batsman in that innings, the umpire shall, at the appropriate time while the ball is dead
- Award 5 penalty runs to the fielding side.
- Inform the other umpires, the other batsman, the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.
- Report the occurrence, with the other umpire, as soon as possible to the executive of the batting side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and player or players and, if appropriate, the team concerned



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## Captain's Responsibilities

- One player from each team will act as team Captain for the duration of the match.
- They should control the behavior of all of their team players. (Conduct for their team).
- Ensure the team players respect the umpire's opinions and decisions.
- Ensure that the ground is ready to play on mutual agreement between captains to avoid any injuries.
- Captain will ensure that the first team reaching the ground will remove the pitch cover and the other team will put it back at the end of the game
- Captain will ensure that the dugout is placed at only the designated area. Designated area will be marked by the LPCL.
- Captains are responsible for ensuring that the boundary cones/flags are measured and set up before the match start time.
- Both captains should ensure that their respective teams share the responsibility of placing/removing the outside/inside flags and cones as before and after each match.
- They will be responsible for going over the LPCL Rules and Regulations with their players.
- It's the captain's responsibility to make sure that the players tasked with umpiring duties are aware of and understand the LPCL Rules and Regulations.
- It's the captain's responsibility to make sure that the players tasked for umpiring duties are certified as per the test available in the LPCL website.
- Captains are responsible for ensuring that all match venues are cleared of any debris/trash at the end of the match. Since LPCL co-shares its venues with other groups, it is imperative that teams do not leave behind any debris at the ground. Both teams run the risk of being penalized at the discretion of the Organizers if an official complaint is lodged with LPCL with regards to leftover debris.
- The umpire should not be pressurized in any circumstances. It will be the captain's responsibility to make sure that nobody crowds or threatens the umpire. Neutral umpires in conjunction with the Organizers will have



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authority to abandon a game and award points to whoever they think are the deserving winner in case of a fight/controversy.

- There is zero tolerance for any controversial conduct from the players inside or outside of the field. It's the captains responsibility to ensure that all the players behave responsibly, enjoy the game and complete the proceedings as per the LPCL guidelines.

## Tie Game

- If a league match ends in a tie, the points are split between the teams. If any of the play-off games (Semis and Finals) ends in a tie, the team will need to play the super over to decide the winner.

## Penalties:

- Teams may be penalized points based on the issue e.g. misconduct, forfeiture, missed umpiring, etc. These point reductions would be applied to cumulative team points.
- Check the Teams/Standings page on cricclubs website, for the rules that govern the ranking of teams in a group.

## Temperature Impact - Summer/Winter Conditions:

- Game timings and number of breaks may change from Summer to Winter games.
- Player's health must remain the primary focus. Umpires and Captains must make discretionary calls about giving enough time for the players to hydrate between breaks (even if it's between the overs for exceptional situations) in extreme weather conditions.

## Rain Rules:

- LPCL follows Duckworth Lewis method to calculate targets for games that might be affected by rain / low visibility / wet ground conditions games. This is the link we will use to calculate the target - <http://www.boltoncricket.co.uk/DLcalc.html>



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- In case of late starts owing to inclement weather, two overs shall be deducted from the total number of overs comprising both innings for every ten [10] minute loss of time. All time losses will be deducted from the total playing time of the game, and the time remaining shall be divided equally between the two clubs
- A minimum of 6 overs for T20 played by both teams would constitute a completed match and the result would be considered with the winning team getting 2 points with DLS coming into play.
- Power play rules stay the same.
- If rain intervenes after the match starts, then the time lost due to rain delay will be considered for the deduction in overs. For every 5 minutes lost, 1 over will be deducted from each side.
- In case of rain/wet conditions affecting the start of the 1st innings or if the umpire deems that the start has to be delayed due to wet conditions, for every 5 min lost, an over will be deducted from both innings.
- Since for the match to be deemed complete, 6 overs in each of the innings need to be completed.

## Scoring:

- CricClubs scoring app must be used for scoring.
- Winning teams should enter a scorecard on CricClubs by Wednesday after the weekend games have been played. Also, it is the winning team's responsibility to update the scorecard with any corrections needed. Both captains must agree on any changes done to the scorecard after the game.
- Each team should provide a scorer on the game day. If a team fails to provide a scorer, the scores scored from the opponent team will be considered as the official scores of the game.
- The team captains and Umpire will decide on the Man of the match. The Man of the match will be selected from the winning team..
- CricClubs will be responsible for calculating run rates based on the information provided by teams.
- The final decision about rescheduling would be taken by the Organizers.



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- The Organizers can call off games ahead of time based on the weather. Such decisions will be communicated to the playing teams and umpires and also made available on the LPCL website to avoid any inconveniences.
- For teams with the same points at the end of the League games, the qualifiers will be decided as follows:
  - If the Net Run Rate in the League matches (Run rate rounded to two decimal points) of two teams are equal, then the team which had more wins of the head to head matches played between them in the league phase will be placed in the higher position.
- Playoff games (Quarterfinals / Semifinals/finals) will have reserved days.

## Penalties

- The Organizers are focused on providing all teams with a fair, safe environment to play cricket through its tournaments while ensuring that all teams comply with the stipulated Rules and Regulations.
- Any team(s) found to be guilty of any rule violations or misconduct will be liable for getting penalized as deemed appropriate by the Organizers. Penalties can range from warnings, point deductions, forfeiture of deposit, match cancellations, disqualification, to getting banned from future tournaments, etc.

## Player / Team Conduct

- Captains are responsible for the actions of their players at all times and for maintaining on-field harmony. In addition to players, captains/teams can also be penalized for any team offenses.
- Decisions by the umpires on the field of play are final. Any player showing unreasonable dissent in the opinion of the Umpires/Organizers shall first be warned for misconduct. Repeated offenses may result in disqualification from the match and/or tournament along with team penalties.
- Any player involved in the oral and/or physical abuse of umpire and/or opposing team player(s) will be disqualified from the game immediately, and the team will not be allowed to field a substitute in his place. The Organizers will take any appropriate action/penalty of his actions. Fielders and bowlers





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are prohibited from shouting anything from the instant the bowler starts his bowling run-up to the instant the ball is either played or crosses the normal batting position of the batsmen.

- Under no circumstances should players from the pavilion enter the ground to dispute any on-field decisions. The batting team captain will be responsible for ensuring that players stay off the field. If there are any questions/concerns, then the captain can enquire about the umpires for clarification. Teams/players can be penalized for entering the playing field to dispute decisions and causing a match delay.
- All questions/concerns related during the match need to be addressed and directed towards the umpires. Communicating with opposing team players is not advised, as it generally does not resolve the issue.
- Sledging on the field – Umpires will warn the offending player once. If the behavior continues, then umpires have the authority to penalize the player by asking them to be removed from the play and the ground.

## IMPORTANT NOTE:

LPCL takes player safety very seriously! If any player(s) engages in physical or verbal abuse, bad words or threatens other player, umpires, or spectator, then LPCL reserves the right to take disciplinary actions against any of the involved player(s). If a player engages in behavior that instigates others, or conversely reacts to others in a derogatory manner, then they will likely be subject to penalties ranging from suspensions to getting disbarred from participating in the league. In case of severe fights or property damage by any player/team the league holds all rights to file a legal complaint calling 911 and a case in court.

- **Adhering to LPCL Rules and Regulations:**

All teams and their players must abide by the rules and regulations of the venues being used for cricket e.g. public misconduct etc. The LPCL league reserves the right to amend these Rules and Regulations at any time if it considers such action to be in the best interests of the competition. The LPCL league holds the right to remove any participating team for their misconduct and reserves the right to withhold the security deposit.



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By participating in the LPCL tournaments, teams hereby agree to abide by the LPCL Rules and Regulations.

- **RULES AND REGULATIONS**

**Basic ICC ODI cricket rules apply to all matches played by the LPCL**

ICC Laws of Cricket can be found at:

<http://www.lords.org/laws-and-spirit/laws-of-cricket/laws/>

COVID Rules:

All necessary social distancing precautions need to be considered by the teams playing on the field. LPCL Org Committee is not responsible for any outcome resulting in not following social distancing guidelines

**LPCL Org Committee**