

LPL Playing Rules Junior Tournament

The Game:

- A game is played between two teams, each team consisting of 11 players and 3 rolling substitute players.
- □ The game consist of 1 batting and 1 bowling innings per team.
- Each innings consist of 16 overs.
- Teams are to arrive no later than 45 minutes prior to the game.
- Teams must submit their list of squads to scorers by no later than 20 minutes prior to the game.
- All games will start and end promptly at the allocated times. See official fixture list for detailed times.
- A total playing time of 1 hour will be allocated to each innings.
- 15 penalty runs for every over short will be awarded to the opposition if a team fails to bowl their overs in the allocated time and remaining overs will not be bowled.
- A total of ten minutes will be allocated for the change of innings.

The Game:

- The six over powerplay fielding restrictions will apply. (A maximum of two fielders are allowed outside the inner circle).
- After the powerplay, a maximum of five fielders are allowed outside the inner circle.
- The 14 squad team sheets are to be handed in no later than 20 minutes before each game to the match umpires This list should also include the additional 3 rolling substitute names to make up the 14 player squad.
- Only the 14 player squad submitted to the scorers will be allowed to bat, bowl and field.
- □ Five bowlers will be allowed to bowl a maximum of 3 overs per inning.
- □ Kindly refer to the GCB Blue Book for full details regarding all other playing rules.

Point System: The following points system will apply:

Description	No of Points
Win	5
Draw (Refer to note 1)	3
No result	2
Bonus points (Refer to note 2 and 3)	1
Loss	0
Loss with bonus point	-1

Notes:

- 1. For the winners final match the "no tie" rule will apply and a "super over" will be bowled in the event of a tie.
- 2. The following applies for a team that is batting second to achieve a bonus point:

 The team must achieve the target score within 80% of the available overs. For example: For the 16 over game, the target winning score must be achieved in 12.5 overs.
- 3. The following applies for a team that is bowling second to achieve a bonus point:

 The bowling team must restrict the batting team to 80% or less of the target score. For example if Team 1 scored a 100, then
 Team 2 must score 80 runs or less to achieve the bonus point.
- 4. In the event of two teams finishing on equal points in the league, the right to play in the final and the 2nd vs. 3rd play-off will be determined by the net run rate.
- 5. In the event of a tie occurring or no result in the 2^{nd} vs. 3^{rd} playoff game, the team that has finished 2^{nd} will automatically qualify for the final.
- 6. In the event of a tie occurring or no result in the 5^{th} vs. 6^{th} eliminator game, the team that has finished 5^{th} will automatically qualify for the second round of games.
- 7. In all rain affected games, the bonus rule will not apply.

Playing Kits:

- All players must be dressed in the official team playing kits when playing a game. The official team kit comprises of the LPL playing shirt, coloured playing pants and a cap.
- Only coloured pads or pad covers are allowed.

Umpires & Scorers:

- Official Umpire's and Scorers will be appointed to adjudicate the rules of the game with absolute impartiality.
- Teams will have no choice in the appointment of the umpires and scorers.
- The umpires and scorers may only be changed at the discretion of the Tournament Organisers.
- The umpires will be the sole judge of fair and unfair play.

Disciplinary Issues:

- An independent disciplinary committee will be setup should the need arise.
- All disciplinary issues are to be forwarded in writing and must be emailed to <u>ziyaad@lplchampionship.com</u> within 24 hours after the game in question. The LPL disciplinary committee will then be notified and the relevant action taken.