**MPL- 2016 Rules**

The standard rules of cricket by ICC will apply with some exceptions for MPL 2016.

**Duration**

All matches will be played with 12 overs an innings.

**Power play and Field restrictions**

First two overs of an innings will be mandatory power play in which only 2 fielders will be allowed outside the 30 yard circle.

After six overs another two continuous overs can be designated as Batting PP by the batting team in which only 3 fielders will be allowed outside the 30 yard circle. The batsmen on the crease should intimate the umpire about taking the Batting PP before the beginning of the over.

During all other periods of play only 5 fielders(Max of 5) are allowed outside the 30 yard circle,i.e a minimum of 4 fielders have to be inside the inner circle.

**LBWs/Leg Byes**

There are no LBWs and no Leg Byes for the tournament

**Match timings**

Teams have 50 minutes to bowl 12 overs and we will have 5 minutes break between the innings. Captains should strictly adhere to the timings and umpires should ensure this.

**Number of Overs per Bowler**

Only two bowlers are allowed to bowl a maximum of 3 overs each and others can bowl a maximum of 2 overs.  
  
**Free Hit after a Foot-fault No-Ball**

This will apply. Should a bowler deliver a no ball by overstepping the popping crease or cutting the side crease, it costs one run and his next delivery is designated a free-hit. In the free-hit ball the batsman cannot be dismissed except for hitting the ball twice, obstructing the fielder, handling the ball or runout.

**Bouncer rule**

A bowler shall be limited to one fast short-pitched delivery per over. A fast short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the popping crease. The umpire at the bowler’s end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.

A ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a no-ball. For the avoidance of doubt any fast short pitched delivery that is called a no-ball under this playing condition shall also count as the allowable short pitched delivery in that over.

In the event of a bowler bowling more than one fast short-pitched delivery in an over, the umpire at the bowlers end shall call and signal no ball on each occasion. Bouncer no ball will have free-hit.

**Beamer Rule**

Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is deemed unfair, whether or not it is likely to inflict physical injury on the striker. In the event of a bowler bowling a high full pitched ball, the umpire at the bowler’s end shall call and signal no ball. A free hit will be declared for next ball.

**Mankading Rule**

The bowler is permitted, before releasing the ball and provided he has not completed his usual delivery swing, to attempt to run out the non-striker. Whether the attempt is successful or not, the ball shall not count as one of the over. If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal Dead ball as soon possible.

A **warning is to be issued compulsorily** to the non-striker by the bowler if he feels the non –striker is backing up beyond his crease.

**Point-System**

For each match, winning team will be awarded with 2 points. Losing team does not gain any point. For abandoned and tied matches 1 point will be awarded to each team. The scores from the abandoned match will not be taken into consideration for net run-rate calculation. **When deciding a playoff birth, if two teams are tied on points, then the team with a better Net run-rate will automatically qualify.**

**Super-Over**

In-case of tieonlyinplayoffs and finals (equal run scored by both teams *immaterial of the wickets lost*), there will be a super over to decide on result. Under super-over each team gets to score as many runs in one over for a maximum of 2 wicket loss and the team that has scored higher will be declared the winner.

**MPL Umpires**

Each team captain/representative will nominate 2 umpires/volunteers from their squad. There will be a third umpire/match referee and he would be responsible to take final decision in the interest of the game. Umpires decisions are final and no arguments will be entertained. The captain should control the discipline and behavior of his team.

**Team-Size**

A minimum of 8 players is required to start a match. If there is less than 8 members for a match, the opposition team will be declared winner automatically.

**Dress-Code**

Shoes and Tracks are must. No Jeans or shorts.

**Suspect Action**

The Leg Umpire in consultation with the Main Umpire can call a No Ball, if the bowling action of the bowler is visibly suspect and they are sure that the bowler is bending his arms more than the permissible 15 degree. No warning is required. Free hit for the No Ball for suspect action.

If the bowler repeats the same action, bowler is not permitted to continue bowling in that match.

**Rain Rule**

If it rains before 4 overs and it is not playable after the rain points will be split.

If it rains after 4 overs and it is not playable in their match slot D/L method will be applied.

**Bowler knocking the stumps in his run up**

If the bowler knocks the bowling end stumps during his run-up it will be called a no-ball.

A Free hit will be called for the next ball.

**Run out after the bails have fallen**

If the fielding team wants to run a batsman out after the bails have fallen (due to wind / earlier run out attempt etc) the fielder has to take out at least one stump along with the ball in his hand.

**Play-Offs**

This time there will not be semifinal. Instead we will have the Play-Offs as we have in IPL. So the top two teams from each of the group will be considered for the playoffs taking into consideration the number of points and run rate. The four teams will be then arranged according to their points and run rate in order of maximum points and run rate.

1. The first playoff match will be played between the top two teams. The winner will go straight to final. The loser of the match will wait for the winner of the second playoff match.
2. The second playoff match will be played between other two teams which have qualified for playoffs.
3. The winner of the second playoff and the loser of the first playoff will play the third playoff match. The winner will play the final against the winner of the first playoffs.

**Runner Rule**

1. As per the international standard no runner should be allowed in the match for any batsman.
2. But it can depend on the opposition captain whether he/she can allow.