

NASHVILLE PREMIER LEAGUE - Blast

(August – November , 2024)

WCHS - 7277 Old Hickory Blvd, Nashville, TN- 37189

RULES AND REGULATIONS, AND GENERAL INFORMATION

- 1) For organizing, management and logistical reasons, the playing teams must arrive on the ground at least 30 minutes before the scheduled start of their matches so that if the previous game finishes early the next game can begin immediately to save time for the remainder of the games.
- 2) We recommend that all captains, vice-captains, scorers and umpires read this document closely. It is the responsibility of the team leadership to ensure that every member of the team is aware of all the rules of the tournament.
- 3) Every participating team should make sure necessary safety precautions are taken to ensure player safety (ex: protective equipment, medical kit). Individual safety of the players is not the NPL Executive Team's responsibility.
- 4) Metal cleats are NOT allowed.
- 5) A heavy tennis ball with white tape will be used. This is the typical ball used for tennis ball cricket. Therefore, white clothing is not allowed.
- 6) Every team **MUST** have uniforms in solid colored clothing to participate in this tournament. No player will be allowed to play in Shorts. There will be no exception to this rule. Teams are required to be in similar uniforms.

- 7) Each team must have a minimum of 11 and a maximum of 25 in the squad.
- 8) Players registered with a team for NPL Blast 2024 can't change a team once the tournament begins.
- 9) All players MUST upload their profile pictures on cricclubs.com/npl
- 10) A minimum of 8 players are required from both teams to start the game.
- 11) During the league phase, team Captains can make changes to their roster of 25 by logging in to cricclubs.com/npl on or before Friday of every week. Rosters will be automatically locked every Friday at 11:59 p.m.
- 12) Players not listed in their current team rosters before the deadline every Friday are ineligible to participate in league games that weekend.
- 13) Teams playing with players not registered on cricclubs.com/npl roster will be penalized by the on field main umpire by not allowing the unregistered player to participate in that game. It is the responsibility of the playing team Captains to verify playing 11 before toss. Once the Captains sign off on the playing 11, there will be no change to the result of the game once play begins.
- 14) Teams not showing up for their league and playoff games with a minimum of 8 players will forfeit their game and 2 points will be awarded to opposing teams.
- 15) If both teams forfeit by not showing up for their scheduled game then no points will be awarded to any team.
- 16) Teams will be penalized \$100 for every forfeited game in the season. They will be eligible to register their team for a new season only after clearing any pending forfeit dues from the past seasons.
- 17) League or playoff games if forfeited by any one of the teams at any point of the game

will be constituted as a game. Team that forfeits the game will lose the game. Run rate will be calculated by CricClubs based on the final scores registered by both teams. There will be no changes made to the run rate by the NPL Executive Team irrespective of when the game is stopped.

18) Once the knockout stage begins, rosters are locked and it can't be changed.

19) To be eligible to play in the playoffs (QF, SF and Finals) a player must play at least one league game.

20) Forfeited league games will be considered as an eligible game for the team that didn't forfeit the game upon review and approval by the NPL executive team.

21) Rain affected league games will be considered as an eligible game if the players' names are listed in the playing eleven. Wash out games will not be considered as an eligible game.

22) CricClubs scoring app must be used for scoring.

23) Main umpire for league games of the tournament will be a neutral umpire who is not part of the two playing teams. This will be decided when the NPL Executive Team schedules the event.

24) **Main umpire will be assigned by the NPL Organization Committee for every game. NPL Organizing team will try to find neutral umpires for all the games. If NPL organizing team is unable to find a neutral umpire then teams that are assigned as back up umpires need to send one for that game. Teams failing to send an umpire on their assigned games will lose 1 point from their points table or \$30 fine whichever is applicable.**

25) Batting team will provide the leg umpire for the duration of their batting innings. Leg umpire shall provide feedback to the main umpire only when asked by the main umpire.

26) Leg umpire encouraging / discussing with striker and non-striker will be given 1st official warning by the main umpire. Second offense will result in deduction of 1 point from

the teams points table.

27) Registration fee for the tournament is \$325. Registration fee is non-refundable after the schedule is released.

28) Stats will be maintained by the CricClubs site.

29) **NPL Blast 2024 will adopt 100 Ball Cricket Format. One Hundred Ball cricket is a form of limited overs cricket, played by two teams each playing a single innings made up of 100 balls. Games last approximately two and a half hours.**

30) **One Hundred Ball Cricket Format:**

- **100 Balls per innings**
- **Each over consists of 5 balls, a total of 20 overs.**
- **Bowler can bowl either 1 over (5 balls) or 2 overs (10 balls) in a row**
- **Batsman changes end whenever Bowler changes (Either after 5 balls or 10 balls)**
- **Each bowler can deliver a maximum of 20 balls (4 overs) per game. So a minimum of 5 bowlers needs to bowl per side.**
- **A 25 ball (5 overs) power play start for each team in which 3 fielders are allowed outside of 30-yard circle**

31) **Power play for less than 11 players – Example - If a team is playing with 10 players, then during power play only 2 fielders will be allowed outside the 30 yard circle and after power play only 4 will be allowed outside the 30 yard circle.**

32) **There is no restriction on the number of fielders placed on the leg side.**

33) **A No-ball shall result in a free hit for the batting team.**

34) **No LBW (Leg before Wicket).**

35) No LEG BYES. There will be no run outs if a batsman attempts a run, off a leg bye.

36) BYES are allowed.

37) Runs for OVERTHROWS are allowed. Overthrows will result in runs for the batsman who was on strike for the ball that was bowled before the overthrow and will not go down as extras. Scorers need to be aware of this!

38) Caught dismissals - When a batter is out caught, the new batter shall always take strike irrespective of the batter crossing before the catch is taken, unless it is the end of an over(s) by bowler in a row (5 balls or 10 balls based on bowler).

39) In the case of a dispute, only the captain and/or vice-captain of any team can talk to the umpire. Hence all communications must be channeled through the captain or vice-captain. 1 point will be deducted from the team (Captain, Vice-Captain, player or supporters) that resorts to running onto the field of play without the consent of the on field umpires.

40) No cheering/clapping/talking by players on the field or change of fielder position is permitted after the run-up is started and until the ball is completed. Umpires can declare a NO BALL if it happens.

41) When a bowler breaks the non-striker's end stumps in the delivery stride it will be declared a "No Ball"

42) Full toss above the waist is a NO BALL (even for a spinner, to avoid confusion).

43) One bouncer per over (5 balls) is allowed.

44) First beamer in a game will result in a warning and the second beamer in the same game will result in the bowler being suspended from bowling for the rest of that game.

45) Deliveries that bounce more than once before reaching the batsman shall be called NO BALL, and not dead ball.

46) If the ball pitches outside the turf pitch, then it is a No ball.

47) A batsman cannot be stumped off a NO BALL. If, and only if, a batsman is attempting a run from a NO BALL, the wicketkeeper may run-out the batsman.

48) If the leg umpire feels the bowling action is suspect, he should inform the main umpire. Main umpire will determine the course of action.

49) A bowler may run-out a non-striker who has strayed outside the popping crease after the bowler has started his run up, but only before he has entered his delivery stride.

50) Retired Not Out - If a batsman is injured or falls ill (or has some other unavoidable reason for leaving the field) while batting, he may retire and resume his innings at the dismissal or retirement of another batsman.

51) Retire Out -A batsman is retired out, if he retires without the umpire's permission and does not have the permission of the opposing captain to resume his innings.

52) All balls passing down the leg-side shall be called WIDE, except if, and only if, the ball goes over the stumps.

53) Umpire's decision is FINAL. Arguments with the umpire or improper behavior of the team will be taken as an offense. Only the captain and/or vice-captain can politely talk to the umpire if needed. In case of protest/arguments/misbehavior by the team members the captain will be issued a warning by the umpire to get the team under control. If such behavior by the team continues further the umpire will contact the NPL Executive Team and they reserve the right to disqualify the team from the tournament.

54) Any team walking away from a game over disagreement with the umpire's decision will be disqualified from the rest of the tournament and in the case of the game being their last in the league, the playing 11 of the team will be disqualified from participating from next year of the tournament.

55) Any team / player found guilty of unsportsmanlike conduct which includes verbal abuse or taunting of an opponent, spectators by the on-field neutral umpire and on-field

organizer will be given warning as first offense, 1 point will be deducted as second offense, player/ team will be disqualified to participate in the tournament on third offense.

56) The outcome of each league match is recorded in terms of points.

57) The winning team will be awarded 2 points, the losing team 0 points and teams involved in a tie (i.e. both teams having scored the same number of runs, irrespective of how many wickets were lost by each team) will be awarded 1 point each.

58) By toss time a minimum of 8 players from both teams should be present on the ground to start the game. If not, a team with less than 8 players will lose the toss.

59) A WALK OVER will be declared on a team if the team is not prepared to start the game on the scheduled time. The walked over team will get 0 points and the other team will get 2 points. If both teams are not in a position to start the game on schedule, NONE of the teams gets any point. Both the teams will be awarded 0. If, on the other hand, a match gets abandoned due to reasons like rain, each of the affected teams that are available to start the game on time will get 1 point. (Refer to rain rules)

60) The tournament comprises 21 teams which are divided into 4 groups of 6 teams in Group A and 5 teams in Group B, Group C and Group D

- Each team shall play 4 league games. Teams in Group B/Group C/Group D will play with team in their group and Teams in group A will play random 4 teams in the group.
- 3 teams from Group A and 2 teams each from Group B, Group C and Group D will be seeded 1 to 9 based on the number of points, Run Rate, Head to Head and games won.
- Seed 8 and Seed 9 will play Pre-Quarters to Secure 8th Position
- Quarter Final Games:
 - o QF1- 1 seed vs 8 seed
 - o QF2 - 2 seed vs 7 seed
 - o QF3 - 3 seed vs 6 seed
 - o QF4 - 4 seed vs 5 seed

- **Semi Finals - Based on seeding whichever top seed remains will play the bottom seed and second seed will play the third ranked seed.**

- **SF1 - Top seed vs Bottom Seed**

- **SF2 - Second seed vs Third Seed**

- **Finals**
- **If it is a wash out on the rain reserve day for playoffs, then the game will be moved to the next available day for playoffs.**

61) In case of a tie of scores in the Final, or the Semifinal match, or QF a SUPER OVER will be used. Super Over will have 5 balls.

- **Team batting second in the match shall bat first in the super over.**
- **The loss of two wickets in the super over ends the team's one over innings.**
- **The team that scores the most runs wins.**
- **If the two teams are tied on runs even in the SUPER over, then we will have one more Super over until we have a winner.**
- **A player who has bowled in the first super over of a game, isn't allowed to bowl again if a match goes into the second super over.**
- **A batsman dismissed during the first super over cannot come out to bat in the second super over.**
- **If a batsman is listed for the first super over and he didn't bat or wasn't dismissed, then he remains eligible to bat in the second super over.**

62) Before the toss of every match the captains of the playing teams will list their playing 11 in CricClubs scoring app. This will be approved by the umpires.

63) NPL Blast Rain Rules / low visibility / wet ground conditions :-

- **NPL Blast will follow Duckworth Lewis method to calculate targets for games which might be affected by rain / low visibility / wet ground conditions games. We will use this link to calculate the target - <http://www.boltoncricket.co.uk/DLcalc.html>**

- There will be manual calculation involved for rain affected games.
- For every 5 mins missed due to rain / wet conditions, 1 over shall be deducted from each team's innings, with each team getting at least 5 overs to bat.
- **Power play overs for rain curtailed games, if both innings is**
 - 19 to 16 overs – 4 overs of powerplay – 4 overs max per bowler
 - 15 to 11 overs - 3 overs of powerplay - 3 overs max per bowler
 - 10 to 8 overs - 2 overs of powerplay - 2 overs max per bowler
 - 7 to 6 overs - 1 over of powerplay – 2 overs max per bowler
 - 5 overs - 0 overs of powerplay – 1 over max per bowler
 - Example: - If a game which is supposed to start at 9 a.m doesn't start until 10:30 then that match will be determined as rain affected and both teams will split points. To play 5 overs a side rain curtailed game you should have a minimum of 45 minutes to finish 10 overs to accommodate the league schedule.
- The main umpire shall determine when it is safe to resume the match after the rain delay.
- **Minimum of 5 overs played by both teams will constitute a game. No power play when it is a 5 overs of rain curtailed game. No fielding restrictions apply. Only 1 over per bowler.**
- What is a Washed-out game? - A game washed out without a ball being bowled. This includes closure of grounds to reduce damage to grounds based on weather on Thursday or Friday.
- All washed out games will be rescheduled to be played on a reserved weekend before playoffs and when there is a ground and teams available before the playoffs.
- What is a Rain affected game? - Teams prepare the ground and start the play, then rain intervenes. For these games regular rain rules apply. Please note, even if there was only 1 ball bowled when rain intervenes there will be no reschedule.
- Regular rain rules apply for rain affected games.
- If it rains on a rescheduled weekend then regular rain rules apply and points will be split. A washed-out game can be rescheduled only once.
- We request all teams to work with us for this additional scheduling, there will be

only a few open slots and there will be instances where teams must play back to back games. If one team can't accommodate the schedule changes then it will be declared a forfeit by the team unable to play that day

- **Playoff matches which have rain reserve days - If the match cannot be continued on the same day; match shall be restarted from the beginning.**

64) Playoff games will have a reserve day in case of wash out on the scheduled day of play.

65) Participating teams should come to the ground on a rain affected day unless notified by the NPL Executive Team.

66) All scorers are responsible for sitting together, maintaining the details of the scoring as required by the NPL Executive Team (i.e. runs scored by individual batsmen, wickets taken and runs given by individual bowlers, catches, run outs, stumping's, etc, clearly attributed to the individual player for purposes of statistics, awards, etc), and publishing scores to cricclubs at the end of the game.

67) Bonus Point rule as per CricClubs site - * There will be no bonus point in NPL Blast 2024

68) NPL Blast will include the Impact Player Rule. Please refer to the end of the document for the details of the Impact Player Rule.

69) A player has to inform the Umpire before he leaves the field of play, the umpire will keep track of the number of overs he was out of the field. Even if a player is out for 1 over then the n/2 rule will be applied. He won't be able to immediately resume bowling upon taking the field of play.

70) NPL is not liable to damage to property or person

71) All Cars need to be parked in the gravel area at all grounds. No parking in the grass.

72) All other regular cricket rules apply.

73) If a team decides to drop out of the tournament due to COVID-19 anytime after the start of the tournament then their opposing team will be declared a winner for all or any remaining league games and playoff games.

74) NPL Executive Team reserves the right to come up with approaches to resolve issues and unforeseen circumstances and deal with them at their discretion.

75) For a delivery to be fair the ball must be bowled not thrown. If the main umpire is not entirely satisfied with the absolute fairness of a delivery in this respect then he shall call and signal “no ball” instantly upon delivery.

76) IMPACT PLAYER Rules and Regulations:

IMPACT PLAYER : The concept of an Impact Player is to allow one substitute player per team to take a more active part in a match. This will add a new tactical / strategic dimension to the game.

Impact Player Rules :

- 1. Teams need to identify playing XI and one player used as an Impact player at the time of toss.**
- 2. Both teams are allowed to use one Impact Player per match. It is, however, not compulsory. It is up to teams whether they want to use the Impact Player or not.**
- 3. The Impact Player can be used in the following manner: The Captain will nominate the Impact Player to the umpire and the umpire will inform the opposite team that the Impact Player is being introduced.**

The Impact Player can be introduced

- (i) before the start of the innings; or**
- (ii) after completion of an 5 balls(1 over) or 10 balls(2 overs) ; or**
- (iii) in case of a batter, at the fall of the wicket or the batter retiring at any time during the 5 balls(1 over) or 10 balls(2 overs).**

The bowling team can also get an Impact Player during the fall of the wicket, but that Impact Player will not be permitted to bowl the remaining balls if the wicket has fallen mid of 5 balls(1 over) or 10 balls(2 overs).

- 4. A Player who is replaced by an Impact Player (“Replaced Player”) can no longer take part in**

Batting/bowling in the remainder of the match.

5. Batting Team

- a. **Impact Player can be introduced in the manner provided in Clause 3 above.**
- b. **Only the Captain, can notify the on-field umpire, at the fall of the wicket or the batter retiring at any time during the 5 balls(1 over) or 10 balls(2 overs) or at the innings break about the introduction of the Impact Player.**
- c. **After the introduction of Impact Player in game, a player can bat and may bowl a full allotment of 20 balls (4 overs) in an uninterrupted innings.**
- d. **If the batting team's Impact Player is a batter who replaces a batter who has been dismissed/retired, then one of the players yet to come in - presumably a bowler - will not bat.**
- e. **In any situation, only 11 players can bat.**

6. Bowling Team

- a. **Impact Player can be introduced in the manner provided in Clause 3 above. If the Impact Player is introduced at fall off wicket during the 5 balls(1 over) or 10 balls(2 overs), in that scenario the Impact Player cannot bowl till the 5 balls(1 over) or 10 balls(2 overs) is completed.**
- b. **The fielding captain will notify the main umpire before the start of the new over if he wants to get the Impact Player. At the end of the 5 balls(1 over) or 10 balls(2 overs) the standing umpire will signal a change and the Impact Player will replace the outgoing player.**
- c. **An Impact Player may bowl a full allotment of 20 balls (4 overs) in an uninterrupted inning irrespective of the number of overs previously bowled by the player he is replacing.**
- d. **If a bowler is injured mid over(5 balls or 10 balls) or he is suspended during the over(5 balls or 10 balls), the Impact Player can be introduced immediately and could finish the maximum quota (20 balls (4 overs) in an uninterrupted match), provided he is not allowed to bowl the remaining balls of that over(5 balls or 10 balls).**

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