

# NIRMA PREMIER LEAGUE

## RULE BOOK - 2016



NIRMA PREMIER LEAGUE

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**PRACTICE**

**PERCEIVE**

**PERFORM**

# GENERAL RULES

- All games shall consist of one inning of limited overs for each side.
- The captains should submit their team to the organizers/volunteers/umpires before the game commences.
- The captains should see to it that each player gets at least 2 games to play during the league stage. In case any team fails to do so, 2 points of a particular team will be deducted with every player not playing less than two games.
- All the fixtures, Scorecard, match results and point table will be updated on our website regularly.
- Once the schedule is finalized, teams are responsible to make arrangements to play their games as scheduled.
- Teams will not be permitted to reschedule their games to a different date or time, unless there are issues with ground availability or conditions or college classes.
- A runner will not be permitted in any kind of situation.
- A Free Hit is awarded to the batting team for all no-balls.
- A no-ball will be declared if the bowler knocks the stumps by his foot during his bowling stride.
- In case if the runner is out of his crease before the ball is delivered and the bowler knocks off the stumps, then the batsman will be declared as run-out.

# TIME MANAGEMENT

- The game should start at the scheduled time without fail.
- In a delayed start/resumption, each 10 minutes of delay after 15 minutes from the scheduled time will result in the offending team being penalized 1 over. If a game gets delayed by 30 minutes or more, the offending team will be considered as losing the game and opposing team will be awarded the win.
- **It is the responsibility of fielding captain to complete a 12 over inning maximum within an hour.**
- In case if he fails to do so, on the first instance, his team will be penalized by 10 runs, and in the second instance, the captain will be banned from playing the next match (10 runs will be deducted on second instance too).
- It is unfair for any player on the ground to waste time for any unnecessary reasons. The umpires will first issue a warning to the concerned player, which will be his first and final warning. If there is any further time wastage by that player, umpire should rule that player out of the remaining game, and for which no substitutes will be allowed.

# UMPIRING DUTIES

- Umpires have to reach the ground 15 minutes before the game starts.
- Umpires will verify the names of the playing XI of a team.
- There will be two ground Umpires. All the decisions will be considered mutually and will be respected by all players.
- Scoring will be done by organizers/volunteers and one player from batting team will accompany him.
- It is the duty of an umpire to take the scorebook, two new balls and the stumps from the organizers/volunteers before the match begins.
- It is the duty of an umpire to start the game at the scheduled time. If the players do not turn up at the given time, then team can be penalized as mentioned above.
- Umpires will look into the matter if the batting team finds the action of the bowler of opposite team inappropriate (i.e. chucking).
- If the action is proved inappropriate, then first the ball will be declared as no-ball and if the bowler continues to do so, he shall not be allowed to bowl further.
- In case if a player is found abusing someone or misbehaving on the ground, umpires have the right to rule that player out of the game, and for which no substitutes will be allowed.
- The entire on field decisions depend on the umpires. All teams must abide by it.
- Also, if a team misbehaves on the field such as abuse a player/ umpires or indulge in any activities that may cause unnecessary problems, the Umpires have the right to stop the match at any time and declare the Winners.
- In extreme circumstances, team can be disqualified from the entire tournament.
- If a team does not send its umpires for a match, then one point will be deducted of the team.

# CAPTAIN'S RESPONSIBILITIES

- A captain of a team should be conversant and proficient with the laws of cricket.
- He should control the behavior of his team.
- The captain should see to it that he and his team members respect the decisions of the umpire.
- He should see to it that his player should not engage in verbal duel or any kind of misconduct with umpire or any other player.
- If an umpire sounded partial or if the team is not happy with the given umpire, then the captain (only captain) can complain about it to the organizing committee. The committee will look after it and take appropriate actions.
- It is the captain's responsibility to see to it that one of its players is accompanying the leg umpire for scoring.
- The captain shall be held responsible if the bowling team does not complete the given overs in allotted time duration. He will be penalized as mentioned above.
- If for any reason the umpires do not show up for the match, the captains are responsible to conduct the match using their players as umpires. The main aim is to play the match and play it supportively. It is highly impossible for the organizers to run around and provide backup umpiring.

# **PLAY INTERRUPTION DUE TO BAD WEATHER/PLAYING CONDITIONS**

- If the game is not completed due to bad light or bad weather then the game will be rescheduled according to the availability of the ground.
- If it is not possible to reschedule the match, the match can be declared as draw and each team will get one point.
- In that case, if the match is forfeited in the first innings or before the completion of the 6th over in the second innings, then whole new match will be played or each team will share a point.
- If the match is forfeited after the 6th over of the second innings, then the result will be decided on the basis of run rate. (Run rate will be calculated on basis of completed overs only).

# LEAGUE PLAY

- There will be two groups A & B , each group consisting 6 teams , 12 teams in total.
- The league stage matches will be of 12 overs.
- First 2 overs will be a compulsory power play with 2 players outside the inner circle.
- A batting power play of 2 overs will be taken by the batting side with 3 players outside the inner circle.
- Maximum of 4 players will be permitted outside the inner circle during the non-power play overs.
- Two bowlers can bowl their quota of maximum of three overs each, while three other bowlers can bowl maximum of two overs each.
- Winning team will get 2 points. Net run-rate will be calculated. Losing team gets no points and in case of a tie, there will be a super-over.
- It is very rare or quite impossible for two teams ending up with same run-rate. But under the very rare scenario of two teams ending up with the same run-rate, the head to head between the teams will be considered.
- Teams not coming for umpiring at the scheduled time will lose 1 point.
- At the end of the League Stage, top 2 teams from each group will qualify for playoffs.
- Top team of both the groups will play for the qualifier<sup>1</sup>, and an eliminator match will be held between the second best team of both the group.

# QUALIFIERS & ELIMINATORS

- The qualifiers and the eliminators will be of 14 overs.
- First three overs will be a compulsory power play with 2 players outside the inner circle.
- The batting team will take the other power play of 2 overs with 3 players outside the inner circle.
- Maximum of 4 players will be permitted outside the inner circle during the non-power play overs.
- Four bowlers can bowl a maximum of 3 overs and one can bowl a maximum of 2 overs.
- The winner of the eliminator and the loser of qualifier1 will play for the second place in the finals.

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# FINALS

- The finals will be held between the winning teams of qualifier1 and qualifier2.
- The finals will be of 20 overs.
- First 4 overs will be a compulsory power play with 2 players outside the inner circle.
- The batting team will take the other power play of 2 overs with 3 players outside the inner circle.
- Maximum of 4 players will be permitted outside the inner circle during the non-power play overs.
- Each bowler can bowl a maximum of 4 overs.

## NOTE:

- A team failing to observe any of the foregoing rules may be disqualified. The organizers also reserve the right to disqualify any team for failing to appear promptly to play. The decision of the organizers will be final in case of any dispute.
- As in any physical sport, there is a risk of injury. Participants are deemed to acknowledge and accept the risks. The organizers cannot accept any liability for damage or injury to person or property sustained by any participant or spectator.
- We encourage the participating teams to play in line with the laws and spirit of the game.
- All the fixtures, NEWS, Scorecard, Match results, Point table, Rankings will be updated on our website/Application regularly. Keep yourself updated.

**THE ORGANIZERS WOULD LIKE TO SEE THE TEAMS RESPECT THE RULES AND PARTICIPATE IN THE TRUE SPIRIT OF SPORTSMANSHIP.**