

KAEFER KUWAIT CRICKET ASSOCIATION

(KAEFER PREMIER LEAGUE)

Other than the Tournament specific rules stated herein, the conduct of this Tournament shall be governed by normal and the current limited over International Cricket rules. However, Organizing Committee reserves the right to alter these regulations as deemed fit in exceptional circumstances and the corresponding decision by the Organizing Committee shall be final.

GENERAL RULES

1. **Kaefer Premier League (KPL)** will be a League cum Knockout Tennis Ball Cricket Tournament in T20 format organized by **KAEFER KUWAIT CRICKET ASSOCIATION (KKCA)** and **played with Hard Tennis Ball**.
2. Umpires shall be from batting teams, who knows umpiring and APL rules. However, they should be remaining neutral while umpiring.
3. All the teams shall bring one set of Stumps & Bat. The bat should be made with willow or wood.
4. Both Captains must understand the boundary lines and any obstacles within the boundary shall be cleared / clarified before the toss.
5. Batting and Keeping Gloves can be used.
6. Each Captain should exchange his playing XI list to the opponent captain before the toss. No player can be changed after the nomination without the consent of the opposing captain. If the Captain including an unregistered player in playing XI under the name of another player, who is registered, then the Match will be cancelled and opposing team will be declared as the Winner.
7. If any team boycotts the game, the opponent will be considered as the winner.
8. Teams should report 20 minutes before the scheduled time and the toss should be held 10 minutes prior to the scheduled time. During toss, at least 8 players should be present in the ground. If a Team fails to report before the scheduled time, then the toss will be awarded to their opponents.
9. Late reporting team will lose one over in every 10 minutes and any team fails to report for play within 30 minutes of scheduled starting time, the Team will be disqualified and opposing team shall be declared as the Winner.
10. Umpire's decisions will be final throughout the tournament. Any sort of misconducts by any players will result in direct suspension.

PLAYERS REGISTRATION

1. A team can register 20 players for this tournament with player's Full name, photo one week before the tournament start. T & C applicable.
2. A player is not allowed to play with two or more Teams. If any player is registered with more than 1 Team.

PLAYING RULES

1. Both innings are limited with 20 overs and every bowler gets to bowl a maximum of 4 overs.
2. Byes, Leg Byes and Over Throws are applicable in this Tournament. But LBW is not applicable.

3. Only 5 fielders can field on the leg side at any point of time including bowler.
4. No ball and Wide will be penalized according to tennis ball cricket rules. One run and an extra ball will award for a no ball or a wide ball and free hit is applicable for knock out.
5. Mankad out is applicable with one warning. In this case the delivery is called as a dead ball.
6. Substitute players are not allowed. If any batsman leave the ground, unless a player is injured in the field during same match or opponent give permission and the role of a substitute will be fielding only.
7. No bowler can bowl immediately after coming off the field after substitution. He will be fit only after back on the field at least equal to the time that they were absent before resuming bowling.
8. Any team start the game with short player, the remaining fielders can join to the team as per playing rule 7.
9. Playing rule 6 will be applicable if any batsman leaving the field before completing the match.
10. A new (Hard tennis ball) ball should be used in each innings. In case of loss or damaged ball, should replace with same quality of used ball and dead ball will give in case of out only.
11. In case of Tie in the Knock-out Match (not in League Match), the Winner will be decided by a "Super Over".

POINTS

1. During League Matches the Points shall be given as follows: -

Winning: 2	Tie / No Result: 1	Loss: 0	Forfeit: 2
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2. Top one team from each group will be qualified for knock out based on point and net run rate. In situation where NRR is same, the winner of the match played in the league stages will go through.
3. All team must be complete their league round in any circumstance. In forfeit game 2 points will awarded to winning team.

COMPLAINTS

1. Any complaint against team or player should register within 2 hours through WhatsApp to the KKCA Committee. Any complaint after this period not valid.
2. The captain will be the interacting person with umpires on field and he can request the opposite captain to change umpire at any time, if they are unhappy with umpire decision. (Maximum 3 times)
3. A player involved in the physical abuse of umpire will be disqualified from the game immediately, and the team will not be allowed to field a substitute in his place. The tournament committee will however take an appropriate action/penalty against him and the team.

GROUNDS

1. KKCA will not held responsible for the loss of ground under any circumstances. If any other teams occupy the ground, both team should find other either venue or the game shall declare as a draw.
2. In any circumstances (weather condition, unavailability of ground etc.) unable to complete league match consider as draw and point will be share. Otherwise both team agree and schedule the match again as early as possible.

SCORESHEET UPDATION

1. All teams must be use **cricclubs online scoring** application. If any team fails to use, KKCA will add total score only. Any complaints regarding score updating should be clear on same week.
2. The Tournament Organizing Committee reserve the rights to make changes for the best interest of the Tournament and it will be informed through the respective **WhatsApp Group**

ALL THE TEAMS ARE REQUESTED TO PLAY IN THE TRUE SPIRIT OF THE GAME.