
UPL – SUMMER 2017 LAWS

1. PREFACE

THE PURPOSE OF THE UNITED PREMIER LEAGUE (UPL) – TOURNAMENT RULES IS TO ESTABLISH THE CODE OF CONDUCT FOR THE TOURNAMENT. ALL THE SUMMER LEAGUE MATCHES SCHEDULED BY UPL, SHALL BE PLAYED AS PER ICC'S PLAYING CONDITIONS FOR TWENTY20 FORMAT. THE ICC'S PLAYING CONDITIONS FOR TWENTY20 SHALL BE SUPERSEDED BY UPL SPECIFIC PLAYING CONDITIONS SPECIFIED IN THIS DOCUMENT. THE UPL TOURNAMENT RULES ARE SUBJECT TO CHANGE ANNUALLY. ALL CHANGES TO THE UPL TOURNAMENT RULES WILL BE IMPLEMENTED DURING THE OFF-SEASON (GENERALLY, THE MONTHS OF NOVEMBER THROUGH MARCH), AND WILL BE MADE AVAILABLE TO THE MEMBERSHIP PRIOR TO THE COMMENCEMENT OF THE NEXT SEASON. UPL TOURNAMENT RULES ARE NOT EXPECTED TO CHANGE DURING THE CRICKET SEASON (GENERALLY, THE MONTHS OF APRIL THROUGH OCTOBER) UNLESS THE CIRCUMSTANCES ABSOLUTELY REQUIRE SUCH ACTION

2. OBJECTIVE

The objective of the League shall be to control and oversee that the tournament is played in the spirit of the game and foster, improve, aid and extend the game of cricket.

3. OFFICERS

- ❖ The President
- ❖ The Vice President
- ❖ The Secretary
- ❖ The Treasurer
- ❖ The Operations Officer

ALL POSTS SHALL BE HONORARY. THE OFFICERS SHALL BE ELECTED AT THE ANNUAL GENERAL MEETING FOR A PERIOD OF TWO YEARS AND EACH WILL BE A MEMBER OF A CLUB AFFILIATED TO THE LEAGUE FOR THAT YEAR.

In odd numbered years, the post of Vice President and Treasurer will be up for election. In even numbered years, the post of President and Operations Officer will be up for election.

Open management positions will be published 30 days before the AGM and nominations will close 15 days ahead of the AGM. The nominations will be submitted to the management through an email.

Term Limit for UPL Officers is 2 years and maximum number of terms an officer can hold the same position is limited to 2. For example: elected president can serve up to 4 years consecutively if elected 2nd time after 2 years.

- 3.1. One club can have only one seat at the UPL management position at any point in time.
- 3.2. Any resignation by any of the office holders within the league is tendered to the President. The President of the league will notify the executive committee/board of directors within 72 hours of this occurrence, the Secretary will start accepting written nominations of that specification immediately thereafter.
- 3.3. The President, or in his absence, the Vice President, shall preside at all meetings of the League. In the absence of both the President and the Vice President at any meeting of the League, the members present at that meeting shall choose any one of their number to act as facilitator for that meeting.
- 3.4. **The President has the authority to remove any officer from office based on his performance or for any other valid reason.** Valid reasons include violation of any applicable Operating Guidelines, Code of Conduct, or simple non-performance. To achieve this, the President has to call for a vote of officers and with a Super-majority (3/4th Yes votes of all eligible officers, excluding the officer under review) can remove this individual from office. Furthermore, the President can appoint anyone to this vacant position for the remainder of the term, without election. This position will be open for election in the following year.
- 3.5. The duties of the **Secretary** shall be to attend all correspondence, and to keep an accurate record of all proceedings of the League and the executive committee/board of directors; and to keep a register of all clubs which are members of the League.

- 3.6. The duties of the **Treasurer** shall be to keep an accurate record of all moneys received and disbursed. He shall have the books of the League audited by an auditor appointed by the Board of Directors, and shall make a report of the affairs and finances of the league at every Annual Meeting thereof. The Treasurer shall issue a receipt for all monies received and shall deposit such monies in a chartered bank or trust company. The treasurer will also be responsible to publish a budget before the league season begins and get it approved by the Board of Directors. All checks shall be signed by two of the three officers listed above. However, if only one officer is available to sign a check, then at least one other officer must give signature approval, either orally or in writing. Annual Financial Statements from the bank, showing the cash flow (IN & OUT) must be provided to UPL management and Board of Directors once a year at AGM
- 3.7. Operations Manager shall be responsible to publish the schedule of all the formats/tournaments of UPL.

4. CLUB MEMBERSHIP

THE LEAGUE SHALL BE OPEN TO ALL CLUBS AND PLAYERS WILLING TO JOIN EXCEPT FOR
THE ONES SPECIFICALLY BANNED DUE TO VIOLATION OF LEAGUE LAWS OR SEVERE
VIOLATION OF SPRIT OF THE GAME.

Any cricket club seeking membership in the League shall make a written application, which must be delivered to the Secretary. This application must be accompanied by at least 15 names of individuals who are dues paying members of the club, and evidence that the club has its own equipment, such as bats, pads, gloves, helmets, stumps, mat, other protective equipment. For a Club submitting two teams into the league competition, the application must be accompanied by at least 30 names of individuals who are dues paying members of the club. New clubs may become members of the League under the following provisions.

- 4.1. The club must have a roster of at least 15 players and enough cricket equipment to support a cricket team through the season.
- 4.2. It must be referred by at least ONE existing permanent member club or a member of the UPL Management.
- 4.3. It must submit a deposit amount of 200 dollars with the league. This deposit shall be returned to the club at the end of the first season provided the club has forfeited no more than 2 league games in the entire season. If it forfeits more than 2 games, it shall lose the entire deposit amount.
- 4.4. It must make arrangements for a dedicated home ground, which does not conflict with the home grounds of existing member's clubs. If a club does not have a home ground then, depending upon the ground availability across the league, it may be allowed as a wandering team (i.e. playing all its games as away games).
- 4.5. All new clubs will be considered to be on probation during the season and shall not have a vote on the BOD. Moreover, at the AGM following the season, the BOD shall vote to induct the club as a full member. If a club does not justify its viability during the probation period, then it must wait for at least one whole year before reapplying for full membership.
- 4.6. New clubs applying for membership can only request to enter one team in the league for the probationary period. The deadline for submitting the deposit amount to the Treasurer is March 15th. The league membership fees deadline shall be same as other clubs

4.7. All applications for membership shall be subject to approval by the Board of Directors. In the event of any application being rejected, the entrance fee therewith shall be returned.

Note: Section (4.3) applies to existing clubs too, when an existing club wishes to add another team, it must leave a contingent deposit of 200 dollars with the league, which shall be refunded if each of the club's teams do not forfeit more than 2 games during the season. Also, once a club fails to prove the viability of an additional team, it must wait for one whole year before reapplying. No club is allowed to enter additional teams into the league tournament after March 1st. Also, pulling out an existing team after this deadline shall result in a fine equal to the league dues for the season. This fine shall be due along with the league membership fees for the club.

5. PAYMENT OF DUES

5.1. In the event where a member club from a previous year decides not to continue its membership with UPL for the following year, the club is expected to clear all dues with the League. If the club has an outstanding balance due, no players from that club will be allowed to participate in UPL matches until the balance is paid in full.

5.2. If an active member club registers and fields any players from a club that is no longer a member of UPL and has an outstanding balance, the offending club will be fined 2 points per violation and will automatically become liable for the amount due to UPL by the previous club of the said player/s.

5.3. If an active member club has NOT paid its dues by the due date set by Executive Committee, the club will be suspended from UPL until the dues are paid in full.

6. MANAGEMENT

6.1. The management of the League shall be vested in a body named "EXECUTIVE COMMITTEE/ THE BOARD OF DIRECTORS", which shall consist of the President, the Vice-President, the Secretary, the Treasurer, the Operations Officer and two delegates assigned by each Club in the League. These delegates shall each have one casting vote. In addition, Management has only 1 vote in BOD which it can only cast in case of a tie. After consulting with the rest of the Management the President shall cast the deciding vote in case of the ties. In these Bylaws, where a fraction of delegates, clubs, or votes is mentioned (e.g., a quorum), the actual number is determined by rounding down to the nearest whole number.

6.2. League representatives

6.2.1. The delegates for each club shall represent the interests of their club not their own personal interests.

6.2.2. A league officer cannot represent his club as the club delegate.

6.2.3. At the election of officers during the AGM, each full member club casts exactly two votes. (Election of officers is the first item of agenda at the AGM).

6.3. In addition to the powers, duties and authorities herein conferred upon them, and without in any ways limiting its general powers, the Officers of the League shall have the following powers:

6.3.1. To conduct the business of the League and control its finances and to make all expenditures in connection with the operation and conduct thereof.

6.3.2. To suspend any club or team entered in the League for willful violation of these bylaws or of the laws of the game of cricket as they apply to this league.

- 6.3.3. To expel from the League, or suspend from play in any match, any player guilty of willful violation of these bylaws, or of unfair or un-sportsman like conduct.
 - 6.3.4. To appoint a committee of inquiry in relation to the foregoing within seven days of the receipt of the any report. All clubs and members concerned shall have the right to appear before the committee of inquiry, which shall meet within 30 days of being appointed.
- 6.4. The Board of Directors shall meet from time to time at the call of the President and may appoint such sub-committee and delegate such of its power thereto as it thinks fit.
- 6.5. An Officer or Board of Directors member shall vacate office if:
 - 6.5.1. Said person is absent from three consecutive meetings without reason being given to the President either orally or in writing and such reason be approved by the Board of Directors prior to said absence.
 - 6.5.2. By notice to the President, the office is resigned. In the case of the President, the resignation will be reported to the Board of Directors. It will be the responsibility of the officer or the representative of the club to find a replacement.
- 6.6. Clubs can change official delegates by informing the President in writing. Frequent changing of delegates, however, is not recommended. The league recommends that each official delegate try to stay on for at least two years.
- 6.7. Subject to the Laws of the State and the Country, each and every Officer and Board of Directors member, during their term in office, shall be indemnified against, and it shall be the obligation of the league to pay all costs, taxes, charges and expenses incurred in the carrying out of their authorized duties.
- 6.8. Add two additional Directors positions in the BOD. These two directors will be picked by President. These are additional positions and do not have voting rights. While president has the authority to nominate people for these positions, he/she will need to get a simple majority vote from the BOD to confirm the appointment.

7. MEETINGS

- 7.1. The Annual General Meeting shall be held in the second week or Mid-February
- 7.2. All questions submitted to any general meeting of the League shall be decided by a majority of the votes of the club delegates and voting officers. A club delegate or an officer, who will be unable to attend, will need to notify the secretary at least 24 hours in advance of their replacement. In the case of a tie, the Management shall have the tie breaking vote. If a club delegate, voting officer, president, or their replacements are not present at the meeting, then they will lose their ability to vote.
 - 7.2.1. There shall be no proxy voting. i.e A delegate/ representative shall not vote on the behalf of any other delegate or officer.
- 7.3. No person who is not a registered player, an officer of the league, or an officer of a member club shall have any voice at any meeting of the League.
- 7.4. Thirty (30) day notice for the Annual General Meeting will be given by the Secretary to the Delegates of all member clubs. Notification for any other meeting will be sent out by the secretary at least ten (10) days in advance of that meeting.
- 7.5. The Board of Directors may, whenever it thinks fit, require the calling of an extraordinary general meeting.
- 7.6. The quorum for transaction of business at any Board of Directors meeting shall be at least 2/3rds of

the membership of the board of directors. If within an hour from the time appointed for any regular Board of Directors meeting a quorum is not present, the meeting shall be adjourned. Notice for the replacement meeting shall be sent out within one week of the adjournment. The quorum for the AGM to start shall be based solely upon club delegates, i.e., for the AGM 2/3rds of the member clubs should be present.

7.7. Every club (full or probationary members) delegate should attend BOD meetings and take active interest in the progress of the League.

7.7.1. A club that does not attend the AGM or a regular BOD meeting will be levied a fine of \$100.00/infracton. Payment must be made within 30 days.

7.7.1.1. Default on payment will result in a 2-point deduction from the club's league point total. If infractions occur between seasons, then the club will start the following season with the appropriate points deducted. Continued infractions will result in a review of the club's membership in the UPL.

7.8. A mandatory mid-season BOD meeting will be scheduled and held.

7.9. The Minutes of the Board of Directors meeting shall be published within 7 days of the date the meeting was held. If any changes or additions to the Bylaws have been approved at any Board of Directors meeting, the revised Bylaws should also be published within 7 days.

8. PLAYER REGISTRATION/MOVEMENT BETWEEN CLUBS

8.1. Member clubs must register its players on the league website before the start of the season.

Additional players may be registered at a later date prior to commencement of the play-offs. All player information must be supplied truthfully at the time of registration.

8.2. To be eligible to play in a regular season match a player will have been to registered on the League website at least 1 week (i.e. 7 days) prior to playing his 1st game of regular season.

8.3. False identity & Impersonation:

8.3.1. Every registered player must carry a photo ID that must be produced upon demand by the Umpire. The Captain of the team may ask the Umpire to verify the identity of any player in the opposition. The Captain may make this request at any time on the day of the match i.e. before, during or after the match.

8.3.1.1. In the case where a player, whose identity is in question, cannot produce a photo ID the player must cease further participation in the game until a photo ID is made available to the Umpire. However, any contributions by the player stand as long as it is not proven that he is an impersonator or an unregistered player.

8.3.1.2. If the photo ID is not produced until the end of the match or if the photo ID is of a person that is not duly registered, then **section 8.6** will be applied.

8.3.1.3. For the incidents and situations listed in this rule the Umpire is the sole decision maker and his decision shall be final.

8.3.1.4. False identity & impersonation issues have to be settled on the day of the match as these will not be entertained later.

8.4. **In case of extreme circumstances** where a player has to leave his club and wants to join another member club a written release from the existing club officers is required. Once the release form is submitted to the UPL secretary the board will take the circumstances of the release in account and decide if the player should be eligible to represent another club in the current season.

- 8.5. A player cannot represent more than one team during a single season. A player belonging to a club with multiple teams in the tournament is not permitted to move between the club's teams.
- 8.5.1. Any player found playing or registered with more than one team, will be suspended from the League for the rest of the current season and will be banned for three years from playing in any League matches.
 - 8.5.2. In any event, if a player is found playing for more than one club, the offending club will be punished as per **section 8.6**
 - 8.5.3. A list of registered players for each club (including deactivated players) will be maintained on the UPL website.
- Exception: This is not applicable when a player is following **section 8.4**.*
- 8.6. If a team uses an ineligible player shall be fined \$50 and shall be stripped from any points gained in the game. Game will be awarded to the opponent team. Section 7.7.1.1 will become effective. Following are clarifications on ineligible players.
- 8.6.1. A player is deemed ineligible if the person is banned by the league board due to violation of league laws, the laws of the game or the non-sportsman like conduct.
 - 8.6.2. A player in violation of Section **8.2**, **Section 8.3** and **Section 8.5**

9. SEASON SCHEDULE

- 9.1. The start and end dates for the various rounds and playoffs are made known via the schedule distributed prior to the season.
- 9.2. The schedule also specifies the 'minimum games' rule (the number of games a player must participate in order to be eligible for subsequent rounds, including the playoffs). If not specified on the schedule this number would be three games.
- 9.3. Requests for rescheduling games will not be entertained by UPL.
- 9.4. The only exception to the above rule will be made when UPL deems it necessary to reschedule a game, as in "acts of God".
- 9.5. All playoff games will have a mandatory "Rain Day" as specified in the schedule.
- 9.6. Any schedule related changes (including venues) must be approved by the committee.
- 9.7. This document and the season scheduler document [that contains the schedule and standings] are the 2 documents that specify the rules.

10. CRICKET GROUND

GROUND PREPARATIONS

- 10.1 Captain of the home team is responsible for letting the umpires and opponent captain know of any field restrictions such as one end play and, restrictions or obstacles in the field of play, prior to the coin toss.
- 10.2 The home team shall be responsible for the following items at a minimum, when hosting a game.
 - 10.2.1 Full length jute matting (gray or light brown) or Astroturf
 - 10.2.2 Stumps, bails and chalk for marking
 - 10.2.3 Duct tape

10.2.4 100-meter measure tape

10.3 Dimensions and Markings

10.3.1 The boundary must be between 60-80 yards from the middle stump.

10.3.1.1 The boundary circle is set by measuring a radius from the middle stump.

This is a semi-circle that starts from the line of the off stump and ends in line of the leg stump. Repeat the same at the other end of the pitch and then connect the two semi circles.

10.3.1.2 The 30-yard circle is set by measuring a radius of 30yards from the middle stump. This is a semi-circle that starts from the line of the off stump and ends in line of the leg stump. Repeat the same at the other end of the pitch and then connect the two semi circles along the pitch.

10.3.1.3 The distance between the two set of stumps has to be 22 yards.

10.3.1.4 The popping crease has to be 4 feet from the middle stump along the pitch.

10.3.1.5 The side/return crease has to be 4feet and 4 inches from the middle stump on either side. This line should not be reduced and drawn on the matting if the width of the matting is less than 8 feet and 8 inches.

10.3.1.6 Set wide ball markers, 35" from middle stump on each side (Rt. & Lt hand batsmen), to help wide ball calls on the off side.

10.4 It is the sole responsibility of the home team to prepare and have the field available for play at least 15 minutes prior to the scheduled start time of the match

10.5 Any questions, concerns or objections in regards to the field preparation from the Visiting Captain may only be brought to the attention of umpires and addressed by the umpire(s) prior to the start of the match.

10.6 Unless pointed out and specified by the umpire(s), no alteration may be carried out by the visiting team to the existing setup.

10.7 Once field is handed over to the umpire(s) neither host nor are visitors allowed to make any changes to the existing setup without notifying and getting consent from the umpire.

11. PLAYING ELEVEN AND SUBSTITUTION

11.1 Number of Players: A match is played between two sides. Each side shall consist of 11 players, one of whom shall be the captain

11.2 Nomination of Players:

11.2.1 Each captain shall sign and submit the names of 11 players plus any substitute fielders to the Umpire before the toss. No player (member of the playing eleven) may be changed after the nomination without the consent of the opposing captain.

11.2.2 All those nominated including those nominated as substitute fielders, must be eligible to play for that particular club.

11.2.3 Captain: The deputy must be one of the nominated players of the playing eleven.

11.3 Substitution

11.3.1 Runners: A runner for a batsman when batting is not permitted.

11.3.2 Named substitutes shall be allowed to field only, and must not bat, bowl or keep wickets.

11.3.3 The spirit of the law is that named substitutes shall normally only be used to replace a member of the fielding side that are injured or incapacitated during the course of the match, and captains are responsible for reaching agreement on this spirit.

- 11.3.4 If a batsman sits out the whole fielding innings, he cannot bat till at least 7 wickets have fallen. If he fields at least 1 ball in the fielding innings, he can bat at any number, except opening the innings. To open the innings, the player has to be on the field (fielding) for the last 5 overs of first innings. A player can join the field only during over change a player may not enter the field during course of an over.
- 11.3.5 The Umpire shall have discretion to allow, for other wholly acceptable reasons, a substitute fielder to act for a nominated player at the start of the match, or at any subsequent time.

11.4 Player attire

- 11.4.1 Use of shoes with metal spikes by bowlers and batsman is forbidden.
- 11.4.2 Teams must wear matching uniform or off-white/white cricket clothing.

12. LENGTH OF THE MATCH (WEATHER OR OTHER DELAY)

- 12.1. All League matches shall consist of one innings per side, each innings being limited to a maximum of 20 overs, but not less than 10 overs with 6 balls per over.
- 12.2. All League games shall ordinarily start on time, except for delays caused by inclement weather (rain), ground permit problems or any valid reasons beyond the control of both teams, in which case the start time shall be decided by the Umpire.
- 12.3. Reducing the number of overs before the start of the match, based on weather forecast is not permitted. If the game is starting on time, the full 20 overs per inning game is to be played.
- 12.4. If the start of the game is delayed due to weather related reasons, match will be officially called off 80 minutes after scheduled start of game.
- 12.5. If loss of time incurs at the start of the game due to weather, 1 over shall be reduced for every 10 minutes lost (one over from each inning)
- 12.5.1. In case of shortened game please refer to rule 15.1.2 for power play overs.
- 12.6. Game starting late due to Rain delay, each team must be able to bat 12 overs within allotted time to be considered a complete game otherwise points will be split.
- 12.7. In case of rain delay once the game has already started the first innings must be complete 20 overs and second innings must be least 8 overs or more. In this scenario if the team batting second's run rate is above the Required Run rate at the start of 2nd innings then team batting 2nd will be winner. If the team batting 2nd's run rate is below the run rate is below Required Run rate at the start of 2nd inning, then team batting first is winner. Teams must try to complete maximum possible overs in the second inning during the allotted time. If the game is called off before 8 overs of the 2nd innings are completed the points are split.
- 12.7.1. Example Team 1 scored 160 batting 20 overs Team two is batting and has batted 10 overs and score is 85 runs than team batting second is winner.
- 12.7.2. Example Team 1 scored 160 batting 20 overs Team two is batting and has batted 10 overs and score is 75 runs than team batting first is winner.
- 12.7.3. Example Team 1 scored 160 batting 20 overs Team two is batting and has batted 8 overs and score is 65 runs than team batting second is winner.
- 12.7.4. Example Team 1 scored 160 batting 20 overs Team two is batting and has batted 8 overs and score is 60 runs than team batting first is winner.

- 12.8. For scenarios in 12.7 the scores in the system will be entered based on the assumption the team batting second will be scoring at the given run-rate at the time game is called off up to 20 overs or until the target is reached. This would keep the points table run-rate calculations clean.
- 12.9. Umpire may call time wasting at his discretion.

13. START OF THE MATCH

- 13.1. The Captains, in the presence of the Umpire, shall conduct the toss at least 10 minutes prior to the start of the game.
- 13.2. In order for any team to be ready to take the field, a minimum of 7 players must be present on the field at the time of the toss. Any team that is not ready to take the field at the designated start time, due to late arrival or any other reason shall lose 1 over from their team's batting innings for each 5 minutes lost due to the delay.
- 13.3. Walkover v/s. Forfeit: If the numbers of players are less than 5, game will be considered as Forfeit. As long as more than 5 players are present it will be considered a walkover.
- 13.4. Team that is not prepared for the toss shall automatically forfeit the toss to the opposing team. Any team responsible for a delayed start automatically forfeits the toss to the opposing team.
- 13.5. In the event that a captain is not present, his team must nominate a deputy for the toss. Once the toss is made, a decision should be made promptly by the toss winning captain and no later than 5 minutes before the start of play.
- 13.6. Bowling team will use a new bowl for each innings. Each team should have two extra used and new balls in case of ball being lost or too damaged to continue.

14. BOWLING RESTRICTIONS

- 14.1. It is the responsibility of the fielding captain to ensure that a reasonable over rate is maintained. Umpires shall advise captains when over rates deteriorate.
- 14.2. Each bowler shall bowl no more than one-fifth of total overs agreed upon prior to the start of the game. In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- 14.3. A member of the fielding team who leaves the field of play for any reason while the match continues will not be allowed to bowl on returning to the field for the number of overs that he was off the field.
- 14.4. If a bowler gets hurt during his spell, another bowler may continue his over. Same bowler also has to satisfy rule 3 prior to coming back into attack.

15. FIELDING RESTRICTIONS

- 15.1. Fielding restrictions will be in effect for all matches. A Power Play will be allowed for 6 overs in each inning. In the Power play, the fielding team can only have 2 fielders outside of the inner circle.
- 15.1.1. In circumstances when the number of overs of the batting team is

reduced, the number of Power play overs shall be reduced in accordance with the table below.

15.1.2. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match. This does not apply to 2nd innings cut short by Rain Delays.

15.1.3.	Innings Overs	Power play Overs
15.1.4.	5-8	2
15.1.5.	9-11	3
15.1.6.	12-14	4
15.1.7.	15-18	5
15.1.8.	19-20	6

15.2. At the instant of delivery, there may not be more than 5 fieldsmen on the leg side

15.3. During the non-Power play overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area.

15.4. In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.

16. NO BALL AND FREE HIT

16.1. When a delivery can be called either a no ball or a wide delivery must be called No Ball.

16.2. the bowler's front foot must land with some part of the foot, whether grounded or raised if not it must be called a no ball

16.3. Umpire shall call and signal No ball if, other than in an attempt to run out the non-striker, the bowler breaks the wicket at any time after the ball comes into play and before he completes the stride after the delivery stride. (While running into bowl)

16.4. The umpire shall call and signal No ball if a ball bounces more than twice or rolls along the ground before it reaches popping crease.

16.5. The umpire shall call and signal No ball if a ball comes to a stop before reaching the popping crease and also call the ball a dead ball (i.e. 1 penalty run is added to the batting team's score but no additional runs can be scored on this type of no ball)

16.6. Any full toss over the waistline of a batsman in normal stance is considered a no ball. Any bowler who violates this twice in an innings will not be allowed to bowl at all for the rest of the innings.

16.7. A no ball is called if field restrictions are violated as described in 15.4

16.8. There are no bouncers allowed in UPL any ball bouncing above batsman's shoulders in a normal stance would be considered a no-ball.

16.9. Out from No Ball

16.9.1. In Case of a no ball a batsman can be judged out under following conditions (Handled the ball), (Hit the ball twice), (Obstructing the field) or (Run out).

16.10. Free Hit

16.10.1. The delivery following a no ball called for any reason shall be a free hit for whichever batsman is facing it.

16.10.2. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball) then the next delivery will become a free hit for whichever batsman is facing it.

16.10.3. For any free hit, the striker can be dismissed only under the

circumstances that apply for a no ball (16.7), even if the delivery for the free hit is called wide ball.

16.10.4. Field changes are not permitted for free hit deliveries unless there is a change of striker

17. WIDE BALL

- 17.1. Leg side: Any ball passing down the leg side, behind the batsman's legs, is considered a wide.
- 17.2. If the ball touches any part of the batsman, including the batting gear, it would not be considered a
- 17.3. wide.
- 17.4. Off side: Any ball 2 ½ feet away from the off stump when the batsman is in normal stance is considered a wide. This is to be judged on the basis of when the ball passes the batsman. If the batsman's movement from normal stance causes the ball to be wide, it would not be considered wide.

18. TIMEOUT AND OBSTRUCTING THE FIELD

- 18.1. If by action or words, the batsman or non-striker obstructs the fielder from making a fair catch or run out, the umpire must decide if the obstruction was willful or happenstance. If willful, upon appeal, the batsman would be given out.
- 18.2. If the incoming batsman fails to enter the boundary before the outgoing batsman has crossed the boundary, he'll be given out on appeal.
- 18.3. Outgoing batsman is not allowed to hang around inside the boundary, allowing incoming batsman to get ready. This will also be a ground for incoming batsman's dismissal on an appeal. Umpire may use his judgment to accept or decline the appeal.
- 18.4. The incoming batsman must be adequately ready to play in the opinion of the Umpire. Throwing the pads over the boundary and then getting dressed is not allowed.
- 18.5. Timing a batsman out is strictly at umpire's discretion and he may decline the appeal under acceptable circumstances.

19. UMPIRE

- 19.1. Neutral Umpire(s) shall be appointed by the League from available qualified individuals.
- 19.2. Before the toss, the Umpire(s) shall decide & agree with both Captains on any special conditions affecting the conduct of the match.
- 19.3. Before the start of the match, the Umpires shall satisfy themselves that the wickets are properly pitched.
- 19.4. The Umpires shall enforce proper starting time and break intervals during the game.
- 19.5. Before and during the match, the Umpires shall ensure that the conduct of the game and the rules implemented are strictly in accordance with the League rules and laws.

- 19.6. The Umpires shall be the sole judges of fair and unfair play. All players shall respect the Umpires decision as final.
- 19.7. If the square leg umpire is not an official umpire assigned by the League and there is a case of an obvious wrong decision, the official Umpire reserves the right to overrule the square leg umpire's decision.
- 19.8. The Umpires, after consulting with both captains, shall be the sole judges of the fitness of the ground/pitch, weather and light for play. The spirit of this rule is to ensure that cricket is played whenever possible, providing there is no danger of injury to players of either side. In the absence of an appointed Umpire, the two captains will have to agree on the fitness of the playing conditions for the game to proceed.
- 19.9. The Umpire shall ensure that for all matches the cricket balls used are provided by the League

20. UMPIRE

- 20.1. Captains shall advise members of their respective teams that the Umpires' decision is final and binding in regards to the playing of the game. The Umpires shall not tolerate any individual acting in an un-gentlemanly or un-sportsmanlike manner or using profanity; nor should the team to which that individual belongs tolerate it.
- 20.2. The team itself shall take disciplinary action against its offending player. In the event the team fails to take such action against its player, the Umpire may impose sanctions against the offending player or the team or both, at his discretion.
- 20.3. . Umpires are required to report to the Executive Committee any disciplinary incidents that occurred during the match. In most cases, the Umpires can resolve problems on their own, but if in the opinion of the Umpire further action needs to be taken then the official Umpire's report sheet is to be used.
- 20.4. Disputes and complaints (if necessary) must be reported by club's captain.