

## UTAH PREMIER LEAGUE (UPL) 2018 SERIES RULES

### Player Restrictions

- Maximum of 18 players can be added to each team Roster
- Players can be added for any of the league games but cannot exceed the maximum limit
- A player who has already played one game for a team cannot swap teams during the course of the tournament
- A player who has not played any games for a team can switch teams during the course of the tournament
- A player should have played at least 2 league games to be part of the playing XI for the play offs and Finals

### Bowler Restrictions

- No bowler shall bowl more than 4 overs in an innings.
- In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second;
  - I. for innings of rescheduled length of at least 10 overs, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance
  - II. for innings of rescheduled length of between 5 and 9 overs, no bowler may bowl more than two overs.

### Powerplay & Non Powerplay Restrictions

- Restrictions shall apply to the first 6 overs of each innings
- During the Powerplay overs only two fielders shall be permitted outside the fielding restriction area at the instance of delivery
- During the non Powerplay overs, no more than 5 fielders shall be permitted outside the fielding restriction

### Match Format & Duration

Full match without any interruption due to weather, etc., is considered to be 20 overs per innings.

#### **T20 Match Duration**

Each innings will be of 100 minutes. (20 overs \* 5 mins each over)

5 minutes drinks break after finishing 10 overs.

10 minutes innings break.

Total = (100+5+10+100+5) minutes = 220 Minutes (3 hours 40 minutes)

### **Delay Due to Team's not present**

In case if one team is responsible for the delay in start of the match, umpires please start deducting 1 over for every 5 minutes delay for the team that caused the delay start.

### **Walkover**

Failure to have at least 7 (seven) registered players on the ground by the end of the 30 minutes or failure to be present on the ground shall result in a Walkover. The team that is present on the ground shall be awarded the match and points assigned for that game and the net run rate calculator for forfeit match is shown below and will be used for the UPL season 2018.

### **Net Run Rate (Forfeit Match)**

In circumstances where a match (and the points for such match) is awarded to a team as a result of the other team's refusal to play, the net run rate of the defaulting team shall be affected in that the full 50 overs of the defaulting team's innings in such forfeited match shall be taken into account in calculating the average runs per over of the defaulting team over the course of the relevant portion of the competition. For the avoidance of doubt the runs scored and overs bowled in such forfeited match will not be taken into account when calculating the net run rate of the team to whom the match was awarded.

In effect, 20 overs are added to the denominator of the losers scored run rate, while their conceded run rate is unaffected. The winner's run rate is unaffected. This is easier to understand with an example. Suppose Team A doesn't show up for their game against Team B. Then for purpose of calculating net run rate, following data is considered from this game.

Example:

#### **Team A (loser)**

- Runs Scored: 0 from 20 overs.
- Runs Conceded: 0 from 0 overs.

#### **Team B (winner)**

- Runs Scored: 0 from 0 overs.
- Runs Conceded: 0 from 0 overs.

### **Tie Match**

There is super over in case of tie match, the below following procedure shall apply,

- Subject to weather conditions the Super Over will take place on the scheduled day of the match at a time to be determined by the Umpire. In normal circumstances, it shall commence 10 minutes after the conclusion of the match.
- The Super Over shall take place on the pitch allocated for the match (the designated pitch).
- The umpires shall stand at the same end as that in which they finished the match.

- In both innings of the Super Over, the fielding side shall choose from which end to bowl.
- Only nominated players in the match may participate in the Super Over. Should any player (including the batsmen and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the relevant Playing Conditions as they apply in the match shall also apply in the Super Over.
- Each team's over is played with the same fielding restrictions as apply for the last over in a match played.
- The team batting second in the match shall bat first in the Super Over.
- The captain of the fielding team (or his nominee) shall select the ball with which the fielding team shall bowl their over in the Super Over from the box of spare balls provided by the umpires (which shall include the balls used in the match, but no new balls). The team fielding first in the Super Over shall have first choice of ball. The team fielding second may choose to use the same ball as chosen by the team bowling first.
- The loss of two wickets in the over ends the team's one over innings.
- Team scoring more runs will be declared as winner for the super over. In the event of the teams having the same score after the Super Over has been completed the team whose batsmen hit the most number of boundaries combined from its two innings in both the match and the Super Over shall be the winner.
- If the number of boundaries hit by both teams is equal, the team whose batsmen scored more boundaries during its innings in the main match (ignoring the Super Over) shall be the winner.
- If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any unbowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e including any runs resulting from Wides, No balls or penalty runs.

Example:

Runs scored from:	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

In the above example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However, team1 scored 2 runs from its 4th ball while team2 scored a single so team 1 is the winner.

## **Website**

Cricclubs website will be used for scoring, Points table, Statistics and NRR calculations

Website - <https://cricclubs.com/utahpremierleague>

Teams - <https://cricclubs.com/UtahPremierLeague/viewTeams.do?clubId=130>

Add Players - <https://cricclubs.com/vlcl/viewArticle.do?articleId=3&clubId=146>

Points Table - <https://cricclubs.com/UtahPremierLeague/viewPointsTable.do?clubId=130>

Batting records - <https://cricclubs.com/UtahPremierLeague/battingRecords.do?clubId=130>

Bowling records - <https://cricclubs.com/UtahPremierLeague/bowlingRecords.do?clubId=130>

Fielding records - <https://cricclubs.com/UtahPremierLeague/fieldingRecords.do?clubId=130>

Player rankings - <https://cricclubs.com/UtahPremierLeague/playerRankings.do?clubId=130>

## **Checklist for umpires before, during and after the game**

- Umpires ensure you are present at least 15 minutes prior to the scheduled start time
- Umpires please make sure that the playing teams have updated their roster before playing the game and also request both playing teams to submit there playing 11 before the game starts
- Write the date and time on both score sheets immediately after the toss and make sure both captains sign the score sheet
- Ensure innings break are as scheduled and that each match finishes within the allocated time
- Please make sure to sign the score sheets at the end of the game
- All the scorecards should be uploaded no later Tuesday after the game. Both team captain/vice-captain have admin access to upload their team scoresheets

## **Important Points to be Noted for Umpires & Teams**

There are no Leg Byes, Byes and LBW but there are over throws.

Only one bouncer between shoulder and head height is allowed per over and second one will be a No Ball and free hit will be allocated.

All no balls will result in a free hit. Field changes are not permitted for free hit deliveries unless there is a change of striker.

Runners shall not be permitted.

Substitutes are allowed but the player should be part of 18-member squad. A substitute's activities are limited to fielding (cannot perform any specialist role like batting, bowling or wicket keeping).

A wicket keeper has to be on the field for atleast one over in order to bowl.

For run outs fielders don't have to pull the stumps for second attempt (because of Spring stumps).

### **Lost Time between Innings Due to Bad weather**

Standard Duckworth/Lewis (D/L) rule will be enforced.

Requesting umpires to use below app in case of any interruption during the match.

APP (“Duckworth-Lewis Calculator from Tarams Inc.”)

<https://play.google.com/store/apps/details?id=com.tarams.android.duckworthlewis&hl=en>

<https://itunes.apple.com/us/app/duckworth-lewis-calculator/id525417125?mt=8>

In order to get the result from weather interrupted game each team should play a minimum of 6 overs or else the teams will split the points equally.