

UTAH PREMIER LEAGUE (UPL) 2019 SERIES RULES

Player Restrictions

- Maximum of 22 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. In case if player swap teams, both teams will be disqualified from the tournament.
- A player who has not played any games for a team can switch teams during the course of the tournament with proper notice (Email: Cricket.UtahPremierLeague@gmail.com).
- A player should have played at least 2 league games to be part of the playing XI for the play-off games (Eliminators, Quarterfinals, Semifinals and Finals).

Bowler Restrictions

- One bowler is allowed to bowl 4 overs max and rest of the bowlers can bowl three overs max.

Powerplay & Non Powerplay Restrictions

- Restrictions shall apply to the first 5 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 16 overs per innings.

Match Duration

Each innings will be of 80 minutes. (16 overs * 5 mins each over)

5 minutes drinks break after finishing 8 overs.

10 minutes innings break.

Total = (80+5+10+80+5) minutes = 180 Minutes (3 hours)

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 2019.

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 16 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, 16 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 16 overs.
- Runs Conceded: 0 from 0 overs.

Team B (winner)

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

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.

Runners shall not be permitted.

Substitutes are allowed but the player should be part of 22-member squad.

A call of No ball shall over-ride the call of Wide ball at any time.

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.

The wicket keeper is allowed to bowl for his team without any restrictions.

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

For Loadstone ground, batsmen will be batting the slope side (batsmen will be facing the road 6200S).

- **Right Hand Batsmen:** Off-side: parking lot, On-side (or leg side): Houses
- **Left Hand Batsmen:** Off-side: Houses, On-side (or leg side): parking lot

Non-striker leaving his ground early

If the non-striker is out of his ground from the moment the ball comes into play to the instant when the bowler would normally have been expected to release the ball, the bowler is permitted to attempt to run him out. Whether the attempt is successful or not, the ball shall not count as one in the over.

If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal Dead ball as soon as possible.

Limitation of on side fielders

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

At the instant of the bowler's delivery there shall not be more than two fielders, other than the wicket-keeper, behind the popping crease on the on side. A fielder will be considered to be behind the popping crease unless the whole of his person whether grounded or in the air is in front of this line.

In the event of infringement of this clause by any fielder, the striker's end umpire shall call and signal No ball.

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 5 overs or else the game will be rescheduled.

ICC rules handbook: <https://www.icc-cricket.com/about/the-icc/publications/playing-handbook>

Tie Match

There is super over in case of tie match, please follow T20 ICC super over rules.

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 their 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

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/vlcccl/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>