

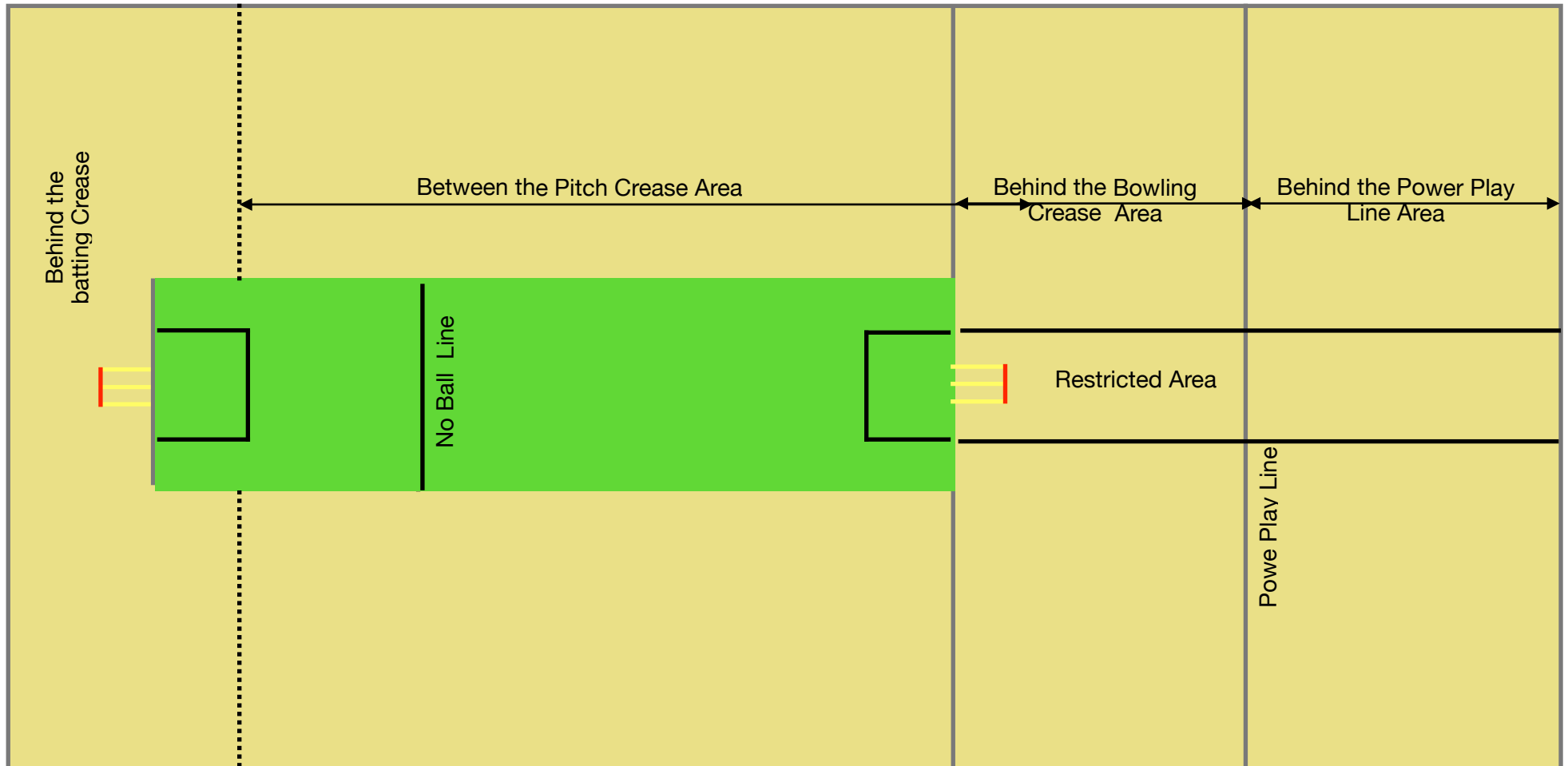


WPL Playing Rules

Field Area

The playing area is divided in Four (4) sections.

- Behind the batting crease.
- Between the pitch creases
- Behind the bowling crease
- Behind the power play line

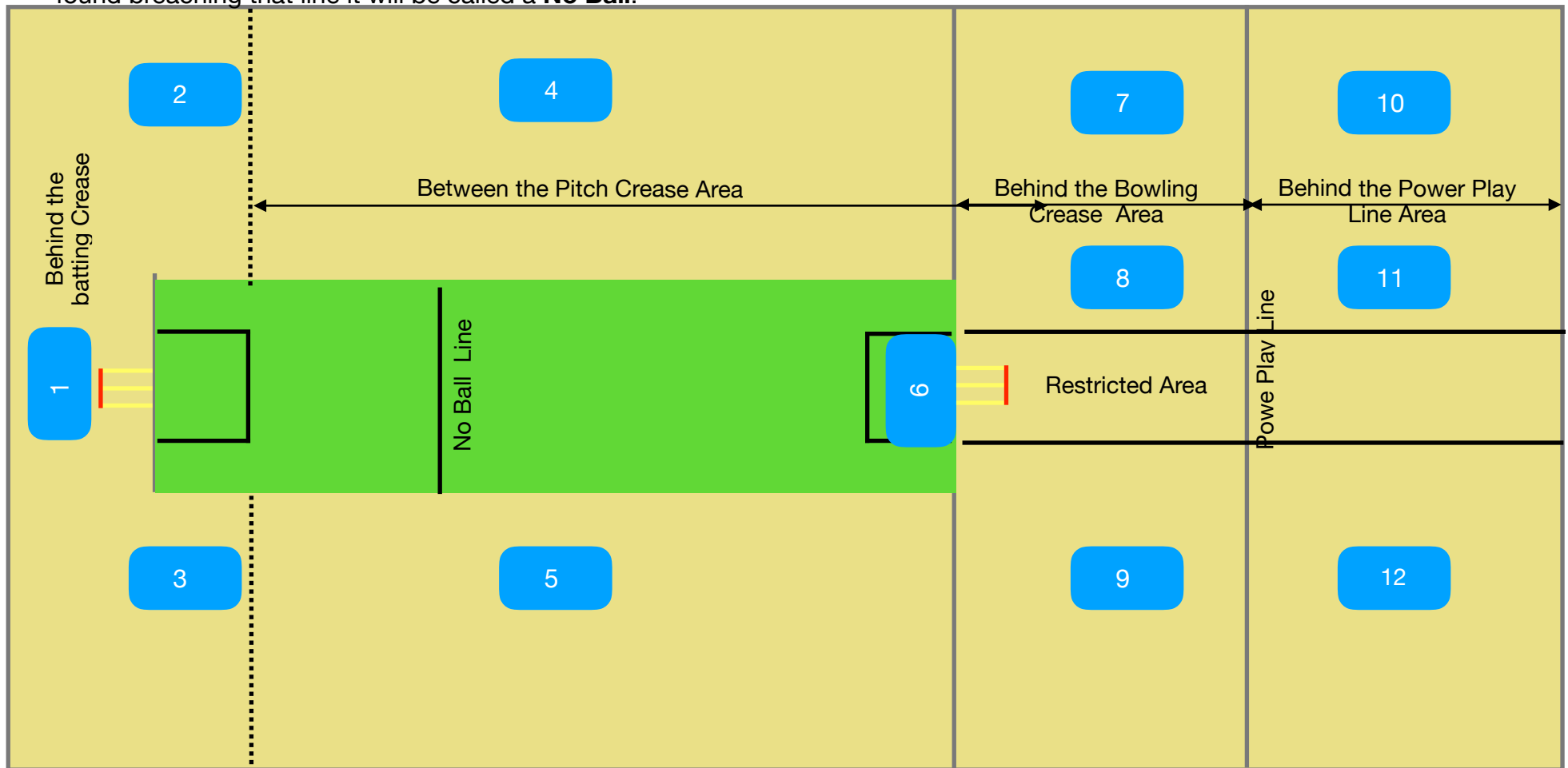




Normal Overs

Field Restriction Rules- Normal Overs

- All the time during the course of the match there should always **atleast** be Three (3) players (*Including Wicket Keeper*) behind the batting crease.
- At all times there should be **atleast** Three (3) players (*Including bowler*) between the creases.
- There can **maximum** be Three (3) players behind the power play line.
- No fielder can stand in line of the stumps. Parallel lines from the crease will be drawn behind the bowling stumps. If a fielder is found breaching that line it will be called a **No Ball**.

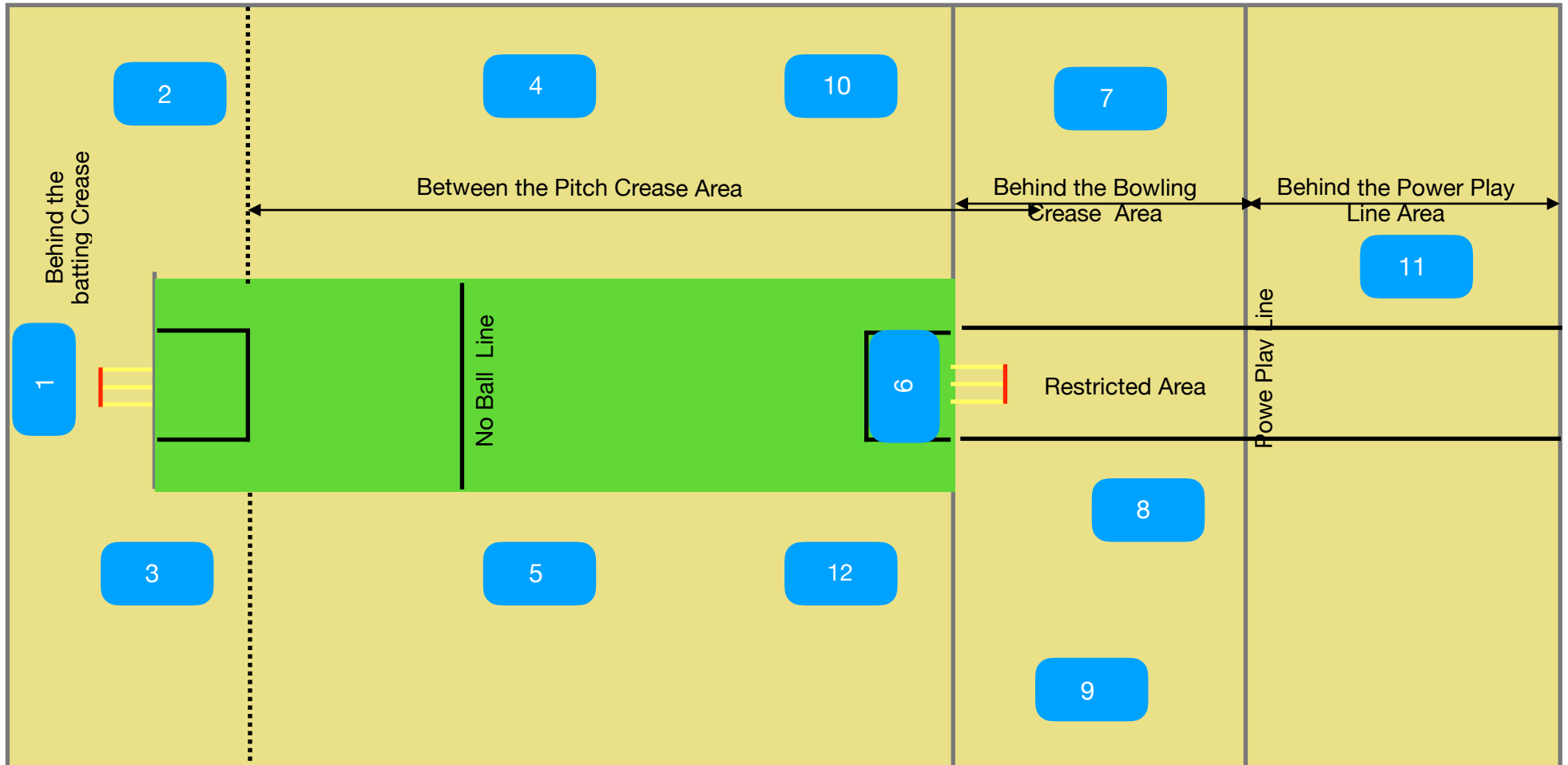




Power Play Overs

Field Restriction Rules- Power Play Overs

- There can be only **One (1)** player behind the power play line.
- There has to be minimum **Five (5)** players between the pitch creases





Rules-Power Play Overs

Power Play Overs

- There are Two (2) Power Play Overs Per Innings. So Four (4) Power Play Overs in a Match.
- The 1st Power Play should be taken before the fourth (4th) Over & the Second (2nd) Power Play after the Fifth (5th) over. So the Fourth (4th) & Fifth (5th) Over cannot be Power Plays. Power Play Overs are 1, 2, 3, 6 & 7.
- The First (1st) Power Play should be called by the batting team & the Second (2nd) power play by the bowling team.
- If First (1st) & Second (2nd) Overs are not Power Plays then the Third (3rd) Over by default becomes Power Play. And if (Sixth (6th) is not a Power Play then Seventh (7th) Over by default becomes Power Play
- Once power play is called by the batting team the bowler cannot be changed.

Bowling Rules

Bowling

- Each Bowler can bowl only One (1) over in a Match- No repeats.
- **No Ball:** Breach of field restriction shall be treated as a No Ball.
- **No Ball:** A full toss above the waist height will be considered a No Ball.
- **No Ball:** Post first bounce if the ball is at waist height it will be considered a No Ball.
- **No Ball:** If the ball bounces more than once after being delivered by the bowler and before it reaches the batting crease, it will be called a No Ball.
- **No Ball:** If the ball is pitched before the No Ball Line it will be considered as No Ball
- **Wide Ball :** All leg side delivery which does not touches the Batsman body shall be considered Wide Ball
- **Wide Ball :** Ball moving out of the crease on the off side shall be considered Wide Ball
- **Run Out** shall be treated as **Out in No Ball** and **Wide Ball** and ball shall be treated as normal delivery in case of only **No Ball**, however run towards extras shall be added to score in both cases.
- **Byes:** If keeper misses the ball and ball touches the wall behind the stumps it will 1 declared, if it doesn't touches the wall batsman can run and take run



Other Rules

Substitutes

- Maximum of only Two (2) substitutes will be given to the team.
- Substitute shall be given one group lower for Group A & B. *i.e A group player shall be substituted by B group player*
- For C, D & E group player, Substitutes will be given from the same group If the same group's player is not available then a substitute could be chosen from lower groups only with the consent of opposite teams captain.
- Substitutes cannot bowl.
- Substitutes can bat only after Two (2) wickets are down.
- If both teams are not available with minimum 8 players at the time of play then **“NO”** points will be given to the respective teams for that match

Minimum Players

- A team should have atleast Eight (8) of its own players to be considered to play a match. Apart from this Two (2) substitute players will be given.
- If the team cannot produce Eight (8) players at the time of play then an advantage win will be given to the Opposite Team.

Review & Outs

- A team will get only One (1) review in each innings. So there can be a maximum of Two (2) reviews in each innings.
- The batsman will be out if the ball goes directly above the boundary rope. If the ball touches the rope & the rope moves then the batsman is Not out.
- During reviews the team which called for the review can send only one player to check the review with both the umpires. And after watching the replay the decision will be taken by the umpires accordingly.

Pitch Obstruction

- Pitch lines will be drawn defining the pitch. This is done so a fielder cannot come in the middle of the pitch while fielding & interrupt the running between the wickets. Only a bowler is allowed to field or use that area while he's backing up a throw. A fielder "can" come and pick up the ball from that area provided he allows the batsman to complete his run first. If the fielder clashes with the batsman & is breaching the pitch lines at the same time then the umpires will disqualify the fielder for the rest of the innings. The batsman in this scenario will be given "not out".
- If a fielder is found to breach that line, a warning will be given to captain once. Second (2nd) time the fielder breaching this has to leave the field immediately & can't field in that innings.



Traditional Rules

Fielding, No Ball, Wide Ball etc...

- While fielding or Stumpings the Wicketkeeper must allow the ball to pass the stumps. If he fails to do so the delivery is a **"No Ball"** & the batsman cannot be stumped.
- The batsman can continue taking runs until the run has been declared as 1d, 2d or 4d. This rule also applies in overthrows.
- If declared runs are coming from the bat then strike changes. If declared runs are coming from over throws then strike won't change. However, in case of Byes the strike shall change.
- If there is a runout in no ball then ball will be counted.
- A batsman can be **stumped** in **Wide ball**. Wide ball runs will be given to the batting team but the ball won't be counted as a legal delivery.
- A batsman can also be **stumped** in **No-ball**. No-ball runs will be given to the batting team but the ball won't be counted as a legal delivery. There are only **"runouts"** in No-Ball.
- Leg umpire needs to be informed when keeper is changed or it will be called No Ball
- Bowler needs to inform the Umpire before bowling about the side from which he is bowling else it shall be treated as No Ball. Same rule applies while changing the side during the over.
- The fielder can still field on the slopes of the parking lots. (No declared runs on the slope)
- There shall be no Lbw & Leg Byes
- If ball misfielded by fielder and goes into 1D, 2D or 4 will be declared as 1D, 2D and 4 respectively . Runs taken during the time when ball is in the field will be not counted
- If fielder touches rope at boundary when fielding and ball is in contact with fielder, it will be declared as 4 and same rule applies for 1d and 2d
- In case of a Wide Ball, the ball is missed by keeper and touches the wall 2 runs shall be counted (1 for Wide & 1 for Byes)
- Fielder standing behind stumps in Restricted Area will be given as No ball. No warning will be given.
- **Umpires decision will be final and there shall be no argument at all. If any doubt or concern, the Captains alongwith Bowler or Batsman can talk with umpire. Rest of the team will not be allowed to discuss or comment.**
- Leg Umpire can over rule the decision of the stumps Umpire only in case of No-Ball delivered by the bowler while touching the front line of the bowling crease, vice a versa.
- Man of match will be decided by the Umpires & the Captain of the winning team.



Additional Points

Timing

- The bowling team has to complete their 7 overs in 25 minutes, for non completion there shall be a penalty of 0.3 Overs (3 Balls) for each of the 5 minutes delay. A warning shall be given if found that the delay is happening.
- Reviews shall be not be counted in the time
- After a wicket is gone, the next batsman has to arrive in "1 minute" on the pitch. If there is delay a warning will be given to the team. And if the rule is broken the 2nd time then theres a penalty of 0.3 overs on the batting side in the same match

Misbehaviour & Arguments

- Any player getting into **unwarranted argument with Umpire shall be warned and given a yellow card**. Any players found to misbehave or have a fight with any team or member then the player or players found to be having argument or fighting shall be warned and given a yellow card. **Players found to be instigating shall also be warned. Inspite of yellow card if they don't behave then the player or players shall be debarred from playing that match and subsequent 2 matches in the tournament.** The rule shall be applicable to all Members including core members. This is very important to maintain proper atmosphere and decorum on the playing field .

Umpires

Umpires Panel

- There will be a panel of Umpires pre decided and they shall be from Willows Playing group
- The Captains can choose the umpires for each of the games
- Umpire for each of the match shall be pre decided and mentioned in the schedule
- In case of non availability of the Umpire other Umpire from the panel shall be taken