

**NPL**

**T20**

**NEWCASTLE PREMIER LEAGUE T20  
2022**

**RULES AND GUIDELINES**

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PREMIER LEAGUE**



## **1 GUIDELINES**

- 1.2 There will be 8 teams participating in the tournament.**
- 1.3 Each team will play 14 group stage games: playing each team twice. Post the league round completion, the top 4 teams (based on the points table) will enter the playoffs round.**
- 1.4 A player can represent any team in the tournament during the group stage games. The eligibility of a player to represent a team during the playoffs, is to have played a minimum of 30% of the group stage matches (where a game has been completed with a result) for that specific team. Abandoned games will not be taken into count.**
- 1.5 During the group stage games if a game ends in a tie, NO Super-Over will be played. The Super-Over rule will be implemented only for the playoffs (For Further details on super over refer to section 11)**
- 1.6 There will be NO reserve day for the group stage games that are cancelled due to unforeseen interruptions. Only the playoffs will have reserve days in place. If a group stage game is called off, points will be shared between teams.**
- 1.7 For any unforeseen interruptions that happen during the games- Duckworth Lewis Method will be used to implement adjustments to the game (For more information on Length of Innings refer to section 5)**
- 1.8 Match timings will be strictly observed (Refer to Hours of play and interval for more detail in section 4)**
- 1.9 Other than the specifically changed rules mentioned in this document – all other rules shall be as per the latest MCC Laws.**
- 1.10 At any given time - only the Captain of a Team must (& has the right to) speak to Umpires or the Organizers in case of a dispute or disagreement. Umpires' decision should be considered as final, and the match should be played in good spirit. (Refer to section 14 on Code of Conduct for more details)**
- 1.11 Qualification into Playoffs – The top four teams (based on the points) from the group stages will play 2 qualifiers, and 1 eliminator to shortlist the NPL season finals playing teams.**





- 1.12 In case of a situation where teams share the same number of points the qualification criteria in this specific order will include higher NRR, head-to-head, number of wins and win percentage.

Points Table Order :

Most Points

NRR

Head To Head

Number of Wins

Win Percentage

- 1.13 Players will be playing at their own risk. The organizers are not liable for any injuries that occur to the players.
- 1.14 At the end of the season a Fair Play Award will be rewarded to the team with the most points meeting the appropriate requirements. The umpires will be the judges of this category. The umpires will award points to each team at the end of each game, based on the following factors
- Each player from their respective teams to wear the appropriate NPL team jerseys during the whole game (3 points)
  - How well did the team play according to the spirit of the game (2 points)
  - The respect that they showed to the opposition team (2 points)
  - How did a team behave towards the umpires and their decisions (2 points)
  - Did the team respect the laws of cricket (1 points)

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## 2 PLAYING CONDITIONS AND MATCH PROCEDURES

- 2.1 Captains shall toss for the choice of innings no later than 15 minutes before the scheduled time
- 2.2 If a team is unable to toss before the commencement time it shall forfeit the right of that choice.
- 2.3 No switching of ends at the conclusion of an over. The game will be played with designated ends for batting and bowling
- 2.4 Team will consist of 11 players and if wanted a super sub can be elected to play, this is a 12th player who can be a designated batsmen or bowler
- 2.5 The ground conditions, including wet weather conditions will be assessed by the officials and umpires, and then consulted with the team captains in preparation to the match readiness. In case if the ground is not deemed fit to play or if it is seen that the conditions pose a risk to the players, the games will have to be abandoned. The grounds are maintained and managed by the local councils, and the NPL organizers have very little control on altering the ground conditions (e.g., mowing, fixing ground damages etc).
- 2.6 The recently changed rule pertaining to the batsman changing strike upon dismissal, will be implemented in NPL (This rule will be in action in International Cricket only from October). The rule states as follows  
**“Upon a catch dismissal, irrespective of whether the batsmen have crossed or not the incoming batsman will take the strike, except if it’s the last ball of the over,”**
- 2.7 The match fees must be transferred to the nominated bank account no later than the following Monday 6PM. The details of the match fees will be as follows
  - For all completed games where a result has been accomplished, the match fees will be \$120 per team
  - If a game is abandoned
    - Before the start of the game – No match fees
    - If the 1st innings has been completed (includes shortened games as per “5.2 Delayed or Interrupted Matches”) and no result has been accomplished - \$60 per team
    - If the 1st innings has not been completed – No match fees





### 3 DURATION OF MATCH & NOMINATION OF PLAYERS

- 3.1 The matches will consist of one innings per side, each innings being limited to a maximum of 20 overs.
- 3.2 Teams may consist of a maximum of 12 players per side, where the 12th player could be used as a Super Sub.
- 3.3 The captains of each team are supposed to provide their team list to the organizers or umpires well in advance of the start of the game.

### 4 HOURS OF PLAY AND INTERVALS

First Innings	75 minutes
Interval	5 minutes
Second Innings	75 minutes

- 4.1 Intervals between innings shall be of 5 minutes duration. Drinks intervals are not permitted.
- 4.2 An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted.
- 4.3 Teams will have to comply with the consequences in case of a team not able to complete its quota of 20 overs in the stipulated time. It will be the captain's responsibility to make sure that the innings is completed within the stipulated time, and the failure to adhere to the time management will be penalized with shortened overs or reduced target, depending on the situation, and as adjudged by the umpires and or officials.

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## 5 LENGTH OF INNINGS

### 5.1 UNINTERRUPTED MATCHES:

Each team shall bat for 20 overs unless they are bowled out earlier. If the team batting first is dismissed in fewer than 20 overs, the team batting second shall be entitled to bat for 20 overs.

### 5.2 DELAYED OR INTERRUPTED MATCHES:

- In delayed or interrupted games, one over shall be deducted for every full four minutes of playing time lost. The number of overs shall be calculated so that both teams can bat for the same number of overs, with a minimum of five overs per side. In circumstances where, before the commencement of play, the prospect of inclement weather or bad light is a consideration umpires may reduce the number of overs as above. A minimum of 5 overs per team shall constitute a match.

## 6 BOWLING PROCEDURE

6.1 No bowler can bowl more than one-fifth of the total allotted overs. Where play is delayed or interrupted during the first innings and the total overs are consequently reduced for both teams, no player can bowl more than one-fifth of the total overs allowed, unless such a number has been exceeded before the interruption.

6.2 Maximum of one bouncer is allowed per over.

6.3 Free hit rule applies. Any form of a no-ball will cost a free hit.

## 7 FREE HIT

7.1 The delivery following any type of No ball shall be a 'free hit' for whichever batsman is facing it. If the delivery for the free hit is also not a legitimate delivery (another no ball or a wide), then the next delivery becomes a free hit for whichever batsman is facing it. Field changes are not permitted for free hit deliveries unless there is a change of striker for the free hit delivery.

7.2 For any free hit, the striker may only be dismissed under the circumstances that apply for a no ball, even if the free hit delivery is a wide ball. All such penalties are in addition to any runs that may be otherwise scored.



## 8 FIELDING RESTRICTIONS

- 8.1 At the instant of delivery there shall not be more than five fielders on the leg side.
- 8.2 POWERPLAY rules will apply for the first 6 overs of the game. No more than 2 fielders will be allowed outside the inner circle during the first 6 overs of both innings.
- 8.3 After the first 6 overs only a maximum of 5 fielders may stay outside the inner circle.
- 8.4 No more than 2 fielders can be set behind square-leg line of a batsman.
- 8.5 Wherever possible, the inner circles will be marked. However, in the case where the inner circle is not marked, an imaginary circle will be assumed. The umpires will be the sole judges of the definition of the imaginary circle.

## 9 THE BALL

- 9.1 A new ball will be provided per innings for all the matches in the tournament
- 9.2 In case, in the middle of a game, if a ball gets lost or is deemed to be replaced by the umpires; due to damage, then the ball will be replaced with a used ball unless the ball must be replaced in the 1st over of the innings. In case if the ball must be replaced for any reason in the 1st over of the innings, then the ball will be replaced with a new ball. The ball getting soggy due to wet conditions will not be considered as damage, and hence the ball will not be replaced.
- 9.3 With the games being played in winter, dew will be a factor to be considered, especially for the morning games. It will be the captain's responsibility to make sure that the condition of the ball is well maintained throughout the innings. Keeping a towel while fielding is highly recommended.

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## 10 THE RESULT

10.1 Providing there is no interruption after play has commenced and both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner.

10.2 For all the league round games, the points awarded for a game will be as follows

Win	2 points will be secured by the winning team
Tie	1 point to be shared by both teams
Abandoned	1 point to be shared by both teams
Lose	0 points for the losing team

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## **11 SUPER OVER**

- 11.1 Super Over rule will be implemented only for the playoffs.
- 11.2 For the playoff games, in the event of a tie, a 'Super-Over' will be contested to achieve a result.
- 11.3 One over, per team, is bowled after the conclusion of a T20 game that ends in a tie.
- 11.4 Each team decides on one bowler to bowl and three batsmen to bat during this one over game.
- 11.5 The team batting second in the match, will bat first in the Super Over.
- 11.6 The same ball as used at the end of the team's innings shall be used for the Super Over.
- 11.7 Each team's over is played with the same fielding restrictions as those that are in place for the last over of a normal T20 match.
- 11.8 The loss of two wickets in the Super Over ends the team's Super Over innings.
- 11.9 Team A's total run score from the first over is to be chased by Team B to successfully to win the match. If Team B is unable to chase this total, Team A wins.
- 11.10 In the case scores are level again, another super over will be conducted with the team batting second in the first super over to bat first in the new super over.

## **12 DECLARATION OF INNINGS**

The captain of the batting side may not declare his innings closed at any time during a match.

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### **13 SUPER-SUB**

- 13.1 Each team can optionally have a 12th player who can be used as a super sub.**
- 13.2 The captains will have to name the substitute prior to the toss, who can then be brought in at any stage of the game by removing one of the initial members**
- 13.3 The Super Sub can replace any player at any point in time to take up the bowling, batting or wicketkeeping responsibility. Once replaced, the substituted player will have no further part in the match.**

### **14 CODE OF CONDUCT**

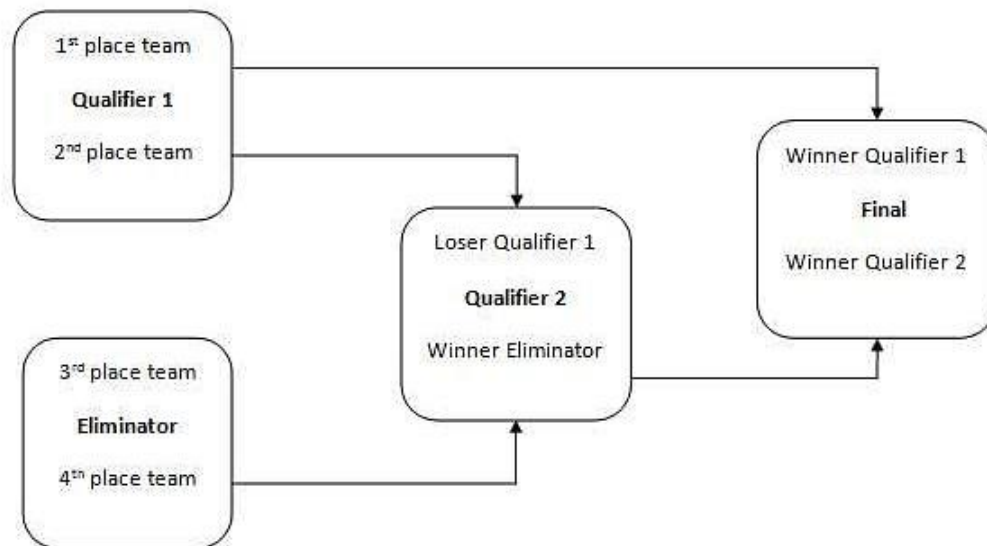
- 14.1 All the teams will play in good spirit and maintain the decorum of the game. The umpires, match referees and the organizing committee will have full powers to enquire and take decisions on any matters that appear to be not done in the spirit of the game. The teams will have to comply with any decisions taken by the executive committee.**
- 14.2 In case of a possible dispute regarding a hit for 4/6 runs and/or a catch at the boundary, fielders are advised to stay put and help the umpire make the decision by holding their ground. Benefit of doubt shall always go to the batsman.**
- 14.3 At all instances the umpire must be treated with utmost respect**
- 14.4 Penalties for misbehaviour towards umpires, officials and players could vary, and might even end up with possible game suspensions**

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## 15 PLAYOFFS

### 15.1 Following will be the schedule of the playoffs



15.2 In case of the playoff games not being possible on the scheduled day, a reserve day will be allocated. If games are not possible on the reserve day as well, then the results of the Qualifier 1, Eliminator and Qualifier 2 (as highlighted in the above figure) games will be decided by the positions in the table after the league round games

15.3 If Qualifier 1 gets washed out, then the “1 st place team” will be declared winners, and they will automatically qualify for the Grand Finals. The “2nd place team” will have to play the “Qualifier 2”

15.4 If Eliminator gets washed out, then the “3rd place team” will be declared winners of the Eliminator game, and they will automatically qualify for the Qualifier 2 game. The “4th place team” will be eliminated from the playoffs.

15.5 If Qualifier 2 gets washed out, then “Loser Qualifier 1” will be declared as winners and they will automatically qualify for the Grand Finals, and the “Winner Eliminator” will be eliminated from the play offs

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## 15.6 GRAND FINALS

The 2 teams that qualify from the playoff stage will play the Grand Finals. In case of the Grand Finals not being possible on the scheduled day, a reserve day will be allocated. If Grand Finals are not possible on the reserve day as well, then the winner of the Qualifier 1 match from the playoff round will be declared as NPL Champions.

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NEWCASTLE HUNTERS

MAY 2022

