



## BY LAW

### RULES & REGULATIONS

The Committee shall have the power to supervise, manage and control the Competition and Club Matches including without limitation; the appointment of umpires to officiate in needed Matches, the exercise of the power is subject to any determinations, policies, directions or guidelines made or given by the Committee from time to time.

#### THE MATCH RULES:

- Each game is limited to 16 overs, maximum 4 overs per bowler.
- Batsmen are not allowed to use leg-pads.
- Batsmen & Wicket Keeper can use gloves if they desire so.
- 12 Tennis Balls will be provided to each team to use in league stages; however and if any further balls are needed, the playing captains with mutual understanding need to manage it. The official ball used in KPL will be Yellow colour '**HEADLY**' brand.

#### COMPREHENSIVE RULES:

##### A - LEAGUE FORMAT

The whole teams will be divided into **5 Pools**.

Top 3 teams from each group will qualify for knockout stages and the best 4th team (will select from all 5 groups) will be the 16th team in knock out. From the 5 group topper, first 4 teams with good run rate will directly enter quarter, and the 5th team will go to pre quarter with the best 3 second place teams from all 5 groups. The rest teams will be in eliminator.

##### B - MATCH TIMINGS AND PUNCTUALITY

1. Both Teams have to be present for the toss with a Minimum of 5 players have to be available for the toss (6:30 am) or else toss will be granted to opposition team and minimum of 9 players have to be available to start the game. The first ball of the match should be bowled at scheduled time which is 6:35 am (\*subject to change on both captains agreement).
2. All teams are expected to be prompt and ready to play. Any deliberate delay in the start of a game will result in the guilty team being penalized over's or, ultimately, disqualification from the match. In this case the other team will get 4 points.
3. If any team arrives lately after the set time between the two captains, an over will be penalized from the late team at an interval of every ten minutes from the set time. (i.e.; game was proposed to start at 6:30 am by the two captains and if team 'Y' arrives at 6:40 am, an over will be deducted and team 'Z' has to bowl only 15 overs to them, but team 'Y' must bowl 16 overs as usual.)

4. Coin toss will be completed off the field and both teams will be fully prepared to take the field as soon as the field is available.
5. Teams completing a game are expected to exit the field in an orderly and efficient manner.
6. All team members should be present before the match on the field. The game will not be held up due to the absence of any player of either side and will follow the rule under B #3.
7. Any side not ready to take the field (or an incomplete team) will forfeit, or must take the field with 'player(s) short'. (Minimum of 9 players has to be present for considering team's presence).
8. No substitution is allowed unless there is an on-field injury where substitute fielder cannot bowl, bat or keep wickets.
9. No substitution allowed for more than 2 overs (exception for on-field injury).
10. If the player is not available in field for the last over of the innings, he can bat only after 8 overs or fall of 5 wickets.
11. In case of on field illness (which includes dehydration, cramps etc) batsman will be allowed to retire. In case of retired hurt because of any on field injury, ICC rules will be followed, which allows the batsman to return after any wicket is down.
12. If the match in TAR ground, batting team can change the ball (if needed) with used ball after 8 overs. Provided the ball changed has to be mutually agreed by both captains.
13. Free hits only in knockout stages.
14. Stumps used for the games need to be standard and handmade stumps (steel) is not allowed at the batting side.

### C - SPECIFIC RULES

1. No LBWs: However batsmen are allowed to take leg byes but to discourage deliberate padding a batsman will not be allowed to go for runs if he stopped the ball with his body without making any effort to play the ball with his bat (The umpires will decide whether the batsmen has made an effort to play or not).
2. The organizers are not responsible for providing any cricketing gear.
3. Transfers of players between teams are not allowed, unless otherwise approved by the Scheduling Committee.
4. If an 'X' player is registered with more than one team, then the interest of the player will be considered as 'his team for the season' and he should inform the committee in black & white.
5. Decisions by the umpires on the field of the play are ultimate. Any player showing unreasonable dissent in the decision of the umpires/adjudicator shall be disqualified from further play in the tournament following due and fair warning from the said officials.
6. If any teams have complaint against any umpires of particular team they can officially register a complaint with the committee and if three complaints are received against a particular team, appropriate action will be taken which includes disqualification from the league. Also if a team is continuously complaining against three different teams and no other teams have complaints that team then we will take necessary action to the teams who are unnecessary registering complaints
7. A player involved in the physical abuse of umpire will be disqualified from the game immediately, and the team will not be allowed to field a substitute in his place. The tournament committee will however take an appropriate action/penalty against him and the team.
8. There is no restriction on the field placing with regards to inner circle. However maximum fielders allowed on the leg side including the bowler are 5 and maximum of 2 behind the wicket on leg side and any conspicuous movement by a fielder once the bowler starts in his bowling

stride to the instant that the ball is delivered is prohibited. The umpire will have the discretion in what is meant by conspicuous.

9. Fielders and bowlers also are prohibited from shouting anything from the instant the bowler starts the bowling stride to the instant the ball is either played or crosses the normal batting position of the batsman.
10. Regarding switch hits, if batsmen changes his stands just before delivering the ball from his normal stands, then both side of batsman will be considered as offside and wide will be called accordingly.
11. Wicket keeper is not allowed to move from his position from the point where bowler starts his run up till the ball passes the stumps or the ball hits the bat. Also he is not allowed to collect the bowl in front of stumps in both case, a NO BALL will be given.
12. Also note that in the case of run-outs and stumping, a batsman is considered to be out of his ground unless a part of his bat or body is grounded inside the crease. Thus, if the body or the bat is grounded on the crease line, but not inside, the batsman is declared "OUT".
13. KPL Committee will not be held responsible for the loss of ground under any circumstances. If any other teams occupies the ground, both team should either find other venue (other than the KPL grounds scheduled for other KPL league matches) or the game shall declared as a DRAW.

#### **D - CAPTAIN'S ACT**

1. One player from each team will act as Captain for the duration of the competition.
2. He should be conversant and proficient with the laws of cricket.
3. He should control and is responsible for the behavior of all his team players (conduct of his team).
4. He is only allowed to act on team's behalf in case of disputes.
5. He should respect the umpire's opinions and decisions and make his team follow the decision.
6. He will be responsible for going over the rules and regulations with their players. He should encourage the bowlers to bowl with the standard bowling action.
7. It's the captain's responsibility to make sure that the volunteers are present for umpiring/ scoring when scheduled.
8. It's the captain's responsibility to make sure that the players coming for umpiring know the rules of the tournament.

#### **BOWLING QUOTA**

1. All the matches will be of maximum 16 overs.
2. Each Bowler is allowed to bowl a maximum of 4 overs in a match.
3. An under-arm bowled will be declared as NO BALL.

#### **F - POINT SYSTEM:**

1. Runs and extras are scored in accordance with the laws of cricket except the following.
2. Winning: 4 points is awarded to the winning side. The side having the highest score after the completion of the game wins the game. If the total scores remain the same, the match would be as declared draw and each team will share 2 points each.
3. If more than one team ends up with same points during league stage, Ranking of the league will be based on the point earned with net run rate. And in situation where NRR is same, the winner of the match played in the league stages will go through.
4. Pre quarter, Quarter-Finals, Semi-Finals and Final: If a match is draw, super over will determines the winner.

## **G. INNINGS BREAK:**

1. There will be a 10 minute turnaround between innings.
2. All the players should be available and ready to take the field as soon as possible.
3. No snacks and drinks will be provided in the league stages.

## **H - CODE OF CONDUCT/ DISCIPLINE:**

1. The captains are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the Laws, including the Preamble “The Spirit of Cricket” in the 2000 Code.
2. Players and officials must not assault or attempt to assault or interfere with an umpire, another player or a spectator.
3. Players and officials must not react with unnecessary obvious dissent, displeasure or disapproval either towards an umpire, his/her decision, or generally, following an umpiring decision.
4. Players and officials must not use crude and/or abusive language, or engage in conduct detrimental to the spirit of the game.
5. Players and officials must not indulge in conduct detrimental to the game. Players and officials must in no way use “well known” crude or abusive hand signals, or engage in racial abuse.

Any breach of the foregoing Code of Conduct shall be considered to be misconduct under this Bylaw. In addition, the Code of Conduct and Guidelines for Penalties (The committee has the final say in any disciplinary action & penalty) to these Bylaws list other conduct which will be considered misconduct under this Bylaw.

The ‘F word’ when used in this Code shall include indecent or offensive, including, in particular, racial sledging or abuse.

## **I - ACCOLADES/AWARDS :**

- The Kuwait Premier League Committee will announce the cash prizes prior to the season start
- The Kuwait Premier League Trophy will be awarded to the winning team, (Winners and Runners respectively).
- Trophies will also be presented to the Best 10 Bowler and the Best 10 Batsman of the tournament.
- Man of the Match award will be presented for knockout matches only.
- First Hat trick and Maiden Century will get trophies.
- Man of the Series will be awarded.

NB: Any updates in rules will be informed through facebook page and WhatsApp.