**STANDARD LOMBARD PRIMIER LEAGUE TOURNAMENT MATCH PLAYING CONDITIONS**

1. Each inning shall be entitled to bat/bowl for 20 overs. All game must start at 8 am on Saturday and Sunday.
2. Each bowler bowls maximum 4 overs per inning. Keeper can bowl anytime during the game.
3. There are Four Groups of 9 teams each. Qualification will happen as follows (Visit Section – On Qualifications for details)

1. The tentative date to start the tournament is August 5th, 2017.
2. Each team is allowed to have 25 players in their squad. You need to have minimum 11 players on the roster to play the first game. The remaining players need to be added before the 4th game. No more additions are permitted after that. Example: If you have only 18 players on the roster before 4th game (which will be Friday night of that weekend), then it's the same number of players you will have for rest of the tournament.
3. No guest players are allowed to play, if the player is not on the roster, the team will lose the game by default even if the game has completed in their favor.
4. Teams can make unlimited changes to their squad before August 5th 2017 considering the tournament starts on August 5th, 2017.

1. Umpire has to make final call in case of rain/light drizzle games on the field.

1. Each team must have their home ground which will help to organize maximum possible number of games per weekend. If you don’t have home ground you can ask other teams that if you can share their home ground. One ground (or a pitch) should be shared by only one team if possible but not more than 2 teams.

1. Each team will be provided with scorebook, match tennis balls before the tournament starts.

1. Each team must do live scorning using the app/scorebook. Preferably, try to use the app as the results are updated right away. The match results (scores) need to be fully updated on the website before following Wednesday. There will be a penalty of 1 point for not updating full match results. You cannot modify scores after wednesday, it will be disabled and any attempts to change are tracked. Please reach out to League Organizer if any help is needed. Can it blocked after Wed

1. Each team’s captain is responsible to update player’s profile (name, batting and bowling style and playing role) with their recent visible recognizable picture on the website. No cartoons or childhood or group photos are allowed.

1. 2 points will be awarded to the winning teams. Teams will share points for all rain-out games.
2. In case of tie situation super over rule will apply. Each team decides a bowler to bowl and 3 batsmen to bat during the super over. The same ball used in the match will be used in super over.
3. The team batting second in the match will bat first in the super over. Team A will score some runs in the first over and team B needs to chase it successfully to win the match. In case, it is unable to chase, team A wins. In case scores are level, the team hitting maximum sixes in the match will win. If it’s also same, the teams with maximum fours win the match. If it’s also same, there will be second super over played and same rule applies. During the second super over if scores are level then each team will receive 1 point.

1. The organization committee has decided to deduct 1 point for umpiring team; for not showing up to the assigned games. There will be ½ point deducted if umpire shows up late on the field. Definition of late should be brought to our notice– In cases when the umpire shows up after 40 mins from the start of the game.

1. The RETIRED HURT batsman will not be allowed to bat until the next wicket falls.

1. The RETIRED players are not allowed to come back for batting.

1. No-fielder is allowed to sit on the field during the fielding, it will consider as a NO BALL and batsmen will not be given out in any type of wicket fall which includes run out, handling the ball.
2. NO BALL set to be called when a bowler breaks the non-striker's end stumps in the delivery stride. the following delivery will be considered as a FREE HIT. In this situation only run out and handling the ball consider as fall of wicket.

1. First 4 overs is a mandatory power play, only 2 fielders are allowed outside 30 yard circle. For the batting power play of 2 overs, 3 fielders are allowed outside 30 yard circle. For non-power play overs maximum 4 players are allowed outside the 30 yard circle/line.
2. If you are playing with less than 11 players following rules apply:

* You have 10 players, then you will have one less player outside 30 yard circle during mandatory and batting power play overs.(4 over mandatory power play - only one is allowed, batting power play- 2 are allowed)
* 2. You have 9 players, then you will have two less player outside 30 yard circle during mandatory and batting power play overs.(4 over mandatory power play - no one is allowed, batting power play- 1 is allowed)
* 3 You have 8 or less players, then you will have not have any player outside 30 yard circle during any power play that includes 4 over mandatory power play and also 2 over batting power play.

1. We also don’t have fielding restriction for off or leg side of the field. That means team can put 9 players on off side and none in leg side.
2. Keeper and Slip Fielder cannot walk in when the bowler is in action. Eg. Keeper and slip fielder have to collect ball from their original position. If any of those two players collect ball by walking in, it will result in NO Ball and batsmen will not be given out in any type of wicket fall which includes stumping, handling the ball. Batsmen can be given run out in this situation.
3. FREE HIT: The delivery following a no ball called for a foot fault or above the waist shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball) then the next delivery will become a free hit for whichever batsman is facing it. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball. Field changes are not permitted for free hit deliveries unless there is a change of striker. The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.
4. If bowers bowl outside bowling crease (AKA popping crease) which includes front line and also sideline, It will consider as NO ball + next delivery will be FREE HIT .

* A full toss - a ball which does not bounce - from a bowler reaches the batsman at waist height.

* The bowler does not notify the umpire of a change in their mode of delivery. So if a player says they are a right-arm bowler to the umpire and then bowls left-arm, the umpire will call a no ball.

* The umpire believes the bowler is throwing the ball.

* The bowler throws the ball to the striker's end before entering their delivery stride.

* If the ball bounces more than twice before it reaches the batsman, or rolls along the ground towards him.

* The ball stops in front of the batsman without having touched the bat.

* If the wicketkeeper encroaches beyond the stumps before the ball has been struck by the batsman or has passed the stumps.

* The umpire deems the bowler to be bowling dangerously and unfairly.

27. The minimum distance to boundary line has to be 60 yards and the maximum to be about 65 yards from the middle of the pitch.

28. If you are playing on the concrete pitch it’s your responsibility to provide wickets.

29. Each player is allowed to play in one team only. Players cannot transfer and exchange across teams.

30. Misbehavior by the player during the game:

* i. Umpire will give 1st warning to the player
* ii. Umpire will give 2nd warning to the team captain

* iii. Player will be ejected from the game after receiving 2nd warning from the umpire or the opposite team will be awarded with 5 runs.

31. The committee will assign 2 on field umpires for each game.

32. Team captain’s responsibility is to make sure that their players are aware of the tournament rules when they send umpires to umpire other games.

33. On field umpires need to communicate with each other before taking any complicated decisions (e.g. caught behind, waist high no ball) during the game.

34. POWERPLAY: Total 6 overs of powerplay (Bowling Power Play: 4 overs and Batting Power Play: 2 overs)

* Bowling powerplay: First 4 overs are mandatory for bowling power play. During the bowling powerplay only 2 players allow to field out side 30 yard.
* Batting Powerplay: Batting power play for 2 overs which can be taken by batting side any time during game. During the batting powerplay only 3 players can field out side 30 yard line.
* If batting team did not take their 2 overs of power play before 19th over then last 2 overs of the inning consider as force power play and fielding restriction applies. In this case umpire must let both teams know that it’s force power play.

35. Batting side team should keep an eye on the fielding side players that each player stays within the restrictions area during the powerplay overs

36. Umpire needs to make sure that there are only 3 players fielding outside the restrictions area and remaining are in the circle of 30 yards during the power-play overs. Lombard Primier League

37. Umpire shouldn’t be on the phone while umpiring a game. They shouldn’t waste time of both teams.

38. Host team need to use bright paint spray to make a line/marking spots for 30 yards area.

39. There will be 15 minutes break between each inning and there will be 10 minutes break after 10 overs. The interval/break time can be shortened during the bad weather condition. The umpire can decide the break time for each team.

40. Each team needs to wait on or off the field for 1 hour to before umpire calls off the game during the rainy weather.

41. Game has to be completed on the same ground. Due to any reason if the is game delayed or not able to finish on same ground then the whole game need to restart form the beginning. The game and result MUST be concluded on the same day. No rescheduling is allowed. Teams split points if the game cannot be concluded as a result of base ball interuption or rain. Umpires need to be involved to make a call about abandoning the game and both captains need to agree. Players and teams have to make effort in the right spirit to complete or conclude games amicably.

42. If there is a tree or anything else inside the field and ball touches it, which will consider as bump ball. While catching in this case it will count as bump ball and won’t be given out by umpire.

43. Assigned umpires and both teams’ captains are responsible for reviewing completeness of score sheets at the end of game. Ensure that following elements are recorded:

* Batsman First and Last Name (List all players from the match including the ones who didn't bat)
* Out Mode, if a fielder is involved in the dismissal, Fielder First Name and Last Name (Caught by, stumped by etc)
* Record Extras (Wides (wd), Noballs (n), Byes (b))
* Record Fall Of Wicket information (Wicket Number, Runs at Fall, Over and ball at Fall, ex: 1st wicket at 18 runs 4.2 overs)

44. If the rain continues to pour hard for 12 hours before the schedule game, then host team needs to make sure that the game will not be possible in any condition. They should contact the guest team and umpiring team to let them know the ground condition. The host and guest team need to send an email to organizer about this update as well.

45. The host team is responsible to make sure the ground is ready and available to start the game on time. If the host team doesn’t have the ground ready by 8:10 a.m. and both umpires and guest team are on the field waiting for the toss then host team will automatically lose the toss. This rule will not apply in case of the rain situation and ground’s unavailability at the last minute due to baseball game on the same field and the home team gets kicked out by the park district.

46. The pitch size should be same as the following dimensions.

Disclaimer:

It is not the responsibility of the tournament organization/team captains for any injury to any player participating in the tournament or otherwise that occurred while playing cricket on any cricket ground whether while playing a tournament match or during practice at any time during, before or after this tournament.

It is also the responsibility of all the playing captains to make sure that all the players in their respective teams read and understand the rules before participating in Lombard Premier League.

By virtue of participating in the tournament all the players, captains will be deemed to have read and agreed to all the rules mentioned in this document.

2016 Tournament Format:

1. Total 36 Teams – Divided into 4 groups of A, B, C and D.

2. 9 teams in each group

3. 7 Group stage games per team. Each team will play 1 game with opposite group. A Vs B and C vs D.

4. Top 4 teams from each group will be ranked based on points and NRR at the end of the Group stage.

5. Pre-Quarter Final:

Pre-Quarter Final Between Top 4 teams of A and B,

Pre-Quarter Final between Top 4 teams of C and D.

16 Teams in Pre-Quarters- 8 Matches.

Note: if teams are plays within the group during league stage then knockout is between A vs B and C vs D, or if league games are played between A vs B and C vs D, then knockout format is A vs C and B vs D.

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| Pre-Quarters | Winning Prize |
| A1 Vs B4 | $25 |
| A2 Vs B3 | $25 |
| A3 Vs B2 | $25 |
| A4 Vs B1 | $25 |
| C1 Vs D4 | $25 |
| C2 Vs D3 | $25 |
| C3 Vs D2 | $25 |
| C4 Vs D1 | $25 |

Note: A1 – Top Ranked Team in Group A, A2- Second ranked team in A2 and So on..

6. Pre-Quarter final winners of Group A Vs Group B are ranked from 1 to 4 in Group E based on NRR in Pre-Quarters only. Same case for Pre-Quarter final winners of Group C vs Group D are ranked from 1 to 4 in Group F based on NRR in Pre-Quarters only.

7. Quarter Final (total 8 teams – 4 matches)

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| Quarter Final | Winning Prize |
| E1 Vs. F4 | $50 |
| E2 Vs. F3 | $50 |
| E3 Vs. F2 | $50 |
| E4 Vs. F1 | $50 |

8. Semi Finals: Top 4 teams (team ranking will be based on Run Rate from quarter finals game only) from quarter finals will qualify for semifinal round.

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| Semi Finals | Winning Prize |
| 1 Vs 4 | $100 |
| 2 Vs 3 | $100 |

9. Final: Top 2 teams from semi final.

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| Final | Winning Prize 1 | Winning Prize 2 |
| Winner | $200 Check | Trophy & 12 medals |
| Runner-up | $100 Check | Trophy & 12 medals |

**BALL, BAT, PITCH AND WICKET’S LAW**

1. Approval and control of balls: All balls to be used in the match, having been given by organizer and approved by the umpires and captains, shall be in the possession of the umpires before the toss and

shall remain under their control throughout the match. The umpire shall take possession of the ball in use at the fall of each wicket, at the start of any interval and at any interruption of play.

2. New ball: a new ball shall be use at the start of each new innings.

3. Ball lost or becoming unfit for play: If, during play, the ball cannot be found or recovered or the umpires agree that it has become unfit for play through normal use, the umpires shall replace it with a ball which has had wear comparable with that which the previous ball had received before the need for its replacement. When the ball is replaced the umpires shall inform the batsmen and the fielding captain.

4. Width and length: The bat overall shall not be more than 38 inches/96.5cm in length. The blade of the bat shall be made solely of wood and shall not exceed 41/4 in/10.8cm at the widest part.

5. Hand or glove to count as part of bat: In these Laws, (a) reference to the bat shall imply that the bat is held by the batsman. (b) contact between the ball and either (i) the striker's bat itself or (ii) the striker's hand holding the bat or (iii) any part of a glove worn on the striker's hand holding the bat shall be regarded as the ball striking or touching the bat, or being struck by the bat.

6. Area of pitch: The pitch is a rectangular area of the ground 22 yards/20.12m in length and 10ft/3.05m in width. It is bounded at either end by the bowling creases and on either side by imaginary lines, one each side of the imaginary line joining the centres of the two middle stumps, each parallel to it and 5ft/1.52m from it.

7. Width and pitching: Two sets of wickets shall be pitched opposite and parallel to each other at a distance of 22 yards/20.12m between the centres of the two middle stumps. Each set shall be 9 in/22.86cm wide and shall consist of three wooden stumps with two wooden bails (optional) on top.

PLAYERS LAW

1. Number of players: A match is played between two sides, each of eleven players, one of whom shall be captain. By agreement a match may be played between sides minimum of eight players, but not more than eleven players may field at any time.

2. Nomination of players: Each captain shall nominate his players in writing to one of the umpires before the toss. No player may be changed after the nomination without the consent of the opposing captain.

3. Captain: If at any time the captain is not available, a Vice Captain shall act for him.

(a) If a captain is not available during the period in which the toss is to take place, then the Vice Captain must be responsible for the nomination of the players, if this has not already been done, and for the toss.

(b) At any time after the toss, the Vice Captain must be one of the nominated players.

4. Responsibility of captains: The captains are responsible at all times for ensuring that play is conducted within the spirit and traditions of the game as well as within the Law.

SUBSTITUTES AND RUNNERS; BATSMAN OR FIELDER LEAVING THE FIELD; BATSMAN

RETIRING; BATSMAN COMMENCING INNINGS

1. Substitutes: ALLOWED to field in the middle of the game for an injured player.

(a) If the umpires are satisfied that a player has been injured or become ill after the nomination of the players, they shall allow that player to have (I) a substitute acting instead of him in the field. (ii) A runner when batting. Any injury or illness that occurs at any time after the nomination of the players until the conclusion of the match shall be allowable, irrespective of whether play is in progress or not.

(b) The umpires shall have discretion, for other wholly acceptable reasons, to allow a substitute for a fielder, or a runner for a batsman, at the start of the match or at any subsequent time.

(c) A player wishing to change his shirt, boots, etc. must leave the field to do so. No substitute shall be

allowed for him.

2. Substitute Runner or By-Runner – NOT ALLOWED at any point as per new ICC rule.

3. Fielder absent or leaving the field: If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play,

(a) The umpire shall be informed of the reason for his absence.

(b) He shall not thereafter come on to the field during a session of play without the consent of the umpire. The umpire shall give such consent as soon as is practicable.

(c) If he is absent for 15 minutes or longer, he shall not be permitted to bowl thereafter, until he has been on the field for at least that length of playing time for which he was absent.

4. Player returning without permission: If a player comes on to the field of play in contravention of leaving the field and comes into contact with the ball while it is in play

(i) The ball shall immediately become dead and the umpire shall award 5 penalty runs to the batting side. The ball shall not count as one of the over.

(ii) The umpire shall inform the other umpire, the captain of the fielding side, the batsmen and, as soon as practicable, the captain of the batting side of the reason for this action.

(iii) The umpires together shall report the occurrence as soon as possible to the Executive of the fielding side and any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and player concerned.

5. MANKANDING (running out batsman when he is leaving or attempting to make a run at bowlers crease) – is not allowed in our Chicago Twenty 20 league.

6. Umpires should warn the non-striker for repeated offense (non-striker leaving the crease for a run before the bowler bowls the ball).

7. Batsman leaving the field or retiring: A batsman may retire at any time during his innings. The umpires, before allowing play to proceed, shall be informed of the reason for a batsman retiring.

(a) If a batsman retires because of illness, injury or any other unavoidable cause, he is entitled to resume his innings subject to (c) below. If for any reason he does not do so, his innings is to be recorded as Retired – not out'.

(b) If a batsman retires for any reason other than as in (a) above, he may only resume his innings with the consent of the opposing captain. If for any reason he does not resume his innings it is to be recorded as 'Retired – out'.

(c) If after retiring a batsman resumes his innings, it shall be only at the fall of a wicket or the retirement of another batsman.

8. Commencement of a batsman's innings: Except at the start of a side's innings, a batsman shall be considered to have commenced his innings when he first steps on to the field of play, provided Time has not been called. Lombard Premier League

The innings of the opening batsmen, and that of any new batsman at the resumption of play after a call of Time, shall commence at the call of Play.

THE UMPIRES LAW

1. Appointment and attendance: Before the match, two umpires shall be appointed, one for each end, to control the game as required by the Laws, with absolute impartiality. The umpires shall be present on the ground at least 15 minutes before the scheduled start of each day's play.

2. Change of umpire: An umpire shall not be changed during the match, other than in exceptional circumstances, unless he is injured or ill. If there has to be a change of umpire, the replacement shall act only as the striker's end umpire unless the captains agree that he should take full responsibility as an umpire.

3. Agreement with captains: Before the toss the umpires shall ascertain the hours of play and agree with the captains

(i) The balls to be used during the match.

(ii) Times and durations of intervals for in between two inning and times for drinks intervals.

(iii) The boundary of the field of play and allowances for boundaries.

(iv) Any special conditions of play affecting the conduct of the match.

4. The wickets, creases and boundaries: Before the toss and during the match, the umpires shall satisfy themselves that

(i) The wickets are properly pitched.

(ii) The creases are correctly marked.