

## Penalties at a glance

(This document is only for quick referral, the original rule book still takes precedence)

1. Toss shall be conducted at least 10 mins before the match start time. Immediately following the toss, both teams will be fully prepared to take the field as soon as the field is available. Penalty – If a team does not have a minimum of 8 players, physically present at the ground, 10 mins prior to the scheduled start time (for games starting on time) or minimum 8 players at the time of toss (for delayed games), they would automatically lose the toss. If either team does not have 8 players, the team with higher number of players wins the toss.
2. A team should have at least Eight (8) players on the ground to start the game else they will have to forfeit the match if they don't have 8 players after 30 mins from the scheduled start time. Umpires should give a strict warning to the team and after an initial 10 mins of buffer time penalize 1 over for every 5 mins delay up to maximum 5 overs. The team at fault will lose 1 power play over. No impact to opponents Max overs per bowler limit. Example: Initial warning at 8.30 am. If the team does not have 8 players by at 8.40 penalize 1 over (8.45 – 2 overs; 8.50 – 3 overs; 8.55 – 4 overs; 9.00 – 5 overs) - so they bat 19 overs but bowl 20. They get only 2 batting power play overs in their 19 overs. The opponent team still can bowl 4 overs max per bowler
3. Penalties for umpiring duty delays
  - 3.1 ~~If both the umpires are late, but on ground by the end of 10 overs (first innings)~~ If **None of the assigned umpires are on the ground at the start of the game** (both are late), that team will lose 2 points from their total for that season. The 2-point deduction will kick in when the team wins any points (any stage of the season). There will be no change to their NRR.
  - 3.2 If the second umpire does not show up by 10 overs (first innings), that team will lose 2 points from their total for that season. The 2-point deduction will kick in when the team wins any points (at any stage of the season). There will be no change to their NRR.
  - 3.3 If none of the umpires show up by the 10 overs (first innings), that team will lose 4 points from their total for that season. The 4-point deduction will kick in when the team wins any points (at any stage of the season). There will be no change to their NRR.
  - 3.4 Any Two such instances in a season by the umpiring teams, any condition above, will count towards their team's disqualification from the season. All their games after their disqualification will be considered as "forfeited" and their opponents will by default get 4 points with no change in NRR for the beneficiary.
4. All teams are expected to communicate with their opponent (including the assigned umpiring team captain) if there are any changes to the teams participation in upcoming game (e.g. No-Show due to less than Eight (8) players, late on the ground). If a team does not show up on the ground on their game day (except when match is abandoned due to weather), it will be called a "Match forfeit" by the umpires for that game. Any Two such instances of "Match forfeit" in a season will count towards team's disqualification from the season. All their games after their disqualification will be considered as "forfeited" and their opponents will by-default get 4 points with no change in NRR for the beneficiary.
5. 2 POINT PENALTY for the teams who don't enter the complete scorecard by following EOD Wed will be implemented from 04/25/12