

**BATON ROUGE PREMIER LEAGUE
(BRPL)**



**RULE BOOK
2018**

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BOWLING - 8 overs per inning

Except Playoffs which will be 10

- a. 5 bowlers must be used for league and playoffs
- b. **For League Games - 3 bowlers can bowl 2 overs max, 2 bowler 1 over each.**
- c. **For Playoffs -1 bowlers can bowl 3 overs max, 3 bowlers can bowl 2 overs max, 1 bowler 1 over.**

POWER PLAY OVERS LEAGUE - Power play (PP) is of first 2 overs

- a. The **first 2 overs** of an innings will be a mandatory powerplay, with **only two fielders** allowed **outside the inner circle**.
- b. **Beginning with the 3rd over no more than 4 fielders** will be allowed outside the inner circle.

POWER PLAY OVERS PLAYOFFS - Power play (PP) is of first 3 overs

- a. The **first 3 overs** of an innings will be a mandatory powerplay, with **only two fielders** allowed **outside the inner circle**.
- b. **Beginning with the 4th over no more than 4 fielders** will be allowed outside the inner circle.

LEG SIDE RULE

No more than 4 fielders can be **on the leg side** at any time.
Bowler bowling over the wicket or round the wicket - doesn't matter.

RUNS

- a. Overthrows runs are valid
- b. Wide ball & no ball runs are valid
- c. Byes runs are valid.

LEG BYES Rule - No Runs on leg byes.

- a. If the Ball hits the body of batsman (except wrist), batsman **CAN NOT** get **runs** on that ball. The delivery will be deemed dead except for the stumping out opportunity.
- b. Non - striker **CAN NOT** get **out** in this situation.

- c. However, in case of **stumping** by the wicket keeper, batsman will be given **OUT**.

WIDE BALLS

- a. All Balls over head high are WIDE BALLS and Umpire shall warn the bowler for the 1st above the shoulder delivery warning.
- b. All Balls outside the marker line, are wide balls. **On line are NOT wide.**

NO BALLS

- a. All **full toss** deliveries **over the waist high** are **NO BALLS**. LEG umpire **CAN NOT** sit on the ground. Must be in standing position to make the decision.
- b. Bowlers over stepping is NO Ball. (Standard ICC rule)
- c. Bowlers back leg touching the side line is a NO Ball.
- d. Delivery over the shoulder and between the head is - 1st time warning to the bowler and second time is a NO BALL.
- e. If the bowler hits the stumps during delivery that's a **NO BALL**
- f. Leg Umpire should make the decision of the full toss **NO BALL** based on these criteria
 - i. The original position of the batsman.
 - ii. If the ball was above the height of his/her waist from the original position.
 - iii. Dipping of the ball will not be considered if the height of the ball is above batsman waist from their original position.

FREE HIT

- a. Awarded to batting team after every NO BALL.
- b. If the on strike batsman during NO BALL is still on strike, **fielding CAN NOT be changed** for free hit ball.
- c. You **CAN NOT** get out on STUMPING, BOWLED or CAUGHT (even if free hit delivery is a wide ball / No ball, in which case next ball will also be Free Hit)
- d. **ONLY** ways to get out on Free Hit delivery is – RUNNOUT

UMPIRES

- a. Both Front (Main) and leg umpire shall work together to give the best decision in their knowledge. In case of doubt, main umpire shall consult with leg umpire before giving decision.
- b. While doing so, players from either side **CAN NOT** intervene or pressurize umpires.
- c. It is expected of the umpires to make unbiased judgment and informed decisions; however, in instances where an umpire makes an inadvertent mistake, he shall have the right to revert his decision. Such mistakes, however, are not grounds for the affected team member(s) or captain to argue with the umpire (more detailed in Code of conduct document)

SCORING

- a. The team umpiring will be doing the scoring for each game.
- b. It could either be the umpires or a third member of that team.

DEAD BALL

- a. **LAW 23 DEAD BALL** of ICC

CHUCKING:

- a. The BRCC **does not** and **will not** tolerate CHUCKING. Emotions always run high among players during the crucial games and keeping that in mind the BRCC has decided:
 - i. 1st and Final warning for the game: Lot many times people intentionally or unintentionally try to CHUCK but if the Main or Leg umpire observes that the bowler is CHUCKING then he can give the bowler 1st and final warning of the game and the delivery will be deemed as **DEAD BALL**
 - ii. KEY POINT – If a batsman gets out and the umpire warns on the chucking, the batsman is **NOT – OUT**. First & Final warning delivery is a dead ball hence Runs / Wicket taken on the delivery are **NOT VALID**.
 - iii. If bowler chucks again after first warning, the ball is called as **Dead BALL** and bowler **CAN NOT bowl in the same match** again. Someone else needs to complete the over. The other bowler, even if bowls 1 remaining ball of the over, 1 over will be considered towards his bowling quota (max allowed overs)
 - iv. New Game is new start. Even if same bowler chucks again in new game, he shall be first given a warning and then after second incident he will be banned for further bowling for that game.

BEHAVIOR

All players, captains and Umpires must adhere to Code of Conduct document. On both days, for all the matches all players must be in Team t-shirt, no exceptions.

CAPTAINS FOR BRPL XI

Amish, Gaurav, James, Keyur, Mit, Hari, Saurabh, Vivek

FEE

All players shall pay fees of \$30

Food & Beverages will be provided on game days.

FORMAT

- a. We have 8 teams. The team will be divided in 2 groups during random selection. During Group stage games, team will play with all the teams in the group All teams will play a game with other teams, total of 3 games.
- b. All teams will play 2 matches on Ground 1 and 1 match on Ground 2. All playoff games will be played on Ground 1.
- c. There will be 2 semifinals. After league games, Top team of Group 1 will play with 2nd team in Group 2 and vice versa.
- d. During Group stage games, winning team will be awarded 2 points, losing team will not get any points. In case of abandon match each team will be awarded 1 point.
- e. Ranking will be based on No of points after all group stage games
- f. In case of tie in terms of points, Net RR will decide the ranking.
- g. In case of tie in terms of Net RR, a toss will be made to decide the ranking.

RESERVE POOL

In case we have an injury related issue or something else where auctioned player is unavailable to play, replacement player will be provided before beginning of the tournament. Captains must inform the SWC right away about the unavailability of the player. However,

- a. Replacement player will be provided for unavailability of the player before beginning of the tournament. Once the tournament has begun, no replacement is allowed. Team will have to play with short of players. Substitute fielder is allowed but no batting or bowling is allowed for the substitute fielder. Captain will have to find the substitute fielder, SWC & Board will help in finding but can't guarantee the availability of substitute fielder.
- b. SWC and Board has the power to make decisions here. They will decide who will be replacing the unavailable person.
- c. Captains will not be asked regarding this matter.
- d. The decision will be made by Board Members and SWC members

TIED MATCHES

A tie match result will be decided by the Super Over.

- a. Each team will have to nominate a bowler and 3 batsmen before beginning of Super over.
- b. The team batting 2nd inning in original game will bat first in the super over.
- c. In case of 2 wickets, batting inning will be deemed ALL OUT.
- d. Team scoring more runs will win.
- e. In case of tie in terms of score, team losing less wickets in the original game will win. (Wickets in the Superover will not count)
- f. In case of tie in terms of same number of wickets in the original game, a toss will decide the winner.

Lateness Rule –

It's a good practice to have your team – 30 minutes ahead of time.

Games must start on time. There shouldn't be any delays due to players not coming on time.

Example

- a. Start Time – 7:30 am
- b. Toss will happen – 7.15 am (15 min ahead)
- c. 6 players must be present from both teams for the toss to happen.
Umpires MUST VERIFY
 - i. The team that doesn't have 6 players will lose the toss.
 - ii. If both teams don't have 6 players available, then TOSS will happen
- d. If game doesn't start at 7:30 am, at 7:40am, the teams will start losing overs. (First 10 mins delay will not reduce the overs)
- e. After delay allowed delay of 10 mins, every 5 minutes further delay will reduce the game by 1 over.

***** Key Point** – If the 1st game starts on time but runs late due to weather, injury or due to pressure games, it's okay that the next game doesn't start on time. However, all toss and players (6 rule) will still be applied. So please come on time.

2nd game will start as soon as the 1st game is over. It's also possible that the 1st game is finished before scheduled time hence all players present 30 mins before the start of game is essential.