

By-laws of ALPHA PREMIER LEAGUE

Organised by: ALPHA CRICKET ACADEMY

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SUMMARY AND SCOPE

- The Alpha Premier League (APL) is established in 2020 to provide cricket enthusiasts a platform to enjoy and promote the sport of cricket in the area.
- This is the first edition of "APL Rules& By-Laws" which will also be available on our website for viewing or for download at www.cricketalpha.com. The purpose of this document is to provide information for matters related to cricket being played under the APL umbrella. This includes guidance on rules and processes as well as removing ambiguities to ensure smooth conduct of matches. Every effort is made to make this document complete and comprehensive. This document will continue to be enhanced and updated to address changes, facilitate clarification of rules and regulations and in response to feedback from the community.
- For more clarity on specific situations that are not discussed within this document, please refer to ICC rules document.

SPIRIT OF THE GAME

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws, but also within the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains.

- Captains and umpires together set the tone for the conduct of a game. Every player is expected to make an important contribution towards this goal.
- The captains are always responsible for ensuring that play is conducted within the Spirit of the Game as well as within the Cricket Rules.

The Spirit of the Game involves RESPECT for:

- Your opponents.
- Your own captain and team.
- The role and authority of the umpires.
- The role and authority of the APL Administrators/Committees.
- Spectators and the environs of playing fields.
- The game's traditional values.
- The game itself.

It is against the Spirit of the Game:

- To dispute an umpire's decision by word, action or gesture.
- To direct abusive language towards an opponent or umpire or spectator.
- To indulge in cheating, for instance:
 1. To appeal knowing that the batsman is not out.
 2. To advance towards an umpire in an aggressive manner while appealing.
 3. To seek to distract an opponent either verbally or by harassment with persistent clapping or making unnecessary noise under the guise of enthusiasm towards motivating one's own side.

The Umpires are authorized to intervene in cases of:

- Time wasting
- Damaging the pitch
- Dangerous or unfair bowling
- Tampering with the ball
- Any other action that they consider to be unfair

APL COMMITTEES

APL COMMITTEE FOR RULES & BY-LAWS, DISCIPLINE, ASSISTANCE AND ACCOUNTING.

This committee is responsible for laying down APL operational procedures, player and team registrations, tournament format, schedule build-up, game rules and playing rules. This committee will also assist the Umpiring Panel with understanding the rules and by-laws and respond to rules and procedures related feedbacks and queries. The same committee will also be looking after the APL Committee for Discipline, Dispute and Appeals (CDDA) manage the appeals procedure to resolve disputes related to Rules and By-Laws.

The APL committee will manage the appeals procedure to resolve disputes among teams or players or against an umpire. They will also be responsible to resolve match related disputes.

PLAYER REGISTRATION & ELIGIBILITY

REGISTERING A PLAYER

Teams are expected to register a player in APL. The player must sign the mandatory waiver to be considered eligible. Failing which, the player is deemed to be ineligible for the game. And teams are not allowed to have or use fictitious names on the roster. It will be team's responsibility to make sure player has been added to APL's competition player identification list. In case of any doubts kindly contact the APL committee.

ELIGIBILITY OF PLAYERS

A player is entitled to play in Alpha Premier League for the cricket club/academy/institute that has already registered with the league. Notwithstanding the foregoing, any player who has played in a League Season for a club shall not be eligible to play for any other club the same season, without obtaining the necessary transfer permission. If a Member Club has any doubts as to the eligibility of a player, it

should contact and get clarification from the APL committee before the player takes part in a competitive match for the club.

ELIGIBILITY AGE LIMIT

1. Players under the age of 18 years will require a written and signed consent from their parents/guardian.
2. Any player can be accompanied by their parents or guardian on the day of the match and should be at the ground for the duration of the match.
3. All Clubs will be required to register to play APL and only those players who have registered with APL will be allowed to play.

PLAYER TRANSFER / SUBSTITUTION METHODS

1. Player Transfers may be arranged using either of the following methods:
2. Submit the Player Transfer letter and signed by the player concerned and signed by captains of both clubs. AND
3. No player shall be permitted a transfer at ANY time or be permitted to play for another club until the transfer process has been completed and approved by the APL committee based on the valid reasons provided by the respective team.
4. On confirmation of approval of transfer, the player ceases to be eligible to play in the league for his present club and immediately becomes eligible to play for his new club.

PENALTIES FOR PLAYING INELIGIBLE PLAYERS

Teams are required to keep their players reminded that they cannot play for two teams during the same tournament and ensure that their players are not playing for multiple teams with multiple player profiles on APL player registry.

The onus is on the team captain, vice-captain and team admins to ensure that all new players who just joined their team have not played earlier for any other team in the same tournament. And if they did play for a different team, then they have had their transfers approved prior to the game.

If there is any doubt on the field on the game day about player(s) having played for more than one team during the same tournament, then the opposing team has a right to ask for an ID check through the neutral umpire(s). The umpire(s) are expected to relay the matter to the APL Committee and take appropriate action.

PENALTIES

This section defines the penalties that will be levied on the player(s) and team(s) that contravene the rules associated with players representing multiple teams or has been registered in their team without taking any concerned letter from the club he is actually registered for learning/practicing the game can be given severe penalties like walkover from the tournament or match penalties (will be decided by APL committee). The penalties below are defined to also ensure that team managements perform due diligence before adding a player to their team. Including a player whose transfer is not approved will be deemed as fielding an ineligible player with full knowledge and will be penalized as per decision taken by the APL committee.

PENALTIES:

1. The player is banned for the rest of the tournament.
2. The team fielding an ineligible player will be docked 2-4 points and the captain may be suspended for one or more games.

This is irrespective of whether this error was inadvertent or a deliberate attempt by the said player to their Admins and umpires.

This includes situations wherein a complaint made by the opposing team during the course of the game from the opposing team has been validated.

CODE OF CONDUCT

1. The Disciplinary Regulations shall be complied with by all those who participate in the APL, including players, clubs, club officials, club members and any other person or body who is from time-to-time engaged in cricket-related activities under the auspices of the APL (Participants).
2. Every club shall take all reasonable steps to ensure the proper conduct of its Participants in accordance with the Disciplinary Regulations and shall not act in any way which is prejudicial or detrimental to the interests or reputation of the League(s) or the game of cricket
3. APL management will impose monetary penalties for any code of conduct violations against a player and/or team if needed based on the violation. All monetary penalties adjudged must be paid in full before the start of the team's next game. Failure to do so may result in forfeiture of the game and imposing of more penalties.
4. In all cases, APL management reserves the right to impose more penalties including game suspensions against a player guilty of misconduct. This is in addition to the standard penalties described below.

5. APL requires teams to wear their own team jerseys during their matches.
6. Cigarette smoking, including e-cigarette smoking, is strictly prohibited anywhere near the playing field areas and the pavilion. This applies to the spectators also. Alpha cricket ground is deemed as a non-smoking zone. And so, anyone who does smoke anywhere inside the campus are responsible for their own actions.
7. Leaving any kind of trash like bottles, cups, cans, bags, wrappers, food etc., on or near the ground is strictly prohibited. In such cases, it's the umpire's duty to notify APL management which in turn penalizes the team that is responsible.
8. There is no place for any act of violence on the field of play. Any acts of violence will result in expulsion of the player from the game without warning and/or disqualification of the team. The umpire will then consult the APL management immediately, and in conjunction with the APL committee, will make a collective decision.
9. Sledging is strictly prohibited. Under circumstances of a team mate encouraging their own player that borders on sledging the opponent, then the umpires will have the discretion.
10. The umpires' decision will be final on the field of play. No arguing with the umpires is allowed.
11. If a team member has an issue, he must bring it to the notice of his team captain and the captain will in turn bring it to the notice of the umpire.
12. If the umpires find things going beyond the limit, they will warn the player and the captain. Upon repeated warnings, the umpire will expel the player from the ground and can stop them from playing the rest of the game.
13. If there is any arbitration between the captains and umpires, the captains must notify the APL committee. The final decision will lie with the APL committee.
14. Fielding team is prohibited from talking/distracting from the instant the bowler starts their bowling stride to the instant the ball is either played or crosses the normal batting position of the batsman. The umpire will have the discretion in what is meant by distraction. Accordingly, the umpire may declare the ball as a dead ball or a no ball.
15. The umpire will always warn a player for code of conduct violations in the presence of the team captain.
16. If a player is disqualified from the game, then a substitute can be used for that disqualified player but only for the purpose of fielding not bowling or batting for the team.

THE PLAYERS

1. Registered APL Member: All playing members must be registered in APL.
2. 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 of fewer than eleven players, but not less than Eight players or more than eleven players at any time during the entirety of the match.

3. **Playing eleven:** All playing eleven for each team must be present on the ground. If either one or both teams do not have playing eleven, then they should start the game on time with at least 8 players on either team.
4. **Delay in Playing:** The match can start within 10 minutes of the scheduled start time. Thereafter, a team can accept the delayed start by losing 1 over per five (5) minutes of wait time up to a maximum of 15 minutes.
5. **Late Arrivals:** In the event of on time start of the game without playing eleven, a maximum 6 overs of first innings can accept the late arrivals. After 6 overs of the first innings, the late arrivals will only be allowed to field in the game. Before 6 match overs, if a team chooses to play with less number of players, no less than 8 players though, then that team must suffer loss of bowling or batting for the late arrivals.
6. **Fielders Absence:** The consent of the umpire at the bowler's end must be obtained for a player to leave the field or return to the field during a session of play. A player who leaves the field and is absent from the field for longer than 15 minutes shall not be permitted to bowl after his return until he has been on the field for at least that length of playing time for which he was absent.
7. **Substitute Fielder:** The consent of the opposing captain must be obtained for the use of a substitute fielder if any player is prevented from fielding for any reason other than illness or injury suffered during the match. The consent of the umpires must be obtained for the use of a substitute fielder in such cases.

PLAYER RESPONSIBILITIES

BOTH TEAMS

1. **APL Property:** Both teams share responsibility in using APL property. Any damage or concern must be raised at the beginning of the game.

2. Turf pitch: APL provides the turf pitch for the matches. If it rains during the game, the games can get delayed or rescheduled on any off days.
3. Trash Removal: All kind of trash must be removed from the field. After the game is completed, put the trash inside trash bag(s), secure the trash bag tightly, and please take the trash bags with you but do not leave them anywhere near the field or in the campus. BOTH Teams who played last game will be penalized in case where trash were to be found left. To avoid penalty, report to APL committee any trash left by other teams from previous game BEFORE start of the game.
4. Field Maintenance: Teams shall be responsible for the general maintenance of the playing field during or after the matches.
5. Safety: Both teams are responsible for making sure all the people are in safe position. They should be in control of the playing field .
6. Game: Both teams playing XI must be there on the ground 15 minutes prior to the scheduled start of their games.
7. Scorer: Each team is required to provide scorer for their matches.

TEAM CAPTAINS/TEAM ADMINS:

1. **APL Cricket Rules:** Will be proficient with the ICC laws of cricket and APL Cricket Rules.
2. **Responsibility:** Team Captain will control the behavior of all his team players. Respect the umpires, their opinions and decisions. Captains will be responsible to go over cricket rules and regulations with his team members. Will also be responsible for arranging scorers for their matches.
3. **APL Meeting:** Should attend all the APL meetings when required. In case they can't attend, then you should inform APL management well in advance about their non-availability and arrange for someone from the team to attend the meeting. If they fail to do so, APL will/can penalize the team.
4. **Team Admin(s):** Are Official spokesperson(s) of the team.
5. **Scorecard:** Both teams are responsible to ensure all the entries are correct in the scorecard before the scorecard gets uploaded or shared in any platform.

SCORER

1. **Record Playing XI:** Must collect the form for the playing 11 names before the game starts and submit it to the umpire after the toss.
2. **Game:** Must inform calculation of balls or runs during the game. Must declare scores at the end of each over. Must inform umpires of their presence and sitting location. Must acknowledge umpires' signals by raising their hand.

3. **Scorecard:** Must try to review the scorecard with either team captains or team representatives after the game. This would help in finding any errors right away and help with the teams with the scorecard.

GAME PUNCTUALITY

1. All games shall start at scheduled time. APL management and committee reserves the right to change the starting time for any game.
2. If due to circumstances beyond the control of the teams, the ground is not ready for play by the scheduled start time, the official umpire may agree on a new start time after taking the APL management / committee in confidence.
3. The toss observance must be performed at least 10 minutes before the scheduled game time. It is the responsibility of the umpires to ensure time line is met.
4. Toss would always be called by the "AWAY" team.
5. Any team member can observe the toss; but it is necessary for the captains to perform this duty.
6. The toss winning captain must declare their decision straight away after the toss.

POSITIONING OF NON-ACTIVE PLAYERS

1. Players who are currently not active in the immediate activities and supporters of teams are expected to operate in a manner to avoid causing any disturbance to the players.

2. The umpire(s) have the discretion to ask inactive players to move out of immediate proximity if these inactive team members are deemed to be causing a disturbance to the game.
3. This could be a location outside the boundary line or to non-playing areas that are well out of immediate proximity at the discretion of the umpires.
4. The captains are expected to comply with the decision, failing which this will be treated as a forfeit. The list of inactive players is not restricted to members of the playing XI but also includes players and supporters of the team.
5. If any player on field playing the game (batting team or fielding team) thinks a certain position of non-active player is distracting, he may raise the issue with umpires and shall not engage non-active players directly. Umpires at their discretion, and using their judgement may order non-active player to move out/away from their current position.

SMOKING, TOBACCO USAGE AND URINATING ON GROUNDS

Please note that smoking (including e-cigarettes), tobacco usage and urinating in public setting is not permitted. APL will take very strong action against anyone violating these policies. Urinating in a bottle or other receptacle is also deemed to be an equivalent offence. If the rest rooms are closed, please use the rest room in other designated areas in the campus. It is the responsibility of the team management to educate all their players accordingly. Penalties are enforced without any warnings.

PLAYERS: 1ST OFFENCE

1. The player who commits the offence will be immediately ejected from the game. This is done by mutual agreement between the umpires and the team at fault will play the game without "the player at fault" for the rest of the game.
2. If there are multiple players involved, all of them will incur the same penalty. (Please remember that a team needs a minimum of 8 players to continue the game. if not, team will effectively forfeit the game at that time)
3. The offence need to be proven beyond doubt for the umpire(s) to make the final decision. For example: If the opposition registers a complaint, but the umpire cannot prove the occurrence beyond doubt or feels that he is not sure about the player(s), then he will report the matter to APL committee and this will be considered as a first offence without the penalty.

PLAYERS: REPEAT OFFENDER

1. The player who commits the offence the 2nd time will be penalized and the penalty will be decided by the APL committee.
2. The offence needs to be proven beyond doubt to the umpire(s) for them to make the final decision. If the first offence was an instance where the player was not identified (but the team was).and a player from the same team does it, this will be considered second offence for the team.

DISPUTE RESOLUTION

DISPUTES AND HOSTILE BEHAVIOR

1. APL has instituted a number of steps to curb undesirable behavior between players; players and umpires. All disputes and disciplinary matters shall be referred to APL committee, whose decision will be final.

2. In cases where there is excessive appealing by the fielding team, the umpire will first request the fielding captain to get this under control, failing which a formal warning will be issued
3. In cases where there is excessive chatter bordering on sledging, the umpires will immediately summon the captains and ask them to control all members of their team. The umpire will also indicate that future transgressions can lead to warnings or expulsions.
4. The captain of the expelled player must ensure that the player is not going to be active in any way for that game after the expulsion. If required, the umpires can order the captain to make the player to leave the premises. If the captain does not abide by the decisions of the umpire, then the game will be treated as a forfeit by his team.
5. Threats of walkover: If the captain of a team threatens to concede the game due to a dispute, the umpire will accept the offer right away and award the match to the opponents. The in-game forfeit penalty will also automatically apply.
6. Reporting umpiring problems: If not satisfied with the umpiring, the respective captain(s) can file a complaint to APL COMMITTEE with specific details on why the umpire was deemed to have done an unsatisfactory job.
7. APL Committee has the option of imposing additional punishment on the player, captain and the teams based on feedback from the captains and umpires and the facts found as a result of committee's investigation of any incident.. The scope of the punishment is commensurate to the nature and egregiousness of the offence. The team level penalties including forfeits and points being docked.
8. The following procedure is to be followed to address disputes/disagreements about rules during the course of the match. The umpires and only the captains of the playing teams will discuss the issue being disputed. Other players should not be involved in the discussion. Only the umpires have the discretion to request any additional member of the fielding or batting side for additional information.

WARNINGS

The umpire has the discretion to issue formal warnings to players who exhibit behavior not consistent with expectations of someone playing a game in a public setting. This includes abusive and/or foul language directed at other players or umpires, excessive appealing, repeated argumentative conversation questioning umpiring decisions, taunting of umpires and players in opposite team, continued argumentative demonstrations directed at the umpire from outside the field of play, and non-captains getting involved in dispute discussions.

1. First incident will result in a warning to the player.

2. The subsequent incidents for the team result in a warning to the player and oneto the captain.
3. Anyone who receives a third warning will be expelled from the game immediately and the captain will also get an extra warning.
4. The umpires MUST however contact a APL committee member before doing so.

EXPULSIONS

Players can be expelled without warning from the game for serious infringements with regards to their on-field conduct. This includes but is not limited to the following –

1. Assaulting or attempting to assault an umpire, another player, spectator, official or a member of the public is grounds for immediate expulsion from the game.
2. Any verbal assault to any external entity – spectator, official or member of the public is also grounds for immediate expulsion.
3. Any comments that are made against anyone's nationality, race, religion, gender, or sexual orientation merit an immediate ejection from the game.

APPEALS PROCEDURE

Teams are requested to file their appeals to the APL committee by sending an email or handwritten letter within an hour of the game and direct them appropriately in case they want to appeal a certain ruling during the match or bring to attention something that they consider an anomaly. The teams are prohibited from using any other forum for airing such grievances.

UMPIRING

THE UMPIRES

1. APL Certified: Only APL Certified umpires can officiate the game.
2. All umpires shall be governed and will be held responsible to the highest standards. The umpiring coordinator shall appoint the umpires to officiate for each game.
3. Will always remain IMPARTIAL on the field and will maintain time of all intervals, and notify the Captains when to resume the play.
4. Attendance: The umpires should be on the ground 15 minutes prior to the scheduled start of the game. If the umpire doesn't show up or shows up after the

scheduled game time, he will be considered late show up and will result in fine and penalties.

5. Authority: Umpires are authorized to make any decision of any misconduct behavior by players during the game and are the final authority during the game. Their decisions are final.
6. Change of Umpire: An umpire shall not be changed during the match, other than in exceptional circumstances, unless he is injured or ill or a family/work emergency. If there must be a change of umpire, the replacement shall act only as leg umpire.
7. Backup Umpire: In the absence of an assigned umpire, Umpiring Coordinator will arrange for emergency backup.
8. On-Field Focus: Umpires need to focus on the game at all times. Umpires cannot use their phone while officiating in the match. If it's an emergency and they do need to use their phone, they need to stop the match and can use their phone but only for a couple of minutes. Umpires are advised to use their phones during break times only.
9. Match Report: Both the umpires are subject to submit the match report pertaining to the any incident occurred before, during or after the match to APL management.

UMPIRE JURISDICTION

The following rules defines the jurisdictions of the umpires on some of the most common situations

1. Each umpire shall answer appeals on matters within his own jurisdiction. An umpire can request for any additional information from the other umpire and then give his decision. Either of the umpires can initiate a consultation with the other umpire when there is a doubt in a decision. If, there is still doubt after the consultation, then the benefit of doubt shall be given to the batsman and the decision shall be Not Out. Under all circumstances ONLY the umpire under whose jurisdiction the appeals come under shall make the final call. Team, under NO circumstances, shall pressurize the umpires for consultation nor teams shall force themselves into consultation between two umpires; umpires should authoritatively discourage such pressure tactics.
2. Umpire Jurisdiction Table: the following table enumerates the jurisdiction
3. Runs allowed or not based on whether the ball hit the body or bat. Main umpire makes the call but umpires can consult with each other as outlined above.
4. Main umpire blinded or unsighted and an appeal for catch is made. Main umpire makes the call but umpires can consult with each other as outlined above.
5. Main umpire blinded or unsighted and an appeal for run-out at bowler's end. Main umpire makes the call but umpires can consult with each other as outlined above.

Height No-Ball: Includes full tosses and bouncers. The Umpires consult each other in this case, the Leg Umpire is advised to indicate to the Main Umpire if this ball passed the batsman at heights that reflected a No-Ball.

Bowling Guard Bowling Guard needs to be ascertained by umpire at the beginning of a new spell. A bowler is not required to give guard to the umpire at the start of a spell

though it is customary to do so but not a rule. It is the umpire's responsibility to check with the bowler.

A No-Ball is to be called only if the bowler changes his guard without informing the umpire during his spell.

UMPIRING PANEL

Umpiring Panel need to ensure no umpiring commitments are missed; the designated umpires do the necessary preparation to ensure that they can officiate a game properly. If umpire(s) incur any penalties, the penalties will be communicated to the umpires and the fines will need to be paid as per the defined mechanism and schedule by the APL committee.

The designated umpires must:

1. Familiarize themselves with the rules, specifically the ones that are different in APL as compared to ICC T20 rules as well as any other tournaments.
2. Make sure that they have access to the handbook, the ICC rules and have a writing instrument.
3. Try to reach the ground fifteen minutes before the game.

UMPIRES RESPONSIBILITIES

1. If an umpire shows up after the stipulated start time (15 mins before game start time) but before the start time, the umpires will be warned. A repeat offence could Admin to monetary penalties as well as disqualification from the umpiring panel.
2. If an umpire does not show up at all, the umpire will be penalized for each such offence.
3. If the neutral umpires haven't arrived, playing teams should start the match after 10 mins of scheduled start time and proceed with the match with batting team's umpires. If the neutral umpires show up late, then they can administer the game going forward. In the second innings, umpires should resume duty at the same point as they did in the first innings while the batting team stand in as the umpires for the duration prior to that same point. No inputs/comments will be entertained from the umpires for the portion of the match when they are off duty.
4. Umpires should make sure that both the teams have new balls distributed by APL. If there are not enough APL supplied new balls for both the teams, the umpire can allow the match to be played with any other new ball that the teams have, provided that two identical new balls are available.

5. Substituting umpires within the game – Substituting umpires is NOT allowed in order to maintain consistency of decisions. However, if an emergency situation arises (such as an injury, sickness or a family emergency) due to which an umpire has to leave, the game can continue with a substitute umpire or with just one main neutral umpire and the leg-umpire from batting team.
6. **Rule Misinterpretation by the umpire:** If the umpire makes a clear misinterpretation of a APL rule or ignores a APL rule, and despite the same being brought to his attention by the playing team(s) on the field soon after such a call was made by the umpire, the umpire does not correct his call, then APL committee will consider appropriate action against the said umpire(s).
7. In situations where there is some doubt, we strongly urge the umpires to refer to the APL handbook and/or call the members of APL Committee for Rules & By-Laws. This does NOT apply to situational umpiring decisions such as calling wide balls, no balls, run outs, caught behind, illegal bowling actions which will be left to the on-field umpires' judgment.
8. **Use of camera replays:** Umpires cannot use camera replays of any kind to confirm or complete any decision. Teams are requested not to present umpires with slow motion replays to influence any decision. The umpires should ignore the presented evidence and stay with their current decision. If teams capture video evidence that reflect illegal bowling actions, they should send it to APL committee, the bowler's team and the umpires after the game.

ASSEMBLING FOR THE MATCH

All matches are scheduled to start at the defined time on scheduled days. Both the teams must arrive at the ground 20-30 minutes prior to the scheduled start of the match. The umpires must arrive at the ground 15 minutes prior to the start of the match to initiate the toss, confirm ground rules, and ensure a timely start of the match.

The two captains will provide the names of the players in the playing XI to the scorer.

1. All players are expected to be present at the ground at the start of the match and to be present at the ground until their participation in the match is completed. There are however situations wherein players either arrive late or leave the match (or field) for periods of time. This section defines the restrictions to the participation of players who arrive at the ground after the start of the match. Essentially no player can join the match after the game has started, unless –
2. A team should field **at least 8 players for the team to be able to play a match**. If the team doesn't have minimum 8 players to start the match, then they'll be considered to have forfeited the game and forfeit penalties will apply.

3. Captain had informed the Umpires BEFORE the start of the match that the said player(s) is/are going to be late. Umpires will NOT allow any player to join unless they were informed before the first ball was bowled.
4. The team captain must inform the umpire of the name(s) of the player(s) joining the match after its commencement. Once this communication is complete, the player(s) cannot be changed. This is equivalent to announcing the playing XI.
5. The player in question must check-in with the umpires at the completion of the over that is in progress when he arrives or at the fall of a wicket.
6. The player(s) in question must join the team before the beginning of the 7th over of the first innings. Once the 7th over of the first innings has started, the late arriving player(s) are no longer eligible to bat or bowl in that match but can field.
7. The restrictions on the participation for late arrivals are listed below (this assumes that the umpire was informed before the match and the player has checked-in before the beginning of the 7th over of the first innings).

PLAYING RULES

BATTING RULES

WEARING PROTECTIVE WEAR/GEAR

1. All batsmen are encouraged to always wear protective abdominal guard during their batting.
2. Batsmen can wear gloves while batting. However, the batsman can be also caught out if the ball touches the glove because the glove is considered the extension of the bat.
3. The batsmen may also wear protective helmets to protect their heads.
4. Batsmen can use protective wear worn under their clothing. Thigh guard, arm guards, chest guard/pad, shin guards, and elbow guards can be worn under batsman's clothing to protect the body of the batsman.

PROVIDING BY-RUNNER

1. APL will allow a by-runner to be provided to the batsman under the circumstances where the batsman sustained an injury during the match.
2. The umpire will be the sole and final judge of granting a by-runner.

3. The captain of the fielding team can raise an objection to the umpire if it is felt that the by-runner is taking undue advantage by running before the ball is played by the batsman and can request removal of the by-runner. The decision to remove the by-runner is however at the sole discretion of the umpire.
4. Teams cannot request for a by-runner for players with pre-existing conditions.
5. A player who availed of a by-runner is not allowed to bowl or field after that point.

BATSMEN RETIRING

1. A batsman may retire at any time during their innings. The umpires, before allowing the play to proceed, shall be informed of the reason for a batsman retiring:
2. The batsman will be judged 'Retired Hurt' if the batsman retires due to injury, illness or other unavoidable causes during the match such as requiring a restroom break and there not being a restroom at the ground.
3. If a batsman retires because of illness, injury or any other unavoidable causes, he is entitled to resume his innings after at least 4 overs and only re-enter at the fall of a wicket, unless he is the last batsman left to bat for the team. If for any reason, he cannot resume his innings, his innings is to be recorded as 'Retired – not out'.
4. The batsman will be judged "Retired Out" if a batsman is replaced without any signs of injury. This is treated as a fall of a wicket. There is no concept of allowing a batsman retiring "Retired Not Out".

WASTING OF TIME

Definition – Batsman consistently failing to take strike after the bowler is ready to start his run up or after he has started his run up. The umpire shall be the official timekeeper and is the sole judge in this matter. He shall inform the player and captain immediately after each violation.

HANDLING THE BALL

A batsman will be given out for handling the ball if, while playing a delivery, the batsman intentionally touches the ball with one or both of their hands. A decision of not out must be reached if the batsman handles the ball to avoid incurring an injury or while in the act of handing the ball back to the fielding side.

HITTING THE BALL TWICE

1. A batsman, while the ball is still in play, cannot hit it a second time with his bat except for the purpose of protecting his wicket. If a batsman does intentionally hit the ball twice, then the two umpires will consult with each other and the main umpire can then inform their decision, if an appeal was made by the fielding team-
2. The double sound shot heard during a shot attempt, is not considered as hit the ball twice intentionally.

LBW AND LEG BYES

1. There are LBWs OR LEG BYES in APL.
2. The umpire will signal a leg bye at any time when the ball hit only the body of the batsman and then run is being scored.
3. For appealing for lbw by the bowling team the bowl must be pitched in line of the wicket or outside of off stump but not on the outside of leg stump and then go on to hit the wickets but hit the pads of the batsman in line of the stump, in any such cases umpires can give it out.
4. In case the batsman is not offering a shot and the bowl hits the pad of the line of off stump but the umpire assumes that the ball left could have hit the stump , the umpire can give an LBW.
5. The umpire will not entertain any unnecessary LBW appeal by any fielders from the field who are not in position to clearly see the line of bowl hitting the pads of the batsman, and following which the main umpire can give warning to the respective player(s) and the captain of the fielding team.
6. A batsman is declared out bowled if the ball strikes his body and rolls onto the stumps and the bails fall as long as the no-ball rule is not violated.

STUMPED OUT

If the ball hits the batsman's body and the ball deflected to the keeper while the batsman is STILL in the act of hitting the ball, AND the wicket keeper knocks off the bails with the batsman outside the crease, then the batsman should be given out.

RUN-OUT

In the event of both batsman running to the same end and a run-out has occurred by the time the batsmen have reached to the same end and the relevant umpire is uncertain over which batsman made his ground first, both umpires may consult before making a decision.

HIT-WICKET

1. The batsman, while the ball is in play, with his bat or by his body, body part or his protective gear, disrupts any part of the stumps and/or bails (batting side) while preparing to receive or in receiving a delivery or while immediately setting off for his first run, then the batsman can be declared out Hit-Wicket.
2. Hit-Wicket is applicable only if the delivery bowled is a legal delivery, and not a wide ball or a No Ball.

3. Hit-Wicket does not apply to the bowler end stumps and does not apply once the batsmen have started running between the wickets. It does not apply when a batsman is trying to avoid being a run-out or stumped out.

TIMED-OUT

1. The incoming batsman must be in position to take his guard or for his partner to be ready to receive the next ball within 3 minutes of a fall of previous wicket.
2. Any incoming batsman in violation of above rule, can be declared out, timed out, upon appeal from fielding side.
3. Timed out decision shall be made by bowling end umpire only after consultation with the leg umpire.

For umpires to make decision on timed out, they shall maintain strict time record once wicket has fallen.

BOWLING RULES

ADJUSTMENT OF OVERS

If the start of the match is delayed due to delay caused by a team, the number of overs shall be reduced based on one over for every 5 minutes or part thereof of time lost.

NO-BALL

1. Runs scored off no balls shall be added to the one bonus run, which is automatic with such deliveries.
2. The umpire(s) will warn the fielding team the first time if any fielders (including the wicket-keeper) talk after the bowler has started his run-up. The umpire will then call a No-Ball each subsequent occasion, if any fielders (including the wicket-keeper) talk after the bowler has started his run-up. The batsman can walk away from his stance if fielders are talking after the ball is in play.
3. The umpire will call a no-ball if the wicket-keeper gathers the ball before the ball has crossed the stumps without making any contact with the bat or body of the batsman.
4. **Declared Out for a No-ball:** When a No-Ball is bowled, a batsman can be declared out for any of the following – run-out, handled the ball, obstructing the field.
5. **Front Foot No-ball:** If at the point of landing, no part of the bowler's front foot (grounded or raised) is behind the popping crease the umpire will call and signal a No-Ball.
6. **Back Foot No-ball:** If bowler's back foot touches the return crease during the delivery stride, then the umpire will signal a No-Ball. The return crease (side crease perpendicular to popping crease) shall be marked from the corner stump at the

bowling end to a standard size bat + handle and shall be unlimited in length. Note that if the heel is raised above (but not touching) the line, then it is not a no-ball.

7. **High Full Pitched Balls:** Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the crease is to be deemed unfair. The umpire shall call and signal No-Ball for each such delivery.
 - Action is to be taken by the umpire feels that the ball was fast enough to be deemed dangerous. The first occurrence will result in a warning and a subsequent instance will result in the suspension of bowling privileges for the bowler.
 - If the striker has moved from his normal guard position, then the umpire will call no-ball only if he feels that the ball would have passed on the full above waist height of the striker if he were standing upright at the crease
8. **Full Pitched Delivery Hitting the Stumps:** If the delivery hits the stumps without making any contact with the bat or the batsman, the ball will be deemed valid and the batsman will be declared out bowled. If the delivery makes contact with the bat or the body of the batsman before hitting the stumps, it will be subject to the conditions associated with height related no-balls.
9. **Short Pitch Bowling:** A fast short-pitched ball is defined as a ball, which passes, or would have passed, above the shoulder and below the head of the batsman standing upright at the crease, irrespective of whether the batsman makes contact with the ball in any way. A bowler shall be limited to one (1) such fast short-pitched delivery per over.
 - In the event of a bowler bowling more than one (1) fast short-pitched delivery in an over, the umpire at the bowler's end shall call and signal "no ball" on each subsequent occasion.
10. In the event of calling of no-balls for short pitch bowling, umpires can consult each other and overturn any decision as a result of the consultation.
11. A ball that is bowled underarm and will be called a No-Ball. In this case, the bowler will also not be allowed to bowl in the match and will also incur penalties in the form of a fine and/or suspended for future matches.
12. No-ball when bowler breaking wicket while delivering ball: Either umpire shall call and signal No ball if, other than to run out the non-striker, the bowler breaks the wicket at any time after the ball comes into play and before he completes the stride after the delivery stride.

NO BALL – ILLEGAL FIELDER MOVEMENT

Definition of illegal movement by the fielders: While the bowler is running in to bowl

- Wicket Keeper cannot move at all

- Rest of the fielders can only move forward or backward but not sideways while also adhering to inner circle fielder rules

If, in the opinion of either umpire, the fielders and/or wicket keeper are not following the above law, the striker's end umpire shall then

- caution the fielder
- inform and caution the captain of the fielding side of the reason for this action.

13. If, after first caution, either umpire considers that, in that innings, a further illegal fielding movement incident occurs from the fielding side, the umpire shall call and signal No ball.

14. If either umpire considers that, in that innings, a further illegal fielding movement incident occurs from the fielding side, striker's end umpire shall signal No ball. And the umpires together shall report the occurrence as soon as possible after the match to the dispute resolution committee, who shall then take such action as is considered appropriate against the captain concerned.

15. If the same team is again reported for such fielding movement violations in further matches, then the umpires shall repeat the above laws - basically warning the fielding side captain the first time, signaling No-ball the second time it happens in that same match, who shall then take such an action that includes suspending the captain from playing in further matches and/or levy penalties.

NO BALL – ARM ACTION

1. **Throwing the ball:** If the bowler throws the ball towards the striker's end before entering his delivery stride, either umpire shall call and signal No ball.
2. **Definition of fair delivery - the arm:** A ball is fairly delivered in respect of the arm if, once the bowler's arm has reached the level of the shoulder in the delivery swing, the elbow joint is not straightened partially or completely from that point until the ball has left the hand. However, since it's not completely possible to validate the 15 degrees in APL, umpires will be looking for the obvious straightening of the bowler's arm/elbow joint when the ball is delivered.
3. Bowling with BENT ELBOW is not considered throwing or chucking. Bowling with a flex in wrist, shoulder or rotation of wrist is NOT considered throwing or chucking. Throwing OR chucking is considered only when **elbow** is significantly flexed such that it is obvious to umpire's naked eyes when bowl is delivered.
4. No ball for illegal arm action (chucking) is an on-field decision and the umpire's interpretation and decision is final. If the team has objection to umpire's interpretation, they shall consult the APL committee after the game.
5. Although it is the primary responsibility of the striker's end umpire to assess the fairness of a delivery in this respect, there is nothing in this Law to debar the striker's end umpire from calling and signalling No ball if he considers that the ball has been thrown.

6. If, in the opinion of either umpire, the ball has been thrown, the striker's end umpire shall then

- Caution the bowler. This caution shall apply throughout the innings.
- Inform the captain of the fielding side of the reason for this action.
- Inform the batsmen at the wicket of what has occurred.

7. If, after first caution, either umpire considers that, in that innings, a further delivery by the same bowler is thrown, the umpire shall call and signal No ball the procedure set out in

(a) above law shall be repeated, indicating to the bowler that this is a final warning. This warning shall also apply throughout the innings.

8. If either umpire considers that, in that innings, a further delivery by the same bowler is thrown, he shall call and signal No ball and when the ball is dead inform the other umpire of the reason for the call.

The striker's end umpire shall then,

- direct the captain of the fielding side to suspend the bowler forthwith. The over shall, if applicable, be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl any part of the next over.
- The bowler thus suspended shall not bowl again in that innings.
- inform the batsmen at the wicket and, as soon as practicable, the captain of the batting side of the occurrence.

9. The fielding team cannot team cannot use justification along the lines that this bowler has been bowling like this before and was not called for chucking. Any prolonged arguments will be deemed to be hostile behavior and is liable for sanction.

1. The umpires together shall report the occurrence as soon as possible after the match to the dispute resolution APL committee, who shall then take such action as is considered appropriate against the captain and the bowler concerned.
2. If the same bowler is again reported for such bowling action in further matches, then the umpires shall repeat the above laws - basically warning the bowler the first time, signaling No-ball the second time it happens in that same match, suspending the bowler from that match and notifying the dispute resolution committee, who shall then take such an action that includes suspending the bowler from bowling in further matches.

WIDE BALL

1. If the bowler bowls a ball sufficiently wide on either side of the wicket to make it impossible for the striker, standing in his normal guard position, to play a normal cricket stroke, the umpire at the bowler's end shall call and signal "wide ball".
2. In cases where the batsman moves before the ball is delivered - the umpire will NOT signal a wide ball in either of the following conditions –
 - If the bowler bowls a ball sufficiently wide on either side of the wicket to make it impossible for the striker, standing in his normal guard position, to play a normal cricket stroke, the umpire at the bowler's end shall call and signal "wide ball".
 - In cases where the batsman moves before the ball is delivered - the umpire will NOT signal a wide ball in either of the following conditions –
3. The batsman has moved laterally towards the off side before the ball is delivered, In this case, the off-side marker will be deemed to have also moved. The umpire will have to extrapolate the likely distance to make the wide calls. Please note that this is for substantial movement, not just taking an off-stump guard.
4. The batsman moves away towards the leg side, but cannot reach the ball but the ball is still within the wide marker on the off-side.
 - The leg side wide is defined by the ball passing the batsman outside the leg stump without making any contact with the bat or body of the batsman. However, a wide will NOT be called in either of the following conditions –
5. If the ball passes between the batsman and the stumps, then a wide will NOT be called.
6. If the ball passes through the legs of the batsman.
7. If the ball passes over any part of stumps but behind the batsman.
 - If the bowler bowls a first short-pitched ball which passes, or would have passed, above the head of the batsman standing upright at the crease, the leg umpire shall call and signal "wide ball". It also includes warning. Any subsequent ball within over shall be counted as NO-BALL.
 - Any byes that result from a wide ball are to be scored as wides.
 - Runs scored off wide balls shall be added to the one bonus run, which is automatic with such deliveries.
 - Pitching outside the mat: Ball pitched outside the width of the pitch on either side of the wicket will be called a WIDE, irrespective of any consequences once the ball is bowled. Please see details below:
1. A ball that is pitched outside the width of the pitch be a dead ball or dismissed ball.

2. No runs, , can be added to the WIDE that is called when the ball is pitched outside the width of the pitch.

NOTE: in case a batsman plays a shot on a ball that is pitched outside the pitch dimension it will be considered a fair delivery and runs can be scored on that delivery as we as the batsman can even get out on that delivery.

- The orientation of batting namely the leg (on) and off side of the batsman is determined by the stance of the batsman before the delivery stride of the bowler begins and wides are determined accordingly.
- **Switch Hits:** A switch hit is defined as the case wherein the batsman changes his grip and orientation after the ball comes into play.
 1. The moment the batsman attempts a switch hit, both sides of the wicket will be treated as the off-side for the purposes of calling a wide.
 2. This is not applicable to a reverse hit/sweep wherein the batsman has not changed his grip to match the opposite orientation.

FIELDING RULES

GENERAL FIELDING RULES

1. Wicket-Keeper is the only fielder allowed to wear gloves and (external) leg guards, in addition to any protective gear worn under their clothing. All other fielders cannot use gloves or any part of their clothing to field the ball. If they wilfully use any part of their clothing to field the ball, they will be penalized 5 penalty runs to the opposition.
2. If the batsman intentionally obstructs fielder while fielding the ball, taking a catch or trying to run out the batsman then the umpire will signal the batsman as out. The umpires will decide whether the obstructing the field was intentional or unintentional.
3. All fielders should be inside the boundary when the bowler starts their run-up.
4. All fielders in the ground will not make any kind of noise or inappropriate gesture after bowler starts their run-up.
5. Any significant movement by any fielder after the ball comes into play, and before the ball reaches the striker, is unfair and either umpire shall call and signal Dead ball. Fielders in the outfield can move in a straight line towards the wicket - lateral movement is deemed unfair and would result in a dead ball.
6. If a fielder throws any part of his clothing (such as a cap) at the ball to stop/divert the ball, it would be deemed as unfair play and five penalty runs would be awarded in addition to runs earned by the batsman.

FIELDERS POSITIONING

1. A maximum of 5 players are allowed on batsman's leg side of the pitch, while there is no limit on batsman's offside.

- **Fielders positioning during Powerplay:** There should be 7 fielders inside the inner circle during the Powerplay overs or only 2 players outside the inner circle.
2. **Fielders Positioning during the Non-Powerplay Overs:** During the Non- Powerplay overs, there should be a minimum of 4 players inside the inner circle excluding the wicket keeper and bowler.
 3. **Umpires missing calling out no-balls on Field Position violations and restrictions**
 4. If the fielding formation violation was missed and the ball was completed, then –
 - That ball can be declared a no-ball post-facto until the bowler gets into his delivery stride for the next ball. Batting team can draw umpires’ attention toward violation to this rule by fielding team.
 - The rules regarding no-ball dismissals automatically apply for the ball that was deemed a no-ball post-facto. Additionally, run-outs that involved any of the fielders who contributed to the illegal formation will also be reversed. This also means run-outs effected by other fielders, batsman obstructing the fielder and hitting the ball twice will still be deemed out.
 - The playing teams can report umpires who miss the call a second time in the same game. This could lead to warnings to the umpires.

RUN-OUTS & STUMPINGS

1. Mankading out: The non-striker can be judged run out by the umpire if the bowler intentionally hits the non-striker’s wickets before releasing the ball in order to attempt to run out the non-striker as long as he has not completed his delivery swing. Note the following restrictions and implications of the action –
 - One team warning before mankading results in a run-out
 - The umpire will only issue a warning to the team on the first occurrence of either
 - a. explicitly noticing a batsman stepping out of the crease before the ball is delivered or
 - b. a successful mankading incident executed by the fielding team.
 - The warning is only to be issued by the umpire and it is applicable to the entire team. The run-out law comes into effect from that point onwards for that inning.
 - Please note that the fielding team must not pressurize the umpire to issue a warning in the absence of a successful mankading effort.
 - The umpire will only issue a warning if he believes that the non-striker has stepped out of the crease before the delivery swing.
 - Bowlers attempting run-outs after running through without delivering the ball: If both feet of the bowler have crossed the popping crease without delivering the ball, the delivery is deemed dead immediately. The non-striker cannot be run-out in such situations.

- Bowlers stopping in mid-delivery action without delivering the ball: A bowler who fails to deliver the ball for a third time after entering into his bowling stride is subject to a warning. From that point onwards the said bowler can no longer run-out [mankad] a non-striker who has stepped out of the crease at the time of delivery.
 - Whether the attempt is successful or not, the ball shall not count as one of the over. If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal Dead ball.
2. A batsman can be adjudged run-out on a No Ball or a Wide ball in addition to legal deliveries.
 3. A batsman can be adjudged stumped on a Wide ball in additional to legal deliveries.
 4. If the ball hits a batsman's body, but not the bat, he can only be adjudged out stumped by the wicket-keeper. The batsman cannot be adjudged out via run out in such a case.
 5. It will be deemed a run out when the batsman has not reached the crease and ball hits the stumps and bails fall off even if the stumps had moved from their original position (but bails were still on the stumps).

WICKET-KEEPING

1. Only the wicket keeper is allowed to wear gloves of any kind.
2. The wicket keeper is allowed to collect the ball which did not touch either the bat or body parts of the batsman only after passing the wickets. If the ball has touched the bat or the body of the batsman then wicket keeper can collect the ball anytime.
3. The fielding team can change the wicket keeper at any time during the innings. The fielding team captain is expected to let the umpire know of the change.
4. The wicket keeper is NOT obligated to forewarn the batsman or umpire if moving in closer to the stumps if he moves before the bowler takes the run-up. Any movement by the wicketkeeper towards the wicket after the bowler starts his run-up is considered significant and shall be called dead ball by either umpire.
5. If the wicket-keeper throws any part of his clothing (such as a cap or gloves) at the ball in order to stop/divert, it would be deemed as unfair play and five penalty runs would be awarded in addition to runs earned by the batsman.

BOUNDARY

1. If the ball rolls over the boundary line (marker) then it is considered as "Four".
2. If the ball is inside the boundary line and any part of the fielder's body is touching/outside the boundary line and at the same time if the fielder touches the ball, it is considered as "Four".
3. If the ball directly bounces over the boundary line (marker) it is considered as "Six".
4. If the ball directly touches the boundary line (marker) it is considered as "Six".

5. If the fielder catches the ball and touching or over the boundary line (marker) it is considered as "Six".
6. If the ball rolls over and touches any non-moving object which is inside the boundary line it is considered as "Four". (Example: Water bottle, Helmet etc.)

THE GAME/MATCH

DELAY OF GAME

For all APL games, teams are required to complete each over within 5 minutes. If a team fails to complete its scheduled overs in given time (not including break during innings) will be penalized as per the APL Rules.

POWER PLAY

1. There will be a total of 6 overs of power play per innings. And all 6 power play overs will be the first 6 overs of the innings.
2. Fielders positioning during Powerplay: There can be only 2 fielders outside the inner circle during the Powerplay overs.
3. Fielding position after Powerplay: There should be at least four fielders inside the inner circle after the power play excluding the wicket keeper and bowler.
4. The field should adhere to the afore-mentioned power play fielding restrictions when the ball comes into play, which is when the bowler starts his run-up. Failing which the umpire will call a no-ball.

BREAK BETWEEN INNINGS

1. Breaks between innings shall not exceed 20 minutes. However, both captains may agree to make them shorter but the final decision should always be of the umpires.
2. Each drink break shall be exactly 5 minutes and may not exceed 1 per innings. Umpires must offer breaks to both teams at similar intervals in both innings. In the event a team refuses to take its break as offered by the umpire, it may not request another one before the next scheduled break.
3. Drink intervals shall not be taken if both captains agree to forego a drinks interval, or if an innings has been reduced to fewer than qualified overs because of unfavorable weather conditions.

RESULT

1. A result can only be achieved if both teams have had the opportunity of batting for at least 10 overs, unless the team batting second has scored more runs than its opponents or has achieved its target score as hereinafter defined.
2. Save as hereinafter provided a match shall be won by the team which has scored the most runs.
3. Where a team batting second does not have the opportunity of batting the same number of overs as the team batting first due to time being lost after the commencement of their batting, the result shall be determined by the Duckworth Lewis method. The Duckworth Lewis calculator is easily available online.

TIED GAMES

During the entire tournament, for tied games, super over will be played to decide the result. And if even there is a tie during the super over we will have a bowl-out for five bowls and even if there is a tie we will have a sudden death in bowl-out.

SUPER OVER

1. The super over starts approximately five minutes after the regular time of the match is completed.
2. Three batsmen and one bowler for each team need to decide before start of Super over.
3. Each team must play with same playing 11 that played in the tied game.
4. Team batting second in regular match bats first in super over.
5. Loss of two wickets ends super over innings for a team.
6. Each team will get to bat 1 over (6 Balls).
7. The team that scores the most number of runs will be declared as winner.

AWARDING POINTS

1. For the league games, winning team gets 2 points. Losing team gets 0 points.
2. In the event of washed out game 1 point will be awarded to each team.
3. By the end of the league phase games, if there is a tie between two or more teams in a pool, the net run rate will be used to decide the rankings (net run rate calculator is easily available online).
4. If in case there is tie in net run rate , the team that won during their face off will be considered ahead.

PLAYOFFS QUALIFICATION

1. Team rank will be based on awarded points during the season.

2. In case of same points awarded to more than two teams, their Net Run Rate will be considered.
3. In case of same points awarded to two teams only, their match result will be decision factor.

FORFEITURES / WALKOVERS

1. **Match won on Forfeitures:** All points shall be awarded to the winning team.
2. **Ineligible Players:** Any team, which uses an ineligible player, shall automatically forfeit the game and is subject to other fines and penalties.

POST-MATCH ACTIVITIES

SCORECARD VALIDATION

Team Admins must make sure that the scorecards are completely filled out before the teams leave the field. If not, they should seek to ensure that the playing team captains complete the scorecards before leaving the venue.

BRIEF SCORECARD REPORTING

The winning team must report the brief scores right after the game. This is applicable for all games at any stage in any tournament. Please note that the brief scores should include the toss result, scores of both the teams, Man of the Match and any details of good performances from the match.

RAIN AFFECTED SCENARIOS

RAIN FORECAST & TIME LOST

If rain is predicted over the weekend including Friday OR if it is drizzling during the early morning of match day OR it has rained heavily during the days before the match

day thereby making the ground conditions unplayable, then the following steps must be taken.

Someone from the APL Committee should call both captains and the designated umpires before the match and agree to (a) either reschedule the match to a later time but no later than an hour from the originally scheduled time OR play the game on reserve days.

NUMBER OF OVERS PER BOWLER

In a 20 overs match, no bowler may bowl more than 4 overs in an innings. However, in a match where the start has been delayed and the innings of both teams are reduced prior to the commencement of the match to less than 20 overs, no bowler may bowl more than one fifth of the total overs allowed. Where the total overs are not divisible by 5, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance.

- In a 10 over match, 5 bowlers may bowl a maximum of 2 overs each.
- In an 11 over match, 1 bowler may bowl a maximum of 3 overs and others no other more than 2 overs.
- In a 12 over match, 2 bowlers may bowl a maximum of 3 overs and others no other more than 2 overs.
- In a 13 over match, 3 bowlers may bowl a maximum of 3 overs and others no other more than 2 overs.
- In a 14 over match, 4 bowlers may bowl a maximum of 3 overs and others no other more than 2 overs.
- In a 15 over match, 5 bowlers may bowl a maximum of 3 overs.
- In a 16 over match, 1 bowler may bowl a maximum of 4 overs and others no other more than 3 overs.
- In a 17 over match, 2 bowlers may bowl a maximum of 4 overs and others no other more than 3 overs
- In an 18 over match, 3 bowlers may bowl a maximum of 4 overs and others no other more than 3 overs.
- In a 19 over match, 4 bowlers may bowl a maximum of 4 overs and others no other more than 3 overs.

INTERRUPTED MATCHES

There are occasions when the matches get interrupted. The causes could be bad weather or for that matter any external event over which the teams have not control. In all such situations, the expectation is that both teams make a very conscious effort to play out the match, as long as it is deemed safe for the players.

RESCHEDULING MATCHES

3. During the tournament, reserve days have been allocated and APL will make every effort to reschedule the matches normally during the buffer weekend(s).
4. APL, however reserves the right to have teams play on both days of the weekend, if required, to complete a tournament.

MAN OF THE MATCH

Using all information available and further observation of the score sheet, the umpires should nominate a single player as the man of the match.

The final call rests with the umpires and is to be done before the teams leave the field.

Teams are requested to avoid lobbying for any specific player(s).

Please note that it is not binding that the man of the match has to be from the winning team. There are some cases wherein players from the losing team merit the Man of the Match award on the strength of their individual performances although it may not have resulted in a win.

WARNINGS

1. There are some occasions where teams and players are formally warned for contravening rules or expected behavioral patterns. Teams are expected to treat these seriously and convey these to the players who have caused this warning to be issued.
2. Apl committee will notify the league about the warnings issued to teams and players.

MISCELLANEOUS

TOURNAMENT FEE:

Match Fee of Rs. 100/player (15 players per team) will be collected from each team for each of the APL Committe. Match fee is non-refundable under any circumstances.

LIABILITY

Every player is self liable and liable to their own club for any injuries during/before/after the match. Apl committee will provide every support available for basic first aid and reaching the associated hospital in case of so. But from there onwards every liability is of the players club admin and his family.

DISCLAIMER

The APL Cricket Rules provided in this document are by no means exhaustive. This document is intended to serve as guidelines for the APL tournament and Leagues.

APPENDIX – A: GUIDELINES FOR UMPIRES

1. Be on the ground on time and please introduce yourself to the other umpire.
2. Meet the captains and make sure the teams introduce each other.
3. Discuss expectations with the team captains and make sure that the captains of both teams understand the rules.

4. Have access to a digital copy of the APL Rule Book.
5. Review the rules before the game.
6. Time to time, identify the scorer from the batting teams.
7. Try to be the best judge and make decisions based on APL by-laws. Keep your cool even in the face of pressure from the players. Remember that you can give formal warnings to the players and teams for bad behavior.
8. If you have already given 2 warnings to specific players, the 3rd instance is an automatic expulsion from the game. You can enforce it.
9. Be consistent in all your decisions, particularly while calling wides and no-balls.
10. If not sure about a rule, consult the other umpire and/or refer to rules document
11. If the umpires feel a bowler is throwing/chucking, then he should follow the laws of no-ball for illegal arm action. Umpires should have proper understanding of what does and does not constitute chucking. Avoid being unfair to bowler as chucking is a serious allegation due to lack of knowledge.
12. Monitor on-field conflicts and resolve it by talking to the 2 captains in a setting away from other players. Only the captains can get into a discussion with the umpire(s) during conflicts. Ask all other players to move away during such discussions.
13. When in doubt, verify the boundary length (against one of the cones), pitch length, crease length(s) etc. are per the rules.

APPENDIX – C: PITCH

THE PITCH

1. The pitch length should be exactly 66 feet between the wickets.
2. The bowling crease is drawn in line with the stumps on both sides (although we only bowl at one end).