

TEENAGE PREMIER LEAGUE RULES & REGULATIONS

Basic

- Each game will be limited to 15 overs, 6 balls per over, & the first 5 overs would be power play overs.
- Teams can have 15 players in the team, but only 11 of them can bat or bowl
- A red tennis ball will be used for the matches.
- At any given time maximum of 11 players can field.
- Pitch length will be 22 yards

Format

Four matches would be played in a day

- 7:30AM – 9:30 AM
- 10:00AM – 12:00 Noon
- 12:30PM – 2:30PM
- 3:00 PM – 5: 00PM

1. Games will be played at A.M.JAIN COLLEGE, MEENAMBAKKAM, CHENNAI.
2. The exact position of the pitch and the boundaries will be set before each game depending on the ground conditions. The two captains will agree to this before the start of play. Bowling will take place from only one end.
3. All matches are slated to start by there schedules given by the Tournament organizer.
4. All teams are expected to be familiar with the rules outlined in this announcement.
5. Teams are encouraged to decide the color of their shirts and register the same with the organizers; the shirt colors should not match with that of ball which is Red/Orange.

B. Match timings and Punctuality

1. Teams not reporting in time will be disqualified and their opponents will get a bye and 2 points.
2. Both captains have to be present for the toss at 15 minutes before the schedule time. If the captain is not available, that team will forfeit the toss. The first ball of the match should be bowled at scheduled time.
3. All teams are expected to be prompt and ready to play. Any deliberate delay in the start of a game will result in the guilty team being penalized overs or, ultimately, disqualification from the competition. In this case the other team will get the winning points.
4. Coin toss will be completed off the field, and both teams will be fully prepared to take the field as soon as the field is available.
5. Teams completing a game are expected to exit the field in an orderly and efficient manner.
6. All team members should be present before the match on the field. The game will not be held up due to the absence of any player of either side.
7. Any side not ready to take the field (or an incomplete team) will forfeit, or must take the field with 'player(s) short'.
8. All matches are slated to start at given by the Tournament organizer.
9. It is expected of all teams to finish one innings in 55 minutes this will allow time to set up the pitch and boundary markers. It takes minimum of 10 minutes to setup the ground.

C. Penalty for taking the field late

1. In case one team is not able to take the field due to players arriving late then they would have to play with lesser overs or would have to forfeit the match.

Match Rules

2. We recommend that the waiting captain inform the umpire about the other team being late and ask him to implement this punctuality rule. The umpire should implement the rule as strictly as possible. To implement the rule, the umpire should make sure that 1 team is ready and the other team is not ready to take the field and accordingly penalize the team being late. The umpires present after considering the situations would take the decision. Once the umpires have taken a decision, the team captains should make sure that they follow it gracefully. If a captain thinks that the umpire is not implementing the rule properly, the captain should immediately consult the Umpiring and Appeals committee and request the committee to discuss the scenario with the umpire.

D. General Rules

1. LBWs: However to discourage deliberate padding a batsman will be judged OUT if he stopped the ball with his body without making any effort to play the ball with his bat in front of the stumps.
2. The organizers are not responsible for providing any cricketing gear.
3. Transfer of players between teams is not allowed unless otherwise approved by the Scheduling Committee.
4. There should be one wicket keeper behind the wickets at all times.
5. Decisions by the umpires on the field of play are final. Any player showing unreasonable dissent in the opinion of the umpires/adjudicator shall be disqualified from further play in the tournament following due and fair warning from the said officials. A player involved in the physical & verbal abuse of umpire/other players will be disqualified from the game immediately, and the team will not be allowed to field a substitute in his place. The cricket committee will however take an appropriate action/penalty of his actions.
6. Any conspicuous movement by a fielder once the bowler starts in his bowling stride to the instant that the ball is delivered is prohibited. The umpire will have the discretion in what is meant by conspicuous.
7. Fielders and bowlers also are prohibited from shouting anything from the instant the bowler starts the bowling stride to the instant the ball is either played or crosses the normal batting position of the batsmen.
8. Also note that in the case of run-outs and stumping, a batsman is considered to be out of his ground unless a part of his bat or body is grounded inside the crease. Thus, if the body or the bat is grounded on the crease line, but not inside, the batsman is "out".
9. No technologies will be used in the matches. If there will be any doubts in making of decision, the decision will be given in favor of batsman.

E. Umpires and Umpiring Duties

1. Neutral umpires will adjudicate each game.
2. They are the final authority during the game. Their decisions are final.
3. They will remain impartial at all times on the field.
4. They will keep track of the number of overs during which a fielder has left the field (for whatever reason) – applies mostly to bowlers.
5. Will keep time of all breaks, and notify the captains as to when to resume.
6. They should file a complaint about any indecent behavior by a player or a team on the field to the proper committee.
7. Umpires should check the pitch and the ground to see if it meets the basic requirements as in the ground standards. He should check the suitability of outfield for play when it rains. Checks the condition of the ball and decides on replacement.
8. Umpires decision will be final. However umpires are encouraged to consult the leg umpire for any doubtful decisions. He can consult with the leg umpire or can decide himself to reverse his decision if he thinks he was wrong. His priority is to give the right decision.

F. Captain's Responsibilities

1. One player from each team will act as Captain for the duration of the competition.
2. They should be conversant and proficient with the laws of cricket.
3. They should control the behavior of all his team players. (Conduct of his team.)
4. Acting on their behalf in the case of disputes
5. They should respect the umpire's opinions and decisions.
6. They will be responsible for going over the rules and regulations with their players. They should encourage the bowlers to bowl with the standard bowling action
7. Captain of a team can retire his batsman only at the end of an over unless the batsman is really hurt
8. It's the captain's responsibility to make sure that the players know the rules of the tournament.

G. Bowling Quota

1. All the matches will be of maximum 15 overs.
2. Each Bowler can bowl a maximum of 3 overs per match.
3. An under Arm/throw bowl will be declared NO-Ball
4. Every bowling side will get a new ball at the beginning of the innings.
5. Tampering the ball is prohibited and umpires could raise an objection if the team is found tampering with the ball.
6. The balls that should be used are the cricket balls being given from the organizer.

H. Other Rules:

1. A super over will decide a match in case a tie. A Super Over will have 6 balls. Toss will be used to decide the batting & field side. Maximum 2 wickets will be allowed for batting side. Single bowler will be used for bowling side. The side having the highest score after the completion of the Super Over wins the game. Then again the scores are level in the Super Over, the maximum 6's hit team will be declared as winner.
2. The scorer will score independently and keep tallying at the end of every over. If the teams are interested in any other statistics, they should keep track of those themselves. The teams cannot however influence the score kept by the official scorer.
3. Captains have to sign off on the final score sheet.

I. Innings Break

1. There will be a 10 minute turnaround time between innings
2. All the players should be available and ready to take the field as soon as possible.

J. Rain/Washouts/Bad Weather/Bad Light

1. There will no rescheduling of the league matches. Both teams will share the winning points.
2. If it has rained the previous night or is raining, the umpires and the captains deem play is possible, then a reduced overs match will be played that day on the decision of the umpires in consultation with the captain. Minimum over's to be played are 5 to be counted as a legal match.
3. However, note that several other situations and complications may arise. Sometimes, the captains of both teams can reach a unanimous decision after discussion with each other that is different from what is dictated above.
4. Whatever happens, the final decision, after consultation with the playing captains, will be made by the organizers. Interference, of other teams will not be entertained.
5. If there is no chance of play that day the match can be rescheduled later. The scheduling committee, after consulting with the captains and umpires would decide about whether the match should be re-scheduled depending upon a number of factors. The final decision about rescheduling would be taken by the Scheduling Committee.

K. Code of Conduct/ Discipline

1. Everyone involved should follow the rules and regulations of appropriate conduct on the field.
2. As far as the cricketing code of conduct is concerned; the teams are here to have fun and to sigh a bit of relief during the holidays. So we expect to see a sense of camaraderie and sportsmanship. Sledging is strictly prohibited. But the difference between encouraging one's own teammate and sledging can sometimes get unclear. Under such circumstances, the umpire will have the say in deciding what a tolerable limit is. If the umpires find things exceeding the limit, they might recommend expulsion of player(s) or disqualification of the team. The final decision will lie with the disciplinary committee.
3. We encourage the participating teams to play in line with the laws and spirit of the game.
4. We strongly discourage any physical or verbal (direct or implied) attack by a player(s) against: A) The umpire B) Other cricketers C) The stumps, ball or other Cricket gear D) Spectators
5. Unruly and un-sportsman like behavior will not be tolerated. Guilty players will be ejected. If the player refuses to leave the field, the team will be penalized with forfeiture of the match. No substitutes will be allowed for the ejected player.
6. Determination of what constitutes unruly or unsportsmanlike behavior will be based on the umpire and disciplinary committee combined opinion.
7. Players abusing or threatening either umpires or opponent team members will be suspended for 1 or more matches.
8. It's the duty of the captain to maintain discipline and decorum on the field.

M. Prizes/Awards

1. The organizers will decide the prizes.
2. The TPL Championship Trophy will be awarded to the winning team.
3. Awards will also be presented to each player of the Winning team and the Runners up team.
4. Awards will also be presented to the Best knock of the tournament, Best spell of the tournament and the Most electrifying fielder of the tournament.
5. Man of the Match award will be presented

N. Ground Standards to be followed for conducting a match

1. The pitch should be 22 yards.
2. Boundaries should be marked clearly either with flags or cones.
3. Batting/ Bowling crease should be a full bat plus the handle of the bat.

O. Final Note

All teams participating must sign a waiver indicating that any damaged caused to the Ground property or neighboring personal property of any one while not playing is their responsibility and that Teenage Premier League will not be held responsible for that. All teams and their players must abide by the rules and regulations of the Park they are playing in; like no alcoholic drinks, no public indecent exposure etc.

The Tournament Committee reserves the right to amend the Rules at any time if it considers such action to be in the best interests of the competition. Committee holds the right to cancel any team for mis-conduct (money not refundable)

THE ORGANIZERS WOULD LIKE TO SEE THE TEAMS RESPECT THE RULES AND PARTICIPATE IN THE TRUE SPIRIT OF SPORTSMANSHIP.