KAVYADHARA PREMIER LEAGUE

KPL SEASON 4 · OFFICIAL RULES

Disclaimer · General · Ground · Batting · Bowling · Fielding

MEN'S TEAMS

MANDAR MAVERICKS · RAHUL RANGERS · AJAY AVENGERS · SURESH SPARTANS · NIRAJ NOMADS · BHUSHAN BLINDERS

WOMEN'S TEAMS

SUPA STRIKAS · SOUMYA STARLINGS · KAVYA ROYALS

01 DISCLAIMER

7 RULES

1.1 Play in good spirit

Commentary will be light and fun, with match updates all through. Please do not take it seriously or personally. This league is for our fun and peace of mind. Play fair, respect the game, and enjoy. May the best team win.

1.2 Play at your own risk

Cricket is a physical sport. Every player takes part at their own risk.

1.3 Ground markings

All zones and lines (boundary, V, one D, two D, bowling box, no ball lines, fielding lines) will be properly marked, based on measurements, on the ground before the games. The pictures in this document are for reference only.

1.4 Sportsman spirit

All players must keep good sportsman spirit, on and off the field.

1.5 Close calls and disputes

For any close call or dispute, only these people decide: the on-field umpires, the organiser/commentator and the two captains.

1.6 Final decision

The umpire's or organiser's decision is final.

1.7 Penalty for misconduct

If a player breaks a rule on purpose, or argues with the umpire or organiser, their team gets an immediate penalty of minus 5 runs.

02 GENERAL

9 RULES

2.1 Squad

Each team plays its matches with 9 players.

- One team has 10 players from the auction. In that team, the extra player must play at least 50% of the team's matches.

2.2 Teams and players

A team can play with a minimum of six players. If a team has fewer than six, the other team wins. Players cannot be exchanged between teams, and there is no spot registration.

2.3 Match format

League matches are six overs. Teams chase the full total.

- Playoff matches are seven overs. One bowler can bowl two overs, or the captain can bring in a seventh bowler.

2.4 Super over

If the scores are tied, the match is decided by a super over.

- Before the super over, each team must tell the umpire up to three batters and one bowler.

2.5 Points table

If teams are level on points in a group, net run rate decides, as calculated on the CricHeroes app.

2.6 Match ball

A new ball will be provided for every innings of every match.

- The ball will not be changed for any other reason, except if the ball is lost during play.

2.7 Score updates

The commentator will announce the score at regular intervals during every match.

2.8 No last man batting

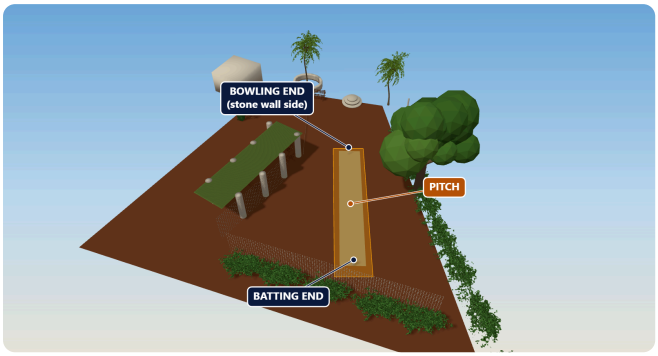
There is no last man batting. When the second last wicket falls, the innings is over.

2.9 Changing the bowler or batter

The captain can change the bowler only until the first ball of the over is bowled. After that, the bowler is locked for the whole over. The same applies to a batter: once a batter has faced a ball, they cannot be replaced.

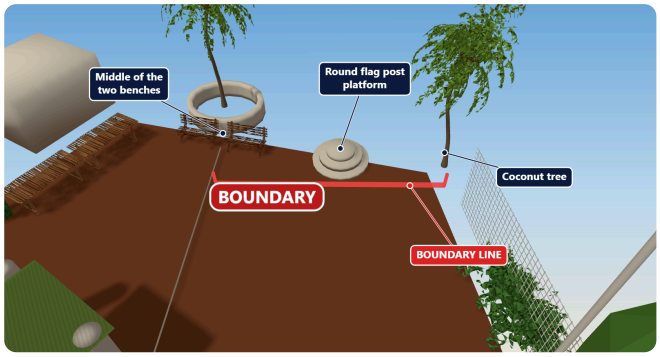
3.1 Ground layout

Batting is from the building end. Bowling is towards the stone wall end.



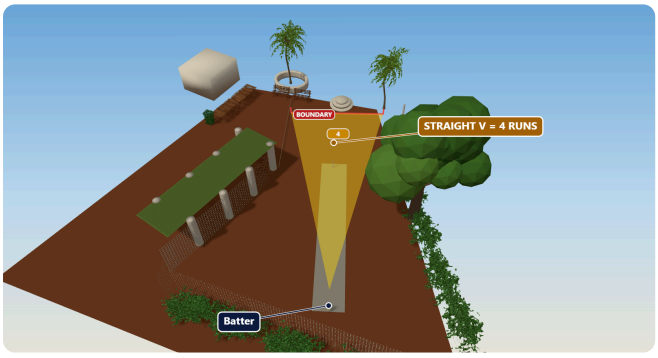
3.2 Boundary line

The boundary line runs just in front of the round flag post platform, from the middle point between the two benches to the coconut tree.



3.3 Straight V: four runs

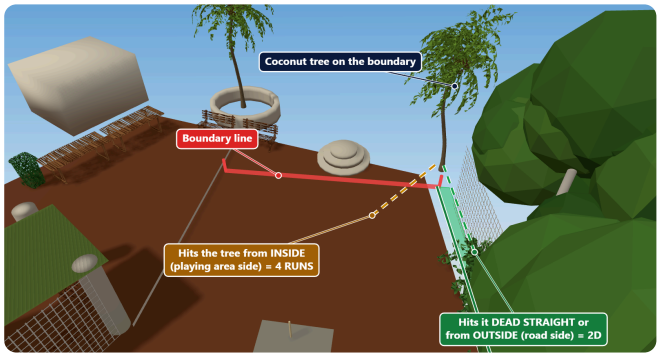
A straight shot inside the V, towards the stone wall end, that reaches the boundary line is four runs.



3.4 Coconut tree on the boundary

The coconut tree stands just beyond the right end of the boundary line.

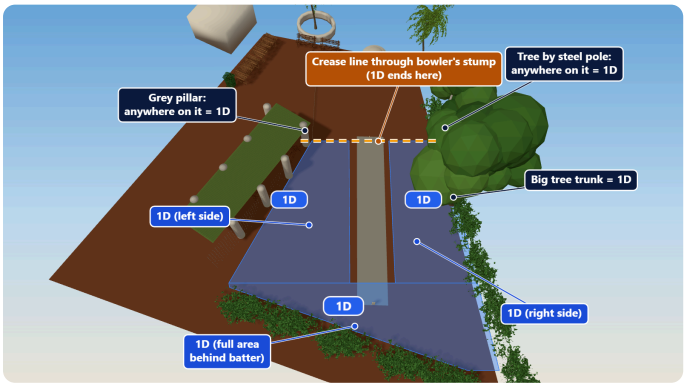
- If the ball hits the tree from the inside (coming from the playing area, after crossing the boundary line): 4 runs.
- If the ball hits the tree dead straight, or from the outside (road side): two D.

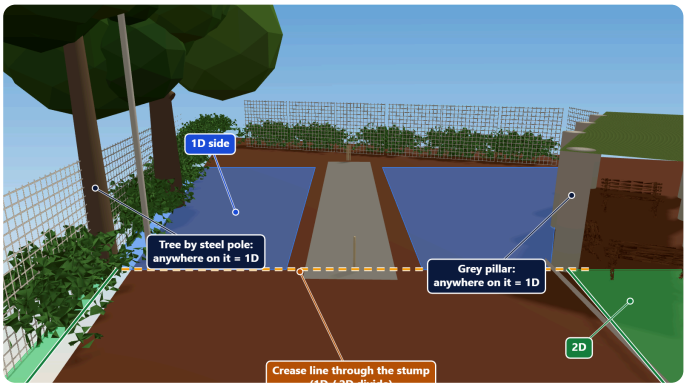


3.5 One D zones

One D is the full area on both sides from the batting end up to the crease line through the bowler's stump, plus the full area behind the batter.

- This crease line runs across the bowling box through the bowler's stump, from the grey pillar on one side to the tree beside the steel pole on the other.
- A ball that hits anywhere on the grey pillar, the tree beside the steel pole, or the big tree trunk is one D.

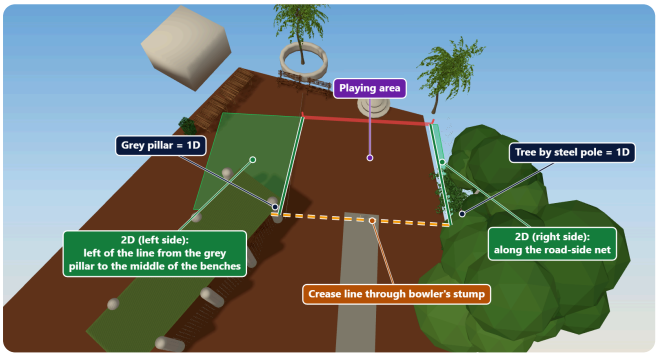




3.6 Two D zones

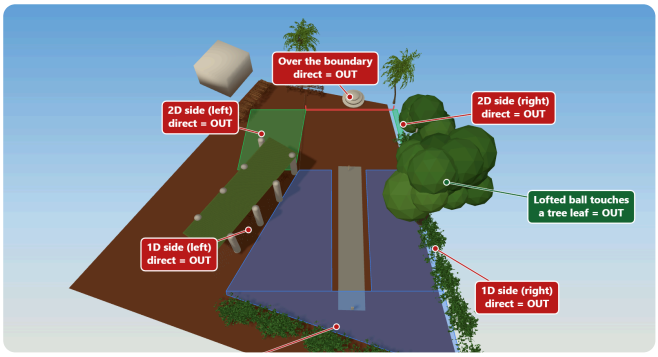
Beyond the crease line through the bowler's stump, the playing area is the box between two 2D lines:

- Left: the line from the grey pillar to the middle of the two benches. The area to the left of this line is two D.
- Right: the line from the tree beside the steel pole to the coconut tree, along the road-side net. The area outside this line is two D.
- The grey pillar and the tree beside the steel pole are not two D. A ball that hits them is one D.



3.7 Box out (everywhere), tree leaf and deflections

- Box out applies everywhere. If the ball goes directly (without bouncing) out of the ground, or hits any net directly, it is OUT, on whichever side it goes: the 1D side, the 2D side, behind the batter, or over the boundary.
- If a lofted ball in the air touches a tree leaf, it is OUT, because without the tree it would have gone out of the ground.
- If a tap shot or a bouncing ball hits the tree and is deflected:
  - Scenario 1: it falls back into the playing area. The ball is in play, and the batters can run.
  - Scenario 2: it goes into the one D or two D zone. The batting team gets those runs.
- Runs are confirmed only when the ball crosses the marked zone. The same applies at the boundary.



04 BATTING

5 RULES

4.1 Running between the wickets

Batters can run between the wickets whenever the bat hits the ball, whether it is a proper shot or just a gentle placement.

4.2 Touch and run

Touch and run is allowed anywhere.

4.3 Overthrows and byes

Overthrow runs are allowed and count for the batting team. Byes also count.

4.4 Ways to get out

A batter can be out in these ways:

- Bowled
- Box out (ball goes directly out of the ground or hits a net; see Ground rules)
- Caught
- Run out, by a direct hit or with the ball in a fielder's hand
- Stumped
- Obstruction: if a fielder throws the ball and the batter blocks or obstructs it, the batter is out, whether or not the throw would have hit the stumps.

4.5 Scoring at a glance

- Straight V to the boundary, or the ball hitting the coconut tree from the inside: 4 runs.
- One D zone: 1 run.
- Two D zone: 2 runs.
- Ball hits a net directly, goes straight out of the ground, or a lofted ball touches a tree leaf: OUT.
- Full details and pictures are in Section 3 (Ground).

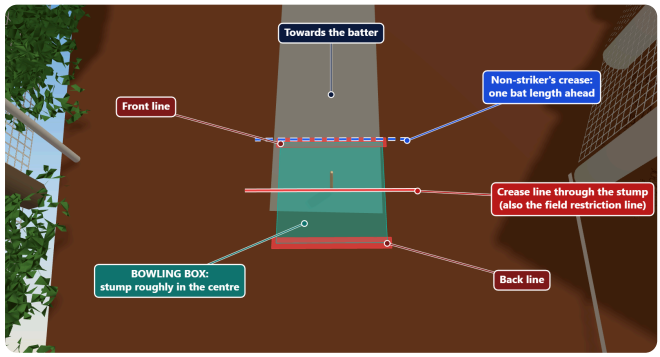
05 BOWLING

7 RULES

5.1 Bowling box

The bowler must bowl from inside the bowling box. No run-up is allowed. Leg lift is allowed, and fast bowling is allowed.

- The box is marked at the bowler's end with the stump roughly in its centre.
- A crease line runs across the box through the stump. This same line is the field restriction line (see Fielding).
- The non-striker's crease is one bat length ahead of the stump line, towards the batter.
- Taking a run-up, bowling from outside the box, or touching any line of the box while bowling is a no ball.

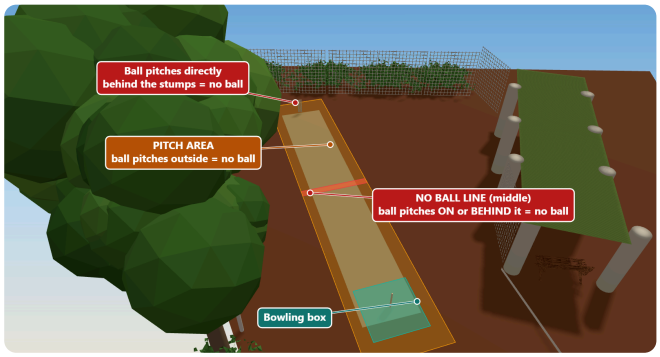


5.2 No ball

It is a no ball if:

1. the bowler bowls a full toss above the batter's waist;
2. the ball pitches outside the pitch area;
3. the ball pitches directly behind the batter's stumps;
4. the ball pitches on or behind the no ball line (middle line);
5. the bowler does not tell the umpire the bowling side before bowling, or changes side without telling;
6. the batter steps out to hit and the full toss is above head height (up to head height is a legal ball);
7. any fielder stands straight in line with the stumps, for example at the boundary directly in front of the stumps;
8. the field restriction is broken (see Fielding);
9. the bowler takes a run-up, or does not bowl from inside the box;
10. the bowler touches any line of the box while bowling.

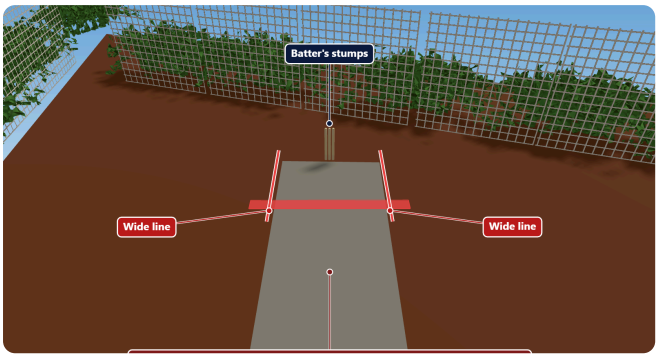
Also a no ball: side arm bowling, and a keeper change not told to the umpire.



5.3 Wide

Wide lines are marked at an equal distance on the left and right of the batter's stumps.

- A ball that passes on or outside a wide line is a wide (a ball on the line is also a wide).



5.4 Side arm is not allowed

Side arm bowling is not allowed. It is judged at the release of the ball: the ball must be released from above the waist. Side arm is a no ball.

5.5 Tell the umpire your side

Tell the umpire your bowling side before the over starts. You cannot change sides in the middle of the over without telling the umpire, and after a no ball is called the bowler cannot change sides.

5.6 Runs and wickets on a wide or no ball

- A wide or a no ball gives 1 run to the batting team, and the ball is bowled again.
- On a no ball, box out and run out still apply. On a wide, stumping applies.
- If a wicket falls on a wide or a no ball, that ball is counted, and the extra run is still given.
- There is no free hit.

5.7 One over per bowler

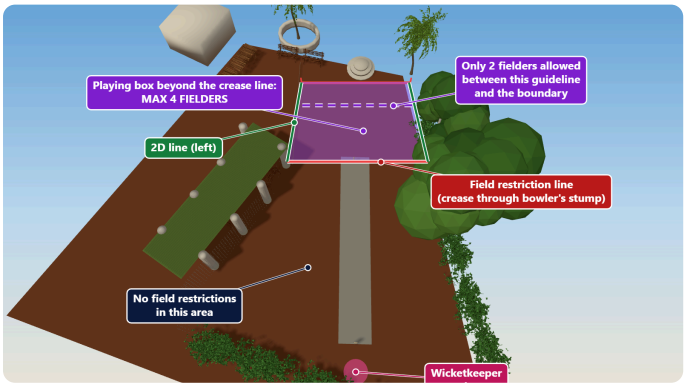
A match is six overs, and every over must be bowled by a different bowler. In the playoffs it is seven overs: one bowler can bowl a second over, or the captain can bring in a seventh bowler.

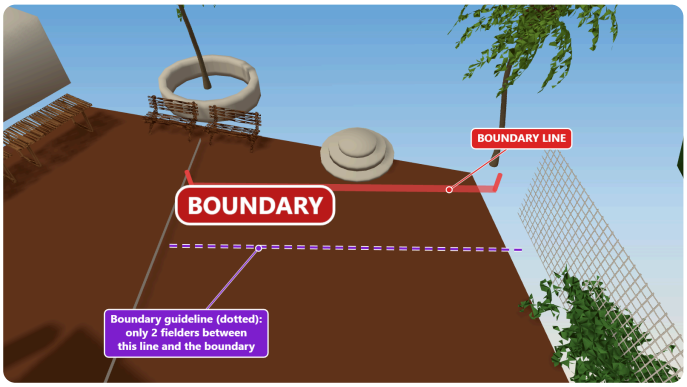
06 FIELDING

4 RULES

6.1 Field restrictions

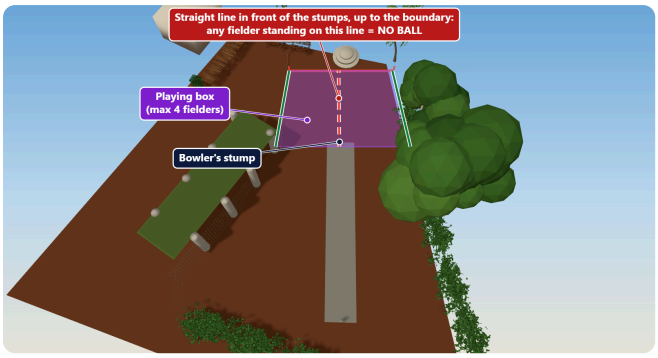
- The field restriction line is the crease line through the bowler's stump (see the Bowling box rule).
- Between the batter and this line: no field restrictions.
- Beyond this line, fielders stand in the playing box between the two 2D lines (left: grey pillar to the middle of the benches; right: tree by the steel pole to the coconut tree).
- A maximum of 4 fielders are allowed beyond the line. Of these 4, only 2 are allowed on the boundary, that is, between the dotted guideline and the boundary line. The guideline will be marked on the ground.
- If this is not followed, the umpire calls a no ball.





6.2 Fielder in line with the stumps

If any of the fielders stands straight in line with the stumps (for example at the boundary, directly in front of the stumps), it is a no ball.



6.3 Innings time limit (important)

Each innings must finish within 15 minutes.

- If the fielding team delays the game on purpose, the umpire can decide to bring one of the 4 fielders from beyond the field restriction line inside the line for the rest of the innings.

6.4 Wicketkeeper mandatory

Every team must have one wicketkeeper for the whole innings. If the keeper has to bowl an over, the team must tell the umpire about the keeper change, or it is a no ball.

Note **Women's matches:** All rules apply to women's matches too, with some flexibility allowed only for them.

All teams must remember to play with good spirit and respect the game. This league is for our fun and, most importantly, our peace of mind.

MAY THE BEST TEAM WIN · ENJOY · ALL THE BEST!