



**NPL-6 - Rules and Regulations - For Men's Tournament**

Rule	Particulars
1.	Samajjans of Shree Navgam Visanagar Vanik Samaj (SNVVS), and spouse & children of daughter of SNVVS married outside SNVVS having age of 15 years & above will be allowed to participate.
2.	It is a <b>Season (Leather Ball) Cricket Tournament</b> – with White Ball.
3.	Participant shall submit Online Participation Form on <a href="http://www.snvsamaj.in">www.snvsamaj.in</a> and / or SNVVS Mobile App "SNV SAMAJ" and Donate online Non-Refundable amount of Rs.2,500/-.
4.	There are total 6 teams.
5.	Each Team will consist of 14 players plus 2 playing owners. Every team owners will be allowed to have one icon player of their choice in their respective team. Team Owners need to inform to NPL board their choice of icon player atleast 10 days prior to auction. Icon player will be the part of 14 player's squad. Icon Player has to play all the matches.
6.	Maximum 3 joint owners will be allowed in the team. Any 2 out of 3 owners can play in NPL. Name of 2 playing owners has to be given 10 days before auction. In particular match only 1 owner will be allowed to play. There is No Need for Owner to fill the participant form. In auction owners & Icon can only sit on the table for the auction process.
7.	Team (Squad) will be picked up by Owners through Auction process.
8.	Owner should strictly see that every (14) player play atleast 1 game in the tournament compulsorily and it is Owner's moral responsibility to see that every player gets chance either to bat or ball.
9.	NPL Board may allocate buffer players to each Team. Team owners will have to pick the players from buffer if 1 or more player from their squad is unable to play in the match / tournament for any genuine reason. Then onwards Buffer players will be part of team squad. Buffer players will practice with respective teams to which they have been allocated. However this facility will not be allowed for



	upcoming players (As Specified in <b>Annexure A</b> ).
10.	Batting side needs to change atleast one (1) opener in every league match. This means all teams needs to use atleast 4 openers, whereby teams can keep 1 opener unchanged and keep other opener changing during all 3 league matches. This rule will not be applicable in Semi-Final and Final Match.
11.	Game will be maximum of <b>10 over's</b> and at least 5 bowlers should be used for bowling and one bowler will get maximum 2 over's. This rule will be applicable throughout tournament.
12.	<b>Power Play Rule:</b> a) There will be total 3 over's Power play in each inning. b) Batting & Bowling side will have 1 power play over each. c) 2nd over of the inning will be compulsory power play over where in 2 fielder will be allowed outside 30 yard circle. d) Batting power play can be taken during any over upto 8th over, where in 3 fielders will be allowed outside 30 yard circle. Batting side can also opt for 1st over as power play if they wish. e) Bowling side can take power play only from 3rd upto 8th over, where in 3 fielders will be allowed outside 30 yard circle. Bowling power can not take in 1st over. f) If bowling and batting power play is not taken upto 6th over than 7th and 8th over will become power play over's by default wherein 3 fielders will be allowed outside 30 yard circle. g) 9th and 10th over's cannot be power play over's at all. h) This rule is applicable for all the matches of tournament.
13.	All Participants have to be present on specified time on the selection process /nets/ practice matches and all the event days. Every player should have minimum 60% attendance in Nets. If any complain is received from owner about the player attendance, NPL Board has right to disallow the player from playing NPL-6 (2019) tournament or any match(s) or as may be decided.
14.	Teams should report on the ground before 1:30 hour of their match.
15.	Each inning should be completed within 50 minutes else penalty will be levied in terms of reduction in over's or run's as decided by Match Referee.



16.	In case the points of the teams are equal, Net Run Rate ( <b>Calculation as per Annexure B</b> ) will decide the Qualifiers.
17.	In case of Tie, there will be Super Over and New Toss will be done for Super Over. In case if super over ends in tie, then match winner decision will be based on maximum six, then maximum four, minimum wickets and last toss. There will be no field restriction in Super Over.
18.	After every no ball (all no balls) free hit will be declared. In case if a batsman on the strike is the same then the fielding changes will Not be allowed. If the non-striker batsmen come on strike during that no ball then field change is allowed.
19.	It is compulsory to wear Abdomen Guard and Helmet during the nets and all the matches. Helmet will be also compulsory for wicketkeeper doing short keeping.
20.	Only NPL cap to be worn during the match / presentation.
21.	Umpire decision shall be final. If any player misbehaves, uses bad words or involved in any wrong doing, then strict disciplinary action shall be taken.
22.	All the matches of tournament will be played in accordance with Mumbai cricket association rules effective on the day of tournament. Match referee & Umpires will be supreme authority to decide on each and every matter during the match.
23.	Income from Advertisement on team's dress / cap will be that of the Owner.
24.	Draw for matches shall be done on auction day and match schedule will be also announced on the same day.
25.	NPL Board reserves all right to change any and every rules and NPL Board decision will be final.



**Annexure A**

**Specifications related to "Upcoming Star Category"**

Rule	Particulars
1	In NPL-4 (2014) New Category of Upcoming Stars was introduced for players between 15-20 years Age (20 years age will be considered as on date of submission of application form).
2	Each team shall consist of minimum 2 Upcoming Star category player.
3	It is compulsory for team to have 2 upcoming stars in the playing squad and it is compulsory for team to make them <b>play and perform (Bat\Bowl)</b> in all League matches. This rule will not apply for Qualifying round or final match.
4	Every team will submit before match whether Upcoming Star is batsman or bowler or All rounder. Team need to inform NPL Board in advance in case if upcoming star category player is not available for the match for any genuine reason, to be decided by NPL Board and that too after meeting the concern upcoming start player. Last minute request would not be accepted, failing to which the team will have to play with only 10 players.
5	In case if both the players are Batsman than 1 player needs to be in batting order in 1st four place and 2nd batsman in 5 to 8th place. In case 1st three batsman plays till last ball of the inning than the rule does not apply for any of the 2 batsmen and same way if the inning ends before first 7 places than the rule does not apply for 2nd batsman.
6	In case both the players are Bowlers then minimum 1 over should be bowled by both bowlers. One bowler must be used in 1st five (5) over's, In case opponent team is bowled out or completes the target before 5 over's than rule does not apply and other bowler can be used in last 6 to 10 over's. In case opponent team gets all out or completes the target before 10 over's than the rule for 2nd player do not apply. Captain may use both the bowlers in first 5 over's also.
7	In case if 1 player is bowler and another is batsman than batsman has to be used in first 4 places. In case first 3 players completes the over or target the rule does not apply. In case of bowler, bowler must be used within first 5 over's. In case if opponent team bowled out or completes the target with in 4 over's than the rule does not apply.
8	In case player is all-rounder then he has to fulfill criteria Either of batsmen or that of bowler as per above points.
9	In case of Wicket Keeper wicket keeping for minimum 5 over's will be treated as performance.



**Annexure B**

**Net Run Rate Calculation Method**

1. In a first inning team score 100 runs in 10 over's with run rate of 10.00 per over and the opponent team score 80 runs in 10 over's with run rate of 8.00 per over than the net run rate for the winning team will be +2.00 (10.00-8.00) and -2.00 (8.00-10.00) for the losing team.
2. In a first inning team score 100 runs in 10 over's with run rate of 10.00 per over and the opponent team score 100 runs in 8 over's with run rate of 12.50 per over than the net run rate for the winning team will be +2.50 (12.5-10.00) and -2.50 (10.00-12.50) for the losing team.
3. If any team is all out before the 10 over's then run rate will be calculate total runs divide by 10 over's. (e.g. Team score 70/10 in 7.3 over's than his run rate will be total runs divide by 10 over's ie.70 runs/10 over's =7.00 run per over).
4. In a first inning team score 120 runs in 10 over's with run rate of 12.00 per over and the opponent team score 120 runs in 7.2 over's with run rate of 16.37 per over (ie.120/7.33) than the net runrate for the winning team will be +4.37 (16.37-12.00) and -4.37 (12.00-16.37) for the losing team.
5. Run rate = total runs of the team divide by total over's.
6. Net run rate is the difference of run rate in the match between the two teams.
7. In case chasing team chase the target of 120 in 8.2 over's than the 8.2 over's will be consider as 8.3333 over's and run rate of the team is 120 divide by 8.3333 that is 14.4 run per over.
8. 1 ball will be considered as 0.16666 over.