



## **Peel Premier League Rules and Regulations**

A copy of these guidelines is also available on the PPL's official website at: <http://www.ppltoronto.com/>.

**Document Revision History**

<b>Date of Revision</b>	<b>Sectio Revised</b>	<b>Notes</b>
April 26, 2025	NA	Issued to team
April 29 <sup>th</sup> 2025	Rules and Regulations & Player registration	Rule number 14, 21 Player registration Rule 2 & 3



## RULES AND REGULATIONS

Below are the Rules and Regulations defined by the PPL management for the PPL league games.

### A - General

1. Play games with RESPECT and sportsman spirit with each other i.e. your team, opponent team and umpire.
2. All Team Captains will be responsible for the actions of their players while involved in all league activities and the captain will have to make sure that all the player(s) are in sober conditions at the start or the play or during the play.
3. All players must respect the decisions of the umpires assigned to the game and Umpires' decisions will be FINAL.
5. Players, scorers, and team members WILL NOT USE ANY ABUSIVE, OBSCENE LANGUAGE WHATSOEVER. All players will face disciplinary action in the event of non- adherence to umpires' decisions or showing dissent to umpire's decision.
6. Time is of Essence. Each team is required to be present at the assigned playground 15 minutes prior to the scheduled commencement of the respective match and follow province issued protocol while entering and exiting ground.
7. Individual players may be penalized for infraction of league and games rules and regulations. Penalty will be decided by PPL management.
8. Players must wear the uniforms same Jersey or of similar color for all team members. Uniform is not required for pants/trousers. No other league jerseys are allowed. No shorts are allowed. Please be advised to wear proper shoes. Steel spikes and Sandals/slippers are not allowed. (Please refer to Team Uniform section).
9. All the fees paid (partial or full) are NON-REFUNDABLE.
10. Players are not allowed to consume any alcohol or drugs before or during the game or before the game or cannot play under influence of alcohol or drugs or any such products.
11. Team captains are responsible for making sure that the entire 11 player's name is updated in the scoring app at the time of TOSS and paper sheet at the beginning of the game. (please refer to player registration section for further information).
12. Both the teams and ground should be ready for play 15 minutes before start time. (please refer team's responsibility section)
13. Toss to be done by both the captains and Umpires (if available) 10 minutes before the match start time. Minimum of seven (7) players from each team have to present on ground to constitute a team.
14. Any player(s) arriving late after 8 overs of the game is completed that player will not be allowed to participate in the game in any capacity. It is captains responsibility to inform umpire when his team player has arrived at the ground.
15. In case, one team has not arrived 10 minutes before start time, the present team will be declared winner of Toss.
16. After winning the toss, toss winning captain should decide right away whether to bowl or bat.
17. Batting team must write scores properly and accurately on scoring app. Please email to management for any technical help prior to match.
18. Match Timings as per schedule A.
19. Each team will bring spring stumps for the game and the home team will be responsible for setting up ground i.e. having mats putting mat and take out mat if its end of the day game where its

applicable.

19. Violation of any of the above rules will get penalty decided by PPL Committee
20. In case scoring app has technical issue, paper scoring must be done properly and at the end of the game winning team should submit it to [pplt16cricket@gmail.com](mailto:pplt16cricket@gmail.com) with signature of losing captain and umpire.
21. Each captain will sign and provide a paper copy of team roster before the game to the umpire. The captain is responsible for checking team players and their eligibility.

## **B - Cricket Rules**

**All ICC rules are applied for the games. There are few exceptions to the ICC rules as listed below.**

1. All League and playoffs matches will be 16 overs a side. Unless instructed by PPL MGMT
2. All bowling must be overhand (underhand/ throwing of the ball is not allowed). Refer to section C for further clarification.
3. There is no LBW (Leg Before Wicket) rule for the PPL games.
4. All League and playoffs matches (16 overs per side) only one bowler can bowl maximum 4 overs and other can bowl maximum 3 overs.
5. Only captains can seek clarification for umpire's decisions. Excessive appealing and challenging Umpire's decision can be reported by umpire or opposition team for PPL management to review. Actions will be taken against players or captain if found in breach of PPL rules.
6. Players harassing the umpires or being disruptive to the game will be warned once in conjunction with their captain. If said player(s) or another player(s) from the same team repeats the behavior, then that player (player of second offence) will be asked sit out for the said game. PPL committee reserves the right to remove such a player from rest of the tournament depending upon the nature of harassment or disruption or offence. No substitution will be allowed.
7. A batsman who is retired hurt may return later in the innings after fall of any wicket. Umpire can validate if the spirit of game is maintained during retiring hurt of the player. Umpire will have the final say in such situation.
8. If the bowler sits/rest outside during the game and return, he will not be allowed to bowl for the same number of overs he was being rested outside the ground.
9. No Runners are allowed for injured players.
10. No more than 5 fielders allowed on leg side at any time (excluding bowler and wicket Keeper). The fielding captain is responsible, and the umpire will call no ball without notice.
11. First 5 overs will be called Batting Powerplay. Only 2 players are allowed outside inner circle during the powerplay overs.
12. Bowlers allowed the width of the matting to deliver the ball. Bowlers can also deliver the ball from behind the bowling crease.
13. Ball pitched outside the width of the matting/turf will be called No-Ball and a Free hit will be awarded.
14. The bails has to be dislodged from the stumps in order to be called out for Bowled, Stumping and Run outs. In case both bails are not on stumps complete removal of stump is required to be called OUT for runout or stumping.
15. If the match is delayed due to any reason, overs will be reduced in order to finish the match in time. The overs will be reduced based on the time lost and 4 minutes = 1 over. **(See Sch. B for more information)**
16. If team is not ready with spring stumps, and Home team has not made the ground ready on time will result in loss of the overs for the team **(See Sch. B for more information)**
17. In case of rain washed out matches, it will be no play and both the teams get 1 point each. In case of rain interruption, the winner will be declared based on RR method, subject to minimum of 8 overs completed in both the innings E.g. 1<sup>st</sup> inning fully completed, second inning was bowled less than 8 overs, then that will be a washed-out match. In case of 1 inning fully completed and second inning finished 8 overs and it starts rain and match cannot be played then the result will be declared based on run rate(or D/L), higher run rate will be winner. RR method E.g. 1<sup>st</sup> inning scored 160 in 16 overs (RR of 10 an over), team batting 2<sup>nd</sup> must score 81 in 8 overs (RR of more than 10 an over) to win the game.
18. Reduced over match will be based on the match timing only.
19. Winner of the game will get 2 points, Washed out games will give ea. team 1 point. Tied game will get a winner based on the super over. In case if super over is tied or not possible winner will be decided on most number of wickets taken, if same then most runs scored off the bat (without extra), if same then points will be shared and ea. team will get 1 point. In playoffs, if super over is tied or not possible winner will be decided on most number of wickets taken, if same then most runs scored off the bat (without extra), if same then

- higher seeded team of the game will proceed, if same then league NRR will be considered.
20. Ground Earningscliffe B due to trees within the ground following rule is specific for Ground B: if ball hits/touches the tree including leaf and branches directly without bounce it will be considered a 6 and if ball bounces at least 1 time before it hits/touches the tree including leaf and branches it will be considered a 4.
21. In case if the match is cancelled it is captains' responsibility to send team for cancelled game to PPL within the 2:00 hrs of the schedule game beginning time.

### **C – Illegal bowling action/Chucking:**

PPL acknowledges this issue and strongly condemns throw balling/chucking in PPL. The biggest challenge is the implementation and enforcing the rule and correctly identifying illegal delivery. Considering ICC have a month's long procedure to correctly evaluate any bowler legal/illegal with high end Bio Tech labs to measure degree of flex in bowler's arm.

Considering limited resources availability and time constraints, PPL have developed their own guideline for illegal action. Since we do not have any means or method to enforce 15-degree flex of elbow rule in PPL Tournament.

PPL has decided to move "Burden of Proof" on batting side to provide evidence for illegal action by the Bowler. So, to be consistent and fair to batsmen and bowler see below for steps of reporting suspicious action and time frame within which team should expect to have action/decision by PPL.

The batting team will be allowed to have one appeal for the entire game. But if appeal is successful, it won't be counted as used and they can again appeal against any bowler during the game. Once a unsuccessful appeal is made then the batting team won't have any more appeal left.

#### **Procedure:**

Please follow below procedure for appealing against illegal action against the bowler.

Appeals against illegal bowling action will be executed in two formats:

- During game
- After game.

#### **During the Game:**

Once batting team flags particular delivery/bowler for the suspicious/illegal action, batting team will capture the video of the bowler and show immediately to the on field neutral umpire after the said delivery is completed. Once the next delivery is bowled batting team cannot use their on-filed appeal. Only the leg umpire or the batting team captain will reach out to the main umpire with the appeal. In no circumstances be on-field discussion between leg umpire and batting team will be entertained. Video of the bowling action can be recorded by the leg umpire or any other member of the batting team (standing outside ground boundary). If on-field umpire have sufficient evidence and umpire is absolutely certain that delivery was illegal. Following penalties will and step will be taken:

- Delivery will be called as NO-Ball;

- Free Hit will be provided; and
- One warning will be given to Bowler.

If same bowler is found guilty by on field umpire in that case following steps will be taken:

- Delivery will be called NO-Ball.
- Free Hit will be provided.
- 5 penalty runs will be awarded to batting team; and
- Bowler will not be allowed to bowl further in the game.

### **After the Game:**

The batting and bowling team will have an option to formally lodge review request to PPL and initiate "Panel Review" by emailing video to the PPL. Where all umpires will review the action independently and provide their judgment for the action.

The batting team can submit up to 4 different videos per bowler after the game no later than 24hrs of the ending the game as part of their after the game appeal to umpire panel review.

In this panel review umpire will review following:

- On filed umpire's decision about particular delivery in which was called as "Illegal delivery". If the umpiring panel could not find sufficient evidence to overturn on field umpire's decision in that case bowler will be banned to bowl further in the tournament.
- Review submitted request video by batting team and take a decision. If a bowler is found with illegal bowling action bowler will be banned from bowling in tournament.

### **D – Player Registrations:**

1. Player registration is the responsibility of team captains. You are required to add players to the team on the app before the start of the game.
2. The captain should register all players per the PPL issued date. After that registration of the players will be closed.
3. Once the league starts any new registration of the player should be completed by Thursday 5:00 pm for players to be added for weekend games. If a player is not registered timely, he will not be allowed to play games on weekends. Its captains responsibility to email PPL for new player registration with all the required registration information.
4. There is no limit on the addition of the players to the team roaster.
5. Violation of this will be subject to penalties.
6. All players' recent photo should be legible, face of the player should be clearly seen. No full body photo or side poses is allowed.
7. The full name of the player should be uploaded for registration.
8. Player will not be allowed to play if registration especially photo is not shown on website correctly.
9. Below is an example of registration with a clearly visible face and name.
10. Before the game both captains should provide team registration before the game.



11. Below is an example of a registration photo with full body which is **not acceptable**.





## **E – Playoff requirements:**

Player must have played minimum of 30% of the games to be eligible to play in playoff games. Violation of this rule will subject to direct disqualification from the season and possible ban from joining next year's edition of PPL.

## **F– Team League fee Structure:**

Fees will be broken as below:

- League fees of \$ 975
  - Umpires' fees is responsibility of PPL for all league and playoff games.

## **G– Team Registration and League Standings:**

Team Registration:

- For all new teams there is a team registration fee of \$200. If team misses and they decides to skip a year without any timely prior communication to PPL. That team will be considered a new team if they decide to join PPL for later seasons and must pay new team registration fees. Also team will be lose their division standing in the league and go back to the lower division when they decide to join the league again.
- PPL invite new teams on "first come first basis". PPL uses **ONLY** their official email address for considering team requests.

## **I – League Format:**

6 Divisions as following: Elite, Premier, Division 1, Division 2, Division 3, Division 4

Each division will have 10 teams

The top 8 team from each group will qualify for Playoffs.

Below is the league format for 2025 edition.

Top 2 teams from the league stages from Each division except Elite got the promotion for the next year PPL League. Bottom 2 teams from each division except Division 4 got demoted. All standing is based on the League game standing not PLAYOFF's standings.

Detailed Playoff schedule will be provided at the later stage of the tournament.

## **I– Penalties:**

PPL provides a platform for fair competitive cricket. We encourage diversity of players in the league. To provide this platform for the entire season and betterment of league and players. We have to enforce penalties to teams and player who violates PPL rules and regulations. PPL have created a sub-committee to review any infringements of any rules or complaints. Penalties can vary from demerit point(s) during league games to removal of player for game/tournament. In extreme cases we have disqualified team also for not adhering to PPL rules and regulations.



## **COMMUNICATION PROTOCOL**

All communication will be done by official email:

**Pplt16cricket@gmail.com**



Send all your questions and requests to the above email. Any question or request sent via other means or call being made to any PPL committee member(s) will not be considered official and will not be entertained by PPL. All decisions will be communicated to the team by email provided by each team during registration. It is the team's responsibility to track and follow emails sent by PPL.

Any email(s) sent by any captain(s) after the game will be entertained or will be act upon only when the committee finds it necessary.

## **CODE OF CONDUCT**

Each and every participant of PPL need to follow certain minimum level of code of conduct during the PPL games and when present at the ground vicinity during the games of PPL.

### **A – Use of Alcohol or drugs or any such substance :**

1. Consumption of alcohol or drugs or any such substance during the duration of the PPL rented premises is strictly prohibited.
2. PPL encourages a family-friendly atmosphere for all our games. Keeping that in mind anybody associated with PPL in player/umpire capacity will not be allowed to consume alcohol or drugs or any such substance around the periphery of the ground where game is played and visible by umpire.
3. Any person associated with PPL can take pictures/video and escalate to PPL committee for review and action.

Also make a note that PPL does not have any jurisdiction outside PPL rented premises to control consumption of alcohol or drugs or any such substance.

At PPL we still believe cricket is a gentlemen's game and we honor and respect fellow players and opposition team members. Any use of abusive language and or action is strongly condemned and appropriate punishment will be given to the player. We put extreme responsibility on the team's captain to make sure his team behaved in professional manner during PPL games.

Use of abusive language or behavior in any form to match official or team members will be strongly dealt with harsh punishment. PPL will be using video recordings and umpires' input to make the call. It's solely on PPL's discretion whether they want to consult other people involved in the said incident.

**ENJOY CRICKET SAFELY**



## **Disclaimer**

*This document is not an exhaustive description of any or all of the PPL's rights at law or in contract. The PPL does not have the resources to provide individual advice to people concerned that their activities may infringe the PPL's rights, but has produced these Guidelines for illustrative purposes. These Guidelines are not intended to be, and are not a substitute for, legal advice. If you think you may have infringed the PPL's rights, or you are proposing to do something that you think may infringe the PPL's rights, the PPL recommends that you seek independent legal advice.*

## Schedule A – Match Timings

Following are the general match timings\*:

Start time	Toss Time	1 <sup>st</sup> Innings	Innings Break	2 <sup>nd</sup> Innings
<b>5 games on a ground timing</b>				
8:00 AM	7:50 AM	8:00 AM to 9:04 AM	9:05 AM to 9:13 AM	9:15 AM to 10:19 AM
10:30 AM	10:20 AM	10:30 AM to 11:34 AM	11:35 AM to 11:43 AM	11:45 AM to 12:49 PM
1:00 PM	12:50 PM	1:00 PM to 2:04 PM	2:05 PM to 2:13 PM	2:15 PM to 3:19 PM
3:30 PM	3:20 PM	3:30 PM to 4:34 PM	4:35 PM to 4:43 PM	4:45 PM to 5:49 PM
6:00 PM	5:50 PM	6:00 PM to 7:04 PM	7:05 PM to 7:13 PM	7:15 PM to 8:19 PM
<b>3 games on a ground timing</b>				
12:00 PM	11:50 AM	12:00 PM to 1:04 PM	1:05 PM to 1:13 PM	1:15 PM to 2:19 PM
2:30 PM	2:20 PM	2:30 PM to 3:34 PM	3:35 PM to 3:43 PM	3:45 PM to 4:49 PM
5:00 PM	4:50 PM	5:00 PM to 6:04 PM	6:05 PM to 6:13 PM	6:15 PM to 7:19 PM

\*Timings shown here are subject to change based on ground conditions and other factors. PPL MGMT and on field umpire can make final call on the day.

## Schedule B – Match Delay

### Delay due to rain:

Delay before start of the game:

Game will be played with reduced overs. Reduction in the overs will be done at 1 over per 4 minutes lost. Game must start at by 1 hour mark into the scheduled game. If not started by 1 hour mark game will be called off.

Delay during 1<sup>st</sup> inning:

1 over will be reduced per 4 minutes lost from both innings. If 1 hour is lost during the 1<sup>st</sup> inning, game will be called off and teams will share the points.

Delay during 2<sup>nd</sup> inning:

1 over will be reduced per 4 minutes lost from 2<sup>nd</sup> innings. New target will be calculated by taking out RR of 1<sup>st</sup> innings multiplied to the number of the overs to be played + 1 run to win. For example, 1<sup>st</sup> innings score was 160 in 16 overs, and due to rain 4 overs are lost the target will be  $10 (160/16) \times 12 (16 - 4 \text{ overs lost}) + 1 = 121$  to win in 12 overs. Game will be considered completed only if minimum of 8 overs is played by Team batting 2<sup>nd</sup>. If 8 overs cannot be completed for 2<sup>nd</sup> innings within the scheduled match end time, then games will be called off.

### Delay due to team showing up late (assuming Team A is late):

Toss will be awarded to Team B (team on time)

#### 1<sup>st</sup> Scenario (Team A comes after 30 minutes into schedule start time of the game):

"Team B" will be awarded the game.

#### 2<sup>nd</sup> Scenario ("Team B" chooses to bat first):

"Team A" will be allowed to bowl till 1 hour 4 minutes into scheduled start time of the game.

**2.1** If "Team A" bowls out "Team B" before cut off time for the innings or starts the last over before 1 hour and 4 minutes into scheduled start time of the game. "Team A" will get full quota of the overs to chase.

**2.2** If "Team A" bowls less than full overs before 1 hour and 4 minutes into scheduled start time of the game, "Team B" will be awarded extra runs as following:  $RR \times \# \text{ of overs remaining}$

E.g.- "Team A" bowls 13 overs out of 16 overs and gives 130 runs (RR 10), "Team B" will be award  $10 (RR) \times 3 (\text{overs remaining}) = 30$ . And "Team A" will have to chase 161 in 13 overs.

**2.3** If 2.2 is applied and "Team B" wastes time, "Team B" will face the penalty of reduction of 1 over per 4 minutes wasted.

E.g.- "Team A" bowls 12 overs out of 16 overs and gives 120 runs (RR 10), "Team B" intentionally wasted time, 1 over will be reduced every 4 minutes. Lets say "Team B" wastes 4 minutes, than "Team B" will be award  $10 (RR) \times 3 (\text{overs remaining} - \text{overs reduced due to wasting time}) = 30$ . And "Team A" will have to chase 151 in 13 overs (12 overs bowled + reduced over due to "Team B" wasting time).

#### 3<sup>rd</sup> Scenario ("Team B" chooses to Field first):

**3.1** "Team A" will get to play reduced number of overs. Overs will be reduced at 1 over per 4 minutes.

E.g.- "Team A" comes after 16 minutes of the start time they will be allowed to play only 12 overs out of 16 (reduced overs by  $16/4 = 4$  overs). "Team B" will be chasing the target in full quote of the overs (16 overs). If "Team A" Scores 120 runs in 12 overs, "Team B" will have to chase 121 in 16 overs.

**3.2** If 3.1 is applied and "Team B" wastes time, "Team B" will face penalty of reduction of overs at 1 over per 4 minutes wasted.

E.g.- "Team A" comes after 16 minutes of the start time they will be allowed to play only 12 overs out of 16 (reduced overs by  $16/4 = 4$  overs). However, "Team B" delays in bowling and bowls only 11 overs, then "Team A" will be award  $10 (RR) \times 1$  (overs allocated after reducing – overs do not bowl due to wasting time) = 10. In this if "Team A" scores 110 runs in 11 overs, "Team B" will have to chase 121 in 15 overs (16 – 1 over)

#### **Team wasting time during the game that started on time:**

##### **1<sup>st</sup> Scenario (Team A batting first wastes time):**

Innings will be stopped at 1hr and 4 minutes after the scheduled time of the play. Overs not bowled due to "Team A" (batting first) wasted time. "Team B" will get full quota of the overs to chase the runs scored by "Team A". For e.g. if Team A scores 150 runs in 15 overs and due to wasting time 1 over was not bowled. "Team B" will have to chase 151 runs in 16 overs.

##### **2<sup>nd</sup> Scenario (Team B Bowling first wastes time):**

Innings will be stopped at 1hr and 4 minutes after the scheduled time of the play. Overs not bowled due to "Team B" (bowling first) wasted time. "Team A" will get extra runs. For e.g. if "Team A" scores 130 runs in 13 overs and due to wasting time 3 overs were not bowled. "Team A" will be awarded  $10(RR) \times 3$  (Overs not bowled) = 30, so "Team B" have to chase 161 runs in 13 overs.

##### **3<sup>rd</sup> Scenario (Team A bowling second wastes time):**

Innings will be stopped at game end time. Overs not bowled due to "Team A" (bowling second) wasted time. "Team B" will be awarded extra runs. For e.g. if "Team B" scored 130/8 runs in 13 overs, they will be award  $10(RR) \times 3$  (overs not bowled)  $\times 2$  (Multiplier table) = 60. For e.g. if "Team B" was chasing 161 runs in 16 overs, in this case "Team B" will win by  $190-160 = 30$  runs.

##### **4<sup>th</sup> Scenario (Team B Batting second wastes time):**

Innings will be stopped at game end time and "Team B" will lose the game. For e.g. if "Team B" was chasing 161 runs in 16 overs but due to wasting time they scored 151/8 runs in 14 overs. "Team B" will lose the game by 9 runs as they wasted the time.

#### **Multiplier table:**

<b>Wickets Fall</b>	<b>Wickets Left</b>	<b>Multiplier</b>
0	10	6
1	9	5
2	8	5
3	7	4
4	6	4
5	5	3
6	4	3
7	3	2
8	2	2
9	1	1

## Statement of Declaration

As a captain I \_\_\_\_\_ have read the rules and regulations and agree that I and my team \_\_\_\_\_ will follow these rules and regulation. I agree violating any of the rules and regulation by me and/or my team may result in strict penalties by PPL Management.

\_\_\_\_\_  
Signature

\_\_\_\_\_  
Date