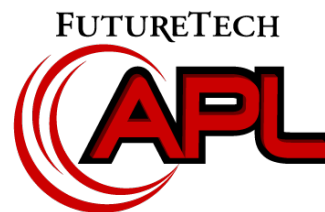


## APL T20 – Match Rules for 2016

- ✚ Playing time is 90 minutes per innings
- ✚ There are no water breaks during the game (see law 15.2. 9)
- ✚ There will be a 10-minute break between innings
- ✚ Teams showing up late will lose the toss and overs will be deducted by using 1 over per 5 minutes the team has been delayed by.
- ✚ Minimum of 9 players must be present before the toss can be made and also for the game to begin.
- ✚ Captain is the only authorized individual to discuss any team matters with umpires before, during and after the match and with regards to match
- ✚ Team Manager cannot involve in any discussions related Match and its outcome based on the official's decisions. Any involvement could lead to ejection of the manager from that field and also from the team activities for the day.
- ✚ Player dropped out from team will not be allowed to play in APL
- ✚ Any player can play directly in League Finals
- ✚ Manager cannot be part of the Team Roster
- ✚ Hold the questions until after the conclusion of the game
- ✚ Any game is dispute (due to weather or any other circumstances) the match referee will decide the result.
- ✚ For all rain delay or affected matches APL Official Duckworth Lewis Calculator: All teams are recommended to have **"Duckworth-Lewis by Tarams Inc"** Calculator
- ✚ Before a match is called off due to rain total waiting period from the start of the game shall be 200 minutes.
- ✚ For rain delays during the match we will subtract from 200 minutes the time elapsed and reduce the number of over by 4 minutes per over. The match umpire with the ground umpires will decide the new numbers of overs that will be played and D/L will determine the new target.
- ✚ The match will only be called off after 180 minutes have elapsed since the game has started.
- ✚ A \$50.00 fine will imposed on the captain of any team that does not complete their bowling allotment within 90 minutes.
- ✚ If any team fails to complete their innings within their allotted time for two games, the captain of that team will suspend for the next game even if that game if the final



- ✚ All teams must be ready and in position to play when the umpire call's time any team that fails to meet this requirement can and will be subject to be penalized.

- ✚ **A Team forfeiting any match for whatever reason will result in dismissal of the team from APL**

#### ✚ **Match Play time**

- 3.5hours for all League Phase matches
  - APL and its officials including umpires will strive their best to ensure the best possible result for every match.
  - On field Umpires & Match referee have the final authority to decide the result of the match, but not limited to shortening the match, applying penalties for delays etc., APL rules apply in all contexts
  - **For Playoffs**, APL will ensure a result is derived, if that means that the day is extended or reschedule to ensure a result subject to the playing conditions and player safety being of the highest priority.

#### ✚ **Match timings**

- ✚ Morning: 09:30AM, with Toss at 9:15AM, Team with no minimum (9) players on the field and late to Toss will result in loss of Toss automatically and all the rules of reduction of overs etc., will be implemented. For all rules, refer to the Rules document
- ✚ Afternoon: 02:30AM, with Toss at 2:15AM, Team with no minimum (9) players on the field and late to Toss will result in loss of Toss automatically and all the rules of reduction of overs etc., will be implemented. For all rules, refer to the Rules document

- ✚ **APL Technical Committee** (*To deliberate and provide guidance during unusual circumstances*):

- Balaji Vardhan – (205) 999 7801
- Radhakrishnan Pallath – (404) 735 1404

- ✚ **APL will reserve the right to substitute an umpire in the event of an emergency with a match referee.**