



JAIPUR CORPORATE CRICKET ASSOCIATION

A Section 8 Company (non-profit) registered under the Companies Act, 2013
CIN: U92410RJ2022NPL082959

Memorandum of Rules for the “Jaipur Corporate Premier League: Season 4”

1. Player Selection Rules

1. Age Categories:

- **Below 23 years:** No player is eligible to play in this category.
- **23-26 Years:** There should be no history of any joining any cricket academy in the past as a player and also no history of professional cricket at any level. It is important to note that only two players of this category can be part of the “Team Squad”.
- **27-34 Years:** Players with an academy or club background are not allowed if they have not attained an age of at least 34 years or have had no academy/club association in the last 5 years.
- **35-39 Years:** All players in this category is allowed except players who have participated in professional tournaments organized by JDCA, RCA, or any other professional cricket association in past and can only join Team squad if they are over 35 years of age. However, State-level and Ranji players are eligible only if they are over 40 years of age.
- **40 Years or above:** It is an open category and there is no restriction upon a player who has attained an age of 40 years.

2. Professional and Academy Players:

- Players recognized/associated by/with JDCA/RCA or any other professional body in the past: 35 years or above
- National- level, State-level and Ranji players: 40 years or above
- Cricket Academy or Professional Club players: No association in last 5 years with any cricket academy or club or have attained a minimum age of 34 years.

3. Finality of Scrutiny:

- The decisions of the Association would be final and the committee/association may exempt any player on the basis that the particular player has played any academy/club match casually without the intention of pursuing cricket as its carrier and that particular player is a core player of any squad. Decisions will be supported by proper reasoning and evidence.
- Any team may raise objection on any player of a particular squad with proper evidence and the committee entrusted by the Association would scrutinize such player.
- No question would be entertained on any player that has been allowed by the Association and have already played any match of the previous JCPL season.

4. Minimum Age:

- The minimum age for players is 23 years. Players under 23 are not allowed to participate.

5. Squad Submission:

- The final date of squad submission is 31st August, 2024.

6. Player Identification:

- The team management must be having the copy of ID card used by the player at the time of registration. It is important to note that the team may be asked to submit I.D. of any player and at the time of non-submission, appropriate action may be taken against the player or the particular team.
- This is the responsibility of the team management to ensure that any player charged with any misconduct by the management or any anti-social element should not be part of a particular squad.

2. Gameplay Rules

1. Innings Timing:

- The toss will take place 20 minutes before the match start time. If a captain or a member of a particular team is absent at toss time, the opposing team will automatically get the option to choose without the toss taking place. The toss of the second match would depend on the conclusion of the first match, the toss of second match must be held within 20 minutes after the completion of first match, otherwise the same rule of first match would be applied.
- If match is delayed (a minimum of 15 minutes as compared to the scheduled time), due to the reason of late arrival of a particular team, that particular team would lose a minimum of 1 over of their inning and another over for a delay of next 5 minutes. Hence, for a delay of first fifteen minutes, one over would be deducted and upon delay of twenty minutes, 2 overs would be deducted.
- The decision of match official on deduction of overs would be final and no objection would be entertained by the Association without a proper and sufficient evidence.

2. Innings Time Limit:

- Teams must complete their innings within the prescribed time of 110 minutes. Failure to do so will result in the deduction of fair play points and the requirement to field an additional player within the 30-yard circle.

3. Breaks between innings or matches:

- There will be a 20-minute break after every innings. Drinks break would only be allowed at the time of change of ends, i.e. after every 5 overs.
- The toss of second match must be held within 20 minutes of the completion of the first match and the next match must start within 30 minutes after the conclusion of first match.

4. Fielding Restrictions:

- Only squad players are allowed to field. No extra fielders would be allowed from outside the squad, however, a team may request opposite team for an extra fielder to be provided by them.

3. Fair Play Rules

1. Match Start Time:

- A maximum of 2 fair play points may be deducted for delays in match start time caused by any team.

2. Innings Completion:

- A maximum of 2 fair play points may be deducted for delays in completing an inning.

3. Dress Code:

- A maximum of 2 fair play points may be deducted if any player fails to adhere to the team dress code.

4. On-Field Conduct:

- A maximum of 2 fair play points may be deducted for misbehavior on the field with the opposition team or player.

5. Umpire Conduct:

- A maximum of 2 fair play points may be deducted for breaches of proper conduct and coordination with the umpires.

6. Other reason: Overall 2 Fair play points would be deducted upon the following reason:

- If any team is found of making payment after the due time.
- If any team is found playing any particular match with less than 11 players.
- If any other reason is found suitable by the match official to deduct fair play point of a particular match.

Note: It is to be noted that if an average of 9 fair play points is not maintained by the team upon completion of the league as per final schedule, a deduction of 2 table points may be made.

4. Other Important Rules

1. Player Addition/Deletion Window:

- The window to add/delete players will open only after the date of Seventh match as per the final schedule. Similarly, the final player window will open after the date of Fourteenth match as per the final schedule.
- There would be only 2 player windows, where any player can be exchanged or added in a team squad.
- A team cannot replace a player, who has already played any match of the league. Hence, only such player can be exchanged, which have not played a single match.

2. Refreshments:

- All the teams are advised to coordinate with the JCCA management for refreshments to have a unified system for each team. However, additional arrangements may be made by the teams.

3. Late Payment:

- Match payments must be made by Tuesday of the next week of the completed match. A late fee of Rs 500 on delay of ground fees and Rs. 100 on delay of umpire fees or any other fees related to match after Tuesday would be applicable.

4. Match Abandonment:

- Both the teams would be given 1-1 point upon abandonment of a match due to reason of weather, however, matches would be rescheduled, if, ground is not available on a scheduled date.
- D/L system would be applied in a match affected by weather condition or any other reason, however, a minimum of 6 over in both innings must be played to apply the D/L rule.
- No scoring will be considered for abandoned or incomplete matches.

5. Use of Helmet is mandatory for a batter at the time of facing the ball, otherwise, the match official would not allow such batter to continue and he would be judged 'Out'.

6. All other rules of International Twenty over cricket would be applicable on all the matches of this league.