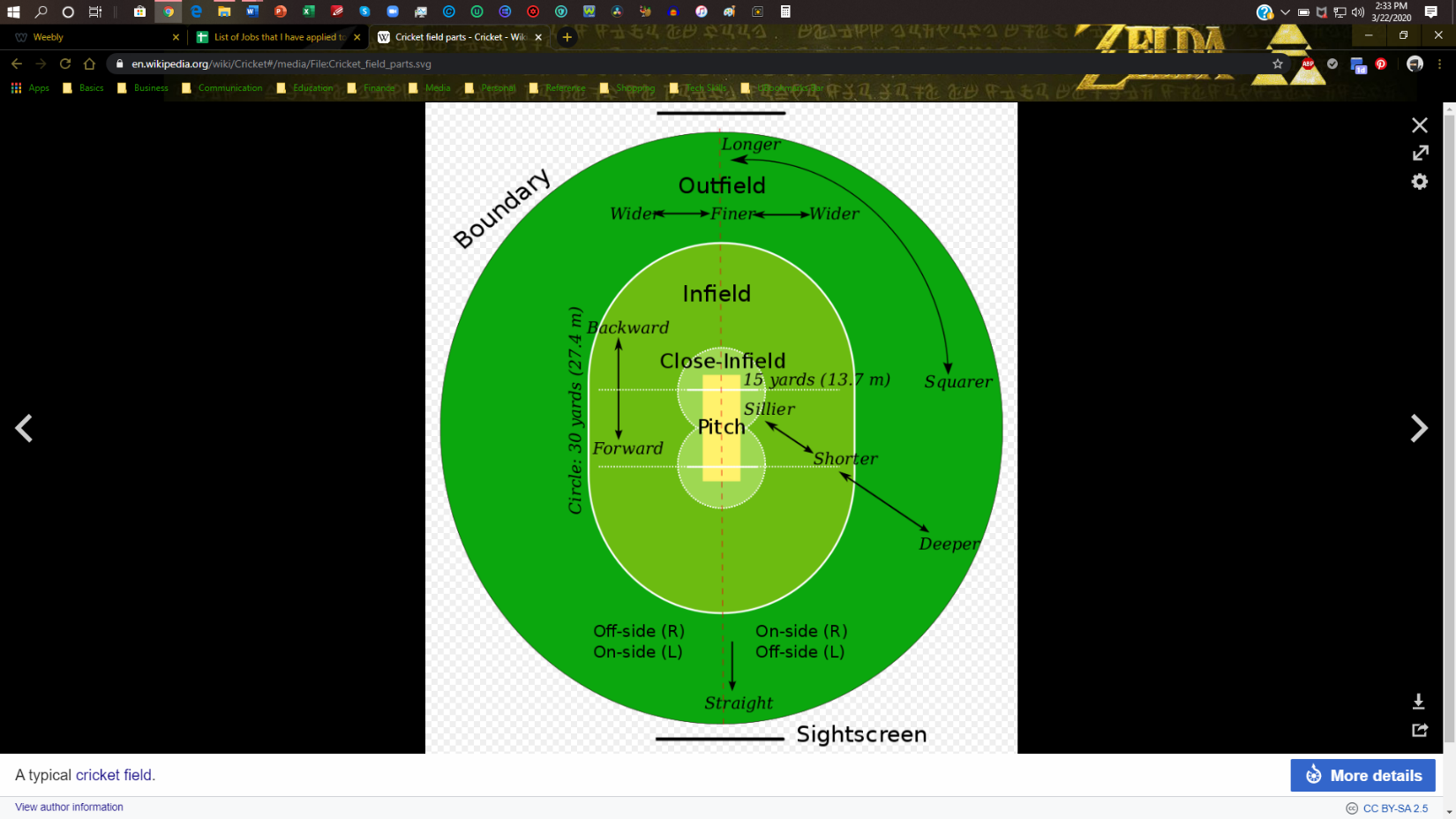
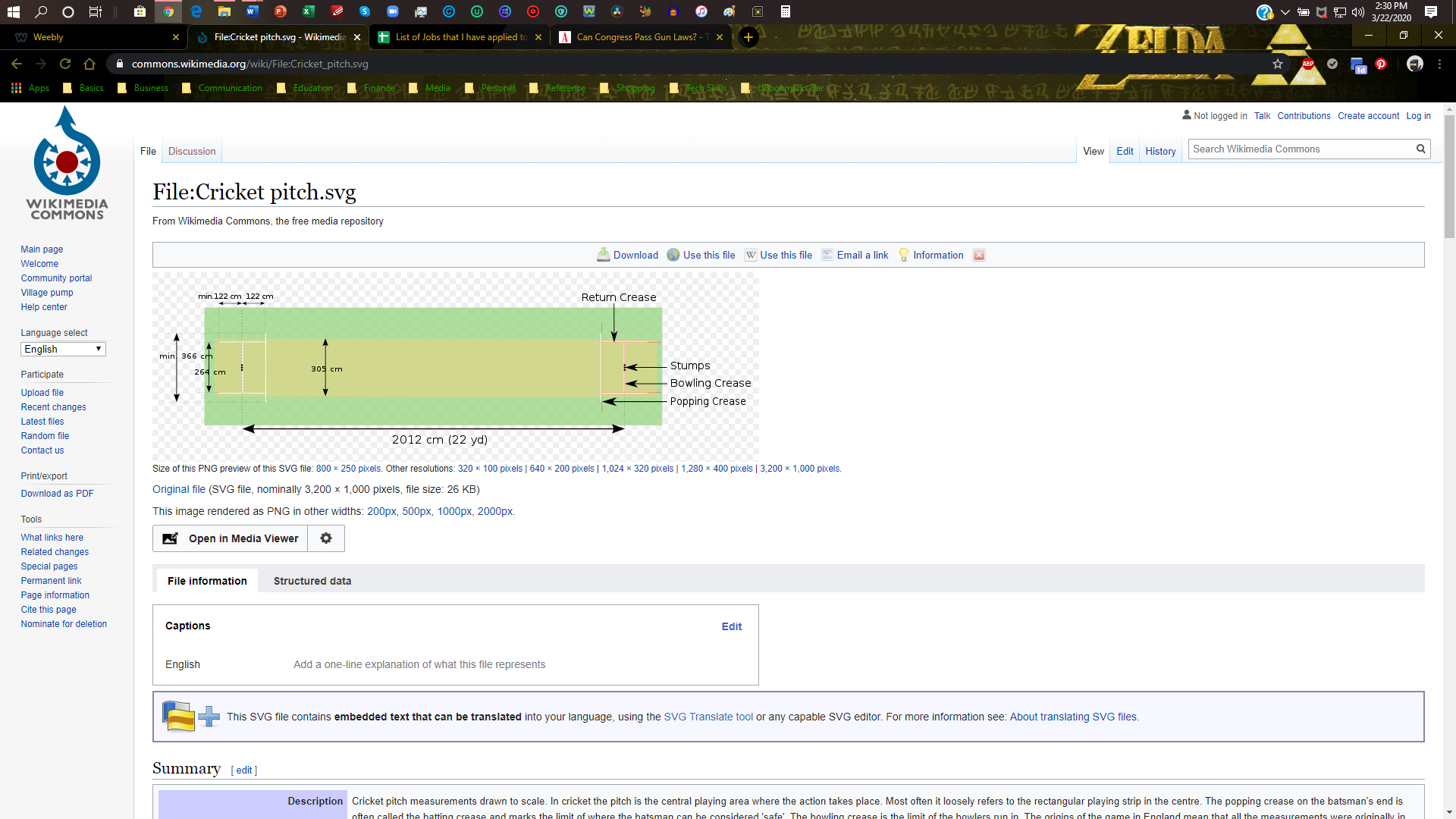
# **Season Structure:**

1. 14 Games (7h/7a).
2. The regular season is played from the first week in April to Mid-May.
3. Each team plays every other team in their division once during the season.
4. Each team plays 1 team from the other division twice (1h/1a) based on the final regular-season standings from the prior season (i.e. East #1 plays West #1, etc.).
5. **The top 4 teams from each division will automatically be entered into the 8-team single-elimination tournament:**
   1. 1st Round = 1v4 & 2v3 in each conference.
   2. 2nd Round = (1/4) vs (2/3) in each conference.
   3. 3rd Round = SAPL Grand Final.
   4. The SAPL Grand Final must be played in the largest cricket stadiums for either India, Pakistan, Sri Lanka, and Bangladesh and must be rotated between the three countries each season in a 4-year cycle.
6. **Bonus Points System:**
   1. 2 points for winning a game
   2. 1 point for drawing a game
   3. 0 points for losing a game
   4. .5 bonus point for losing by 8 points (or fewer) or in overtime.
   5. .5 bonus point for scoring 4 sixes (or more)
   6. Points are being implemented in order to encourage attacking play throughout a game and to reward teams for "coming close" in losing efforts.

# **Roster:**

1. All teams can have a minimum of 18 players along with a minimum of 2 two rookie contracts and a maximum of 2 overseas players in the squad.
2. A minimum of 14 native players must be included in each squad (i.e. Indian players on Indian teams, etc.). All players from SAPL countries are exempt from the foreign player limits.
3. All teams are also required to have a physiotherapist and a coach.
4. Each team can also have a maximum of 2 overseas replacement players, in case the original overseas players get injured or withdraw due to particular reason.
5. **The salary cap is** **₹70.38 million:**
   1. Under-22 players are to be remunerated with a minimum annual salary of ₹879,693, whereas for others the minimum is ₹2,199,232.50.
   2. *A hard salary cap means that all contracts which cause a team to violate a hard cap are subject to major sanctions, including any of the following while breaching salary cap rules:*
      1. 1st offense = reduction of ₹4,398,465 in their salary cap for the next season.
      2. 2nd offense = reduction of another ₹6,597,697.50 in their salary cap for the next season in addition to the previous reduction.
      3. 3rd offense = reduction of another ₹6,597,697.50 in their salary cap for the next season in addition to the previous reductions & the voiding of violating contracts.
      4. 4th offense = reduction of another ₹8,796,930 in their salary cap for the next season in addition to the previous reductions, the voiding of violating contracts, & the stripping of championships won.

# **General Play:**

1. **Summary of Cricket:**
   1. *Two batsmen take up positions on the pitch, at either end:*
      1. One begins as the ‘striker’—similar to the hitter in baseball—and one begins as the ‘non-striker’—similar to a baserunner.
   2. *The fielding team have roles roughly analogous to the fielding set-up of a baseball team:* 
      1. one ‘bowler’ delivers the ball to the batsman (as does the pitcher in baseball), one ‘wicket-keeper’ stands behind the batsman to receive the ball if it is not struck by the batsman (as does the catcher in baseball), and the remaining nine members of the fielding team arrange themselves around the field.
   3. *The bowler delivers the ball to the batsman, but, crucially, the bowler must deliver the ball with a straight arm (i.e. the bowler must deliver the ball in a windmill action):*
      1. The bowler runs up to one end of the pitch, and bowls the ball to the on-strike batsman, who is standing at the other end of the pitch, guarding his or her stumps.
      2. The ball may bounce twice or not at all, & the ball is not allowed to arrive above the batsman’s waist without bouncing).
      3. A bowler cannot bowl 2 overs consecutively, so after Bowler A bowls the ball six times, he or she retrieves his/her hat and sunglasses from the umpire (who chivalrously holds them during the over), and takes up a position in the field. Bowler B, who was in the field during the last over, will bowl the next six balls, but will deliver the ball from the opposite end of the pitch than Bowler A.
   4. *The batsman attempts to hit the ball to a vacant area anywhere in the 360 degrees of the field, in order to score runs:*
      1. There are no restrictions on the permitted batting style, but the traditional stance is similar to a baseball stance, but with the bat held at hip-level with the end pointing back towards the wicket-keeper.
      2. If the Batsman A hits the ball to a suitably remote and vacant part of the field, the two batsmen may—but are not obliged to—run from their end of the pitch to the other, passing by each other as they go.
      3. The batsmen may choose not to swing at the ball and let it sail harmlessly to the wicket-keeper, or may choose to strike the ball with his or her bat but then not run, unlike in baseball where running on a live ball is compulsory.
      4. There are no balls and strikes; as long as a player is not given out, there is no penalty for, say, swinging and missing at a delivery. There is also no strike zone, nor any ‘live-ball’ part of the field—the whole of the field is fair-play territory, and the batsmen can hit the ball anywhere they please in order to score runs.
   5. *The five common modes of dismissal are as follows.*
      1. *Bowled:*
         1. To be bowled out is when the bowler successfully bowls the ball past the batsman’s defenses such that it crashes into the stumps and knocks at least one of the bails off. This is by far the most gratifying mode of dismissal for a bowler, and the most crushing for a batsman. A satisfying and humiliating wooden clunk sound adds to the theatre.
      2. *Caught:*
         1. To be caught out is self-explanatory. If the ball is caught by a fielder after striking the batsman’s bat and/or glove, and before the ball hits the ground, the batsman is out. If, however, the ball only strikes another part of the batsman’s body or armory (e.g. legs or helmet, and without hitting the bat or glove), the batsman cannot be out caught. A fielder attempting a catch near the boundary must stay in bounds, and if the fielder touches the ground on or beyond the boundary while in contact with the ball, the ball is deemed to have reached the boundary.
      3. *Run Out:*
         1. To be run out is similar to being thrown out in baseball. If the batsmen attempt to run, and the fielding team is able to throw the ball into one of the sets of stumps before the batsman can make it to the white line (the ‘crease’) at that end of the pitch, that batsman is out. The fielding team can either strike the stumps with the ball via a direct hit, or a player can catch the ball and then knock off the bails with the hand(s) that is/are holding the ball.
      4. *Stumped:*
         1. The stumping is essentially a sub-set of the run out, where the wicket-keeper breaks the stumps of the on-strike batsman after the batsman has inadvertently moved out of his or her crease while swinging at and missing at the ball. The same rule applies that the stumps must be broken while the batsman is out of the crease, so if a batsman swings and misses but remains established behind the white line, they cannot be out stumped.
      5. *Leg Before Wicket (LBW):*
         1. The cricketing rule of leg before wicket, or LBW, surely ranks as one of the more complex rules in all of sport. Imagine the difficulty of explaining soccer’s offside rule, crossed with the byzantine legal definition of a catch in the NFL. The essence is this: if the ball strikes the batsman on the leg (or any other part of the body) without first hitting his or her bat or glove, and the ball would have otherwise gone on to hit the wickets, the batsman is out.
         2. The name is a literal description of the mode of dismissal: the ball hit the batsman’s leg before it would have gone on to hit the wickets; leg before wicket. Today, umpires have access to technology which not only tracks how the ball did travel through the air (like in tennis), but predicts where the ball would have travelled had it not come into contact with the batsman. This technology is used in many of the higher forms of the game—although India is notably skeptic and refuses to consent to the use of the technology in its matches—and teams are given a prescribed number of reviews per game.
2. **The Field:**
   1. There are no fixed dimensions for the field but its diameter usually varies between 450-500’ (137-150 m).
   2. On most grounds, a rope demarcates the perimeter of the field and is known as the boundary. Within the boundary and generally as close to the center as possible will be the square which is an area of carefully prepared grass upon which cricket pitches can be prepared and marked for the matches.
   3. *The Pitch:*
      1. In the middle of the oval is the ‘pitch’, a 22-yard-long strip of rock-hard earth covered by very short grass.
      2. At each end of the pitch stand three wooden stakes (‘stumps’ or ‘wickets’), with two wooden pieces (‘bails’) resting on top, giving the look of a small wooden castle.
      3. 
3. **The following**[**fielding**](https://en.wikipedia.org/wiki/Fielding_(cricket))**restrictions apply:**
   1. No more than five fielders can be on the [leg side](https://en.wikipedia.org/wiki/Leg_side) at any time.
   2. During the first 6 overs, a maximum of 2 fielders can be outside the [30-yard circle](https://en.wikipedia.org/wiki/Fielding_(cricket)#Restrictions_on_field_placement) (this is known as the [power play](https://en.wikipedia.org/wiki/Powerplay_(cricket))).
   3. After the first 6 overs, a maximum of 5 fielders can be outside the fielding circle.
4. **Number of Innings:**
   1. *Each team has 1 inning per day (i.e. 5 innings per game) in which they have 20 overs:*
      1. An over is 6 consecutive legal bowls
   2. Each bowler may bowl a maximum of only one-fifth of the total overs per innings. For a full, uninterrupted match, this is 4 overs.
5. **Batting Order:**
   1. The away team gets the pick for the coin toss.
   2. The team that wins the coin toss has the choice of batting first or last.
   3. The batting order is predetermined by each team's manager.
   4. *The team batting order alternates each day:*
      1. Example: Day #1 = home team bats first, Day #2 = away team bats first, etc.
6. **Scoring System:**
   1. one run is scored each time the batsmen run to each other’s end of the pitch (from one end to the other).
   2. *A boundary (or Home Run) scores the batsmen either 4 or 6 runs:*
      1. A four is scored by hitting the ball past the boundary after hitting the ground while a six is scored by hitting the ball past the boundary on the full (before it hits the ground).
      2. Once a 4 or 6 has been scored any runs physically ran by the batsman are null & void. They will only obtain the 4 or 6 runs.
   3. Other ways runs can be scored according to the cricket rules include no balls, wide balls, byes & leg byes. Cricket rules state that all runs scored by these methods are awarded to the batting team but not the individual batters.
7. **The following penalties will occur if any player intentionally hits another player, regardless of the method:**
   1. 1st Offense = fined at least $1,000 and being suspended for at least 2 games.
   2. 2nd Offense = fined at least $2,000 and being suspended for at least 4 games.
   3. 3rd Offense = fined at least $4,000 and being suspended for the rest of the season (this includes the postseason).
   4. If any player gets penalized at least 3 times in at least 2 consecutive seasons, then the player is banned from playing in the SAPL for the rest of their life.

# **TV Broadcasts:**

1. ​SACL games utilize television timeouts and hence there is no time limit in which teams must complete their innings. However, a penalty may be imposed if the umpires find teams misusing this privilege.
2. Each team is given a two-and-a-half-minute "strategic timeout" during each innings; one must be taken by the bowling team between the 6th and 10th overs, and one by the batting team between the 11th and 16th overs.
3. [*South Asia*](https://en.wikipedia.org/wiki/South_Asia)*:* Sony MAX, Sony SIX, Sony ESPN, PTV Sports, Ten Sports, Geo Super, Channel Nine, Gazi TV, Maasranga, Ten Sports, SET Max, Carlton Sports Network (Sri Lanka).
4. *Brunei & Malaysia:* Astro
5. *Australia:*Prime TV
6. *New Zealand:* Sky Sport
7. *United Arab Emirates:* OSN
8. *Asia*: BeIN Sports, Geo Super, NEO Prime, MTV Sports, PCCW (Hong Kong), StarHub (Singapore), Singtel (Singapore)
9. *Americas*: ESPN, SportsMax, Flow TV (West Indies),Sportsnet (Canada),
10. *Europe:*Premier Sports, Channel Nine Europe, Sky Sports (UK)
11. *Worldwide internet rights:* Hotstar