

What is IPCL

Indian Pharma Cricket League – IPCL, first time in India purely tennis ball Multi-city All India cricket Series for Pharmaceutical working professionals,

The idea behind launching IPCL is to help pharma professionals live their passion and engage in their favourite sport. The daily professional life of pharma working professionals is stressful and always challenging, somewhere compromising their own talent, passion or hobby due to their daily schedule.

We at **Pharma Connect** closely understand the strength of pharma professionals as we have associated with various pharma companies and here we come with one of unique initiatives as everyone in their childhood, school, collage, or in gully played cricket, and we want to make memories alive again with the help of our small attempt. Pharma Connect is an endeavour of Creative Eye Events & Technology.

About IPCL - Participation

1. Owing to the tremendous response of Previous 4 seasons and allowing multiple teams of all department of pharma sales marketing production, admin purchase etc. encourage the number of playing teams per venue & zone play as a Corporate for their Respective Company
2. ID Cards of all participants is compulsorily on Ground
3. Nine cities/ Zone will play round robin League match among all participating team in respective city one will be Qualifier for semi-final from 3 group in City league
4. Each city will have only **One winner** & the winning team will come to Mumbai for Championship Series of 2025 Season 5
5. All matches will be live broadcasting on Official YouTube Channel and other broadcast media*
6. During All Matches Basic Amenities, will be provided by IPCL (Water, Balls, First-Aid Kit, along with on ground refreshment)
7. Refreshment
 - a. If there are 6-9 matches in a day
 - b. As per Match schedule Breakfast & Lunch coupon will be Provided to Team players only
8. All Travel, Transport, Logistics / Stay / Foods/ will be taken care of by respective individual teams. (for City /Zone League only)

Registration

1. Registration fees per team will be 30,000/- *+GST
2. Registration will be online - <https://pharmaconnect.co.in>
3. Offline with required all documentation AT ipcl.pharmaconnect@gmail.com
4. Required documents :PF number
5. Pharma connect contact number: **8999260279**

Documentation

1. Team Registration form (<https://forms.gle/e7aEcxp7nnbikr5d9>)
2. Invitation Letter from Organizer (Mail confirmation)

- Valid Official ID Card /PF number

Details of Event

Tentative Schedule

1	14/16 FEB 26	MUMBAI	MUMBAI1
2	21/22 FEB 2026	MUMBAI	MUMBAI 2
3	28 FEB 1 MARCH 26	SGVP AHMEDABAD	GUJARAT 1
4	7/8 MARCH 26	VAPI/DAMAN	GUJARAT 2
5	14/15 MARCH 26	HYDERABAD	SOUTH 1
6	21/22/ MARCH 26	BANGLORE	SOUTH 2
7	28/29 MARCH 26	PUNE 1	PUNE 1
8	4/5 APRIL 26	PUNE 2	PUNE 2
9	18/19 APRIL 2026`	THAKUR VILLAGE GROUND	MUMBAI 3 LEAGUE
10	25/26 APRIL 2026	THAKUR VILLAGE GROUND	CHAMPIONSHIP LEAGUE

Matches will be played only on Saturday & Sunday*

- Tennis Ball Full Pitch Cricket as per standard rules & regulation along with IPCL decided committee
- Finally (Championship (Matches Date and Schedule, Venue Will announced shortly)

Team Grouping

- If One Company having multiples teams, said players **will not be swapped** in any other team
- Playoff rounds and grouping will be decided based on numbers of team participating as per venue

Uniform

- Each Team will be given 15 sets of Uniform All teams are requested to wear Sponsored common colour uniform representing their team.
- No player would be allowed to participate without wearing shoes. Also, no player is allowed to play in Jeans, shorts ETC.

Accolades/Awards

- Per Match Awards- City league Man Of the Match Trophy

2. City Wise Team Winner & Runner-Up Trophy per venue
3. City League Series Reward- Man of the Match, Best Batsman Bowler Trophy
4. City League winner team all the players Medals
5. Final Awards (Championship Series)
 - a. Winner Trophy + Participants Medals
 - b. Runner-Up Trophy
6. Championship Series Reward- Man of the Match, Best Batsman Bowler Trophy
 - a. Winners Prize money Cheque- **151000/**
 - b. Runner up Prize money Cheque- **51000/**
 - c. Winning & Runner up Team Medals
 - d. All the support Partner, Match official & Sponsor R&R

Playing Rules & Regulations - IPCL T10 /T8 League Matches

1. 11+4 Players aside.
2. Each team has 15 players in their team (in playing 11). In the group stage.
3. 10 Overs or 8 over a side game.as per schedule & ground time available
4. During the Power Play (over no. 1 to 3) Maximum of 2 fielders allowed outside the 30 yards circle.
5. After the Power Play finishes (from over no. 4 to 10). 5 Fielders will be Outside 30 Yard, No More Than 5 Fielders Allowed outside.
6. The wicketkeeper can bowl any over but he has to inform the umpire for the same.
7. One Drinks breaks will be allowed during the match of 2 mins at the end of the 5th over.in 10 over match & after 4 over in 8 over match. Any other break, if required, prior permission from the match referee needs to be taken. Players will be allowed to bring in water at the fall of a wicket. No other break is allowed to be taken without signal from the umpires.
8. After the fall of every wicket, the next batsmen should be in a position to take guard at the wicket within 1 minute. If extra time is taken, the next player in the list to be given out. In case, another player walks onto the field and hasn't got into a position of guard, he would be termed out for taking excess time.
9. Change of ball: For change of ball, batsmen need to request for the same. A similar old ball should be provided with a brighter colour from the kit available. Umpires should take the final call on the same.
10. Each bowler can bowl a maximum of 2 overs.
11. For No Ball, there will be a free hit for all kinds of No balls.
 - a. Overstepping completely on the bowling crease
 - b. Full toss over waist line
 - c. Not following field restrictions.
 - d. All bouncers to or above the shoulder height will be considered as "No Balls".
12. In case of a Tie, each team will bowl a one over Super Over,
 - a. In case of a Tie Team having maximum number Total Boundaries (Main Innings + Super over) will be the winner
 - b. In scenario of Super over Tie then discussion will be taken Maximum Wickets (Main Innings + Super over) will be the winner
13. Fielding substitutions to be allowed throughout the match. A runner for batsman is allowed in-case he is carrying an injury. Such an injury should be informed prior to tournament / match / during the course of the match to avail the runner.
14. Each innings will be of 40 mins and failing to complete one's innings in the allotted time will be penalized 5 runs or opposition will be awarded 5 runs per over delayed and umpires will be the sole decider.

15. In case, the match has started and due to some natural cause has to be stopped then the D/L method will be used only if 3 or more overs have been played, otherwise, the match will be rescheduled.
16. Bowling from Both end as preferred, but if any ground have any challenge will be changed with approval from all the playing team
17. Batting and Keeping Gloves, Supporter can be used, and anybody should be allowed to wear any standard protective gear they want.
18. Each Captain should exchange his playing XI list to the opponent captain before the toss. No player can be changed
19. After the nomination without the consent of the opposing captain. If the Captain including an unregistered player
20. In playing XI under the name of another player, who is registered, then the Match will be cancelled and the opposing team will be declared as the Winner.
21. If any team boycotts the game, the opponent will be considered the winner.
22. Teams should report 40 minutes before the scheduled time and the toss should be held in prior match innings break.
 - a. For the Toss Caption along with at least playing 11 team player has to be present at the time of Toss
 - b. Before Starting match time. All team has to be present on ground as per submitted list of players for verification
 - c. A late reporting team will lose one over in every 10 minutes and any team fails to report for play within 30 minutes of scheduled starting time, the Team will be disqualified and the opposing team shall be declared as the Winner.
23. In-case of bad lights, match overs to be shortened according to available time. In a shortened match, no batting power play will be made mandatory. Bowling overs to be distributed amongst 5 bowlers proportionately. Minimum overs to be played in case of bad lights in 4 overs per innings.
24. No LBW rules. Leg byes will be allowed.
25. Players will not be allowed to use any foul language during or after the course of the match. A player cannot use abusive language towards any religion, caste, sex, physical abuse, family. In case, such an instance is found.
 - a. Level 1 code: on the first instance, players found using such language will be made to sit out of the field for 2 overs to immediate effect.
 - b. Level 2 code: On the second instance, players will be banned for the entire match and the next match as well.
26. Umpire's decisions will be final throughout the tournament. Any sort of misconduct by any players will result in direct suspension.
27. All teams must use proper cricket dress. Wear the same colour of full jersey compulsory during the time of Final. If a team fails to wear 10% prize money will be reduced.
28. In case of any dispute arising during the tournament, the final call to be taken by IPCL Management Committee also pledges to make fair and unbiased decisions if such a situation arises. We humbly request team owners / captains to respect the decisions taken by the management.

Important Notes

1. Self-Declaration form (Indemnity Bond) should be signed off by each player along with Team Caption and Vice Caption. It should be made clear that in case of any injury, death, accident during or related to the tournament or in any case if an adverse event is occurring. IPCL or the organizing committee won't be Responsible, Individuals will be wholly responsible.
2. Everyone has to follow ground hygiene, Chewing, Tobacco, Gutka, Supari, Smoking or Non-veg food is not allowed on ground, any plastic, wrapper or garbage use dustbin.
3. CHAMPIONSHIP LEAGUE 2026- Team travel. Transport stay and all logistics costs will be taken care of for the winning team coming for the championship. With only AC 3 or equivalent fare too & travel. If they wish to travel by flight they will contribute on additional cost

Team Composition and Jersey

1. **Team Size:** Each team shall consist of a maximum of 15 registered players (11+4). Only these 15 players will receive official jerseys. Additional jerseys can be procured by the team at their own expense. But only 15 registered players are permitted to wear official jerseys; others do not copy team jerseys.
2. **Mandatory Uniform:** All players must wear the provided jersey and cap while on the field. Failure to do so will result in a 10-run penalty for the team.
3. **Team Registration:** Once the team is registered (on a given date) 8999260279
4. no changes to the players will be allowed during the tournament.

Match Format and Playing Conditions

4. **Match Duration:** All matches will be 10 overs per innings. (depending on time, weather conditions etc..)
5. **Power-play:** The first 3 overs of each innings will be the power-play, with a maximum of 2 fielders allowed outside the 30-yard circle.
6. **Playing XI:** The playing eleven must be submitted to match officials before the toss.
7. **Drinks Break:** A drinks break will be allowed after the completion of the 5th over. Teams will change ends after the 5th over.
8. **No Balls:** A free hit shall be awarded to the batting team for all no balls.
9. **Tied Matches:** In the event of a tied match, a super over will be played to determine the winner.
10. **Umpires' Decision:** The umpires' decision is final. In case of a controversial decision, match officials may consult with the third umpire and use technology to arrive at a fair decision.

11. **Damaged Ball:** A damaged or cracked ball shall be replaced.
12. **Inclement Weather:** The decision of match officials regarding matches affected by natural calamities will be final, and no refund of entry fees will be given.
13. **LBW and Leg Byes:** The LBW rule is not applicable. Leg byes will be allowed.
14. **Toss:** The toss will take place 45 minutes before the scheduled start of the match.
15. **Substitutions:** Substitutions are not allowed without the umpire's permission. Any unauthorized substitution will result in a 5-run penalty. A player included in the final eleven must play the entire match.
16. **Time Restrictions:** If an innings is interrupted due to time constraints, one additional fielder will be allowed inside the 30-yard circle for the remaining overs.
17. **Player Verification:** Match officials may verify the eligibility of any player by checking documents such as PF statements and company portals.
18. **Player Conduct:** Any inappropriate behaviour, including gestures or language towards the IPCL management team, or other team members will result in immediate disqualification of the offending team.
19. **ICC Rules:** All ICC rules apply to the IPCL, except where overridden by these rules.
20. **Bowling Restrictions:** Each bowler is restricted to a maximum of 2 overs per match.

Eligibility Criteria

- **Employees Only:** Participation is strictly limited to employees of the Pharma company. On current working Status
- **Only Parent Company Employees:** Employees of the parent company are only eligible to participate. As a team
- **Joining Date:** Employees who joined the company before **30 SEP 2025** or earlier are eligible for player playing for the 1st time in IPCL
- **Subsidiary Companies:** Subsidiary companies are not allowed to participate or clubbing the players with parent company
- **If any Player has played in any company previous season , No condition of joining Date will be applicable if he moves to any organization for better career prospects. And he doesn't have to wait for 1 more year**

Team Formation

- **Single Parent Company:** All players in one team should be from the same parent company. Group of companies players are not allowed in one team.
- **Sister Company and Subsidiary Company Restrictions:**

- Employees of sister companies, consultant companies, and subsidiary companies are not allowed to play with the parent company's team.
- If employees from sister companies, consultant companies, or subsidiary companies wish to participate they must form their own independent 15-member teams.
- **Payroll Employees Only:** Only payroll employees are allowed to participate.
- **PF Number Submission:** Submission of the PF number is mandatory for all participating players.
- **Registration Deadline:**
- **Teams must register on or before November 1, 2025, along with the following:**
 - Team logo
 - Tentative players list
 - Confirmation of Registration fee payment

Game Specifications

- **Official Ball:** The official ball for our league is the **Sixer brand**.
- **Geographic Restrictions:** There are no geographic restrictions on player participation. Players can participate from anywhere at their own expense
- **Last date of Player List by registered team** will be provided on or **Before 31 Dec 2025**
- **Organizing Team will have right to change any required Decision subject to situation at the Ground**