

DEBATE. INSPIRE. ACHIEVE.



IPL

Indian Premier League

AGENDA: Deliberation on whether the IPL
strengthens cricket or compromises its integrity



Letter From the Executive Board

Dear Delegates,

It is our utmost pleasure to welcome you to the Indian Premier League simulation at Sreenidhi MUN 2025. Serving as your Executive Board for this committee, we look forward to a dynamic, well-contested, and intellectually engaging innings with you all.

This Background Guide is your first step onto the pitch. It is designed to provide you with the fundamentals of the case, not the full scorecard. It is by no means exhaustive, nor is it valid as evidence during committee proceedings. We encourage all delegates to go beyond this material and conduct extensive research to build their positions.

We understand that MUNs — much like facing a bouncer on the first ball — can be intimidating, especially for first-timers. But we want to be very clear that our expectations are not built around how loud, experienced, or dramatic you are. We're more interested in your strategic thinking, diplomatic composure, and your ability to craft well-balanced solutions that consider global diversity, all while subtly pushing your nation's or organization's interests. That's the real game.

We're here to assist you through every yorker and googly this committee may throw your way. Please don't hesitate to reach out to the Executive Board at any point. Whether it's a query, clarification, or just a healthy rant about how cricket should've had a Superpower format — we're all ears.

Wishing you a sharp debate, and we look forward to a fruitful discussion and an enriching experience with all of you.

Rules of Procedure

The Indian Premier League at Sreenidhi MUN 2025 will follow a modified version of the UNA-USA procedure, taking into account the unique nature of this simulation and in the spirit of fostering more candid and technical discussions on the agenda.

Roll Call

At the beginning of each session, the Chair will conduct a roll call to determine the presence of delegates. Delegates may respond with “Present” or “Present and Voting.” Delegates responding with “Present and Voting” will not be allowed to abstain from voting on substantive matters.

Setting an Agenda

The agenda will be formally adopted at the start of the session in full accordance with the UNA-USA procedure.

Formal Debate:

1) General Speaker’s List (GSL)

This is basically a speech that allows a delegate to present his/her introductory stance on the agenda in the beginning of the committee. It will allow the countries to understand the various standpoints of other countries as we begin with the debate. GSLs have yields that can be used in case of excess remaining time. The default time limit of this speech is 90 seconds.

2) Special Speaker’s List (SSL)

This is a speech that enables a delegate to present his/her country’s stance on a particular topic. It works similarly to a GSL, with the only difference being stances being on a topic rather than an entire agenda. It has a default time limit of 1 minute 30 seconds (90 seconds). It has all the yields and points similar to a GSL.

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Informal Debate:

1) Moderated Caucus - These are motions that are used to give specialized speeches on subtopics of the whole agenda. They have a maximum individual speaker’s time limit of 2 min and total time limit of 20 mins. The recommendation for a moderated caucus must include a time limit for delegate remarks and a time limit for the entire caucus. This can also be extended 6 | P a g e by a time duration that is equal to half the total time limit it was raised for, by proposing a motion to extend.

2) Unmoderated Caucus - This motion allows the delegates to enter an informal session which the delegates can use for lobbying, documentation and other purposes. This can also be extended by raising a motion similar to a moderated caucus with only the time limit for the entire caucus.

3) Consultations

To facilitate in-depth discussions, the Committee will incorporate two types of Consultations: Formal Consultations and Informal Consultations. These platforms are designed to provide delegates with the flexibility to discuss specific topics or directives in greater detail.

Formal Consultations will be moderated by the Chair or an appointed moderator, ensuring structured and orderly debate while maintaining decorum. The Chair will oversee the flow of discussions, manage speaking time, and ensure equal opportunities for all delegates to contribute.

Informal Consultations will not be moderated by the Chair, offering a more relaxed and collaborative environment where delegates can engage in free-flowing discussions, form alliances, or brainstorm ideas.

Time limits for both types of Consultations will be determined by a majority vote of the Committee, ensuring adaptability to the needs of the agenda. These sessions provide an excellent forum for delegates to engage in constructive debate, propose working papers, collaborate on ideas, and draft resolutions, serving as a vital tool for driving the progress of the Committee.

Points and Motions

Point of Personal Privilege: Raised when a delegate experiences personal discomfort that affects their ability to participate.

Point of Order: Raised when a delegate believes a procedural error has occurred.

Point of Inquiry: Raised when a delegate wishes to ask a question about the rules or clarify the debate to the Executive Board.

Point of Information: Raised when a delegate wishes to ask a question to another delegate.

Motions for SSLs, Consultations, extensions, or suspensions of debate can be proposed and require a majority vote for approval.

Hierarchy of evidence

Evidence can be presented from a wide variety of sources but not all sources are treated as equal. Here's the hierarchy in which evidence is categorised:

Tier 1: Includes any publication, statement, resolution, or document released by any of the by the International Cricket Council (ICC); any publication, statement, or document released by a ICC Member nation in its own capacity. The evidence falling in this tier is considered most reliable during the simulation.

Tier 2: Includes: any news article published by any official media source that is owned and controlled by a Member of the ICC. E.g.: Board of Control for Cricket in India (India), Cricket Australia (Australia), etc. The evidence falling in this tier is considered sufficiently reliable in case no other evidence from any Tier 1 source is available on that particular fact, event, or situation.

Tier 3: Includes: any publication from news sources of international repute such as ESPNcricinfo, Cricbuzz, etcetera. The evidence falling under this tier is considered the least reliable for the purposes of this simulation. Yet, if no better source is available in a certain scenario, it may be considered.

Introduction to the Committee

Origin of the Indian Premier League (IPL):

The Indian Premier League originated in 2007-08 by BCCI (Board of Control for Cricket in India) formally announced on 13th September 2007, the idea of IPL was to provide a franchise based tournament following the T20 format of cricket run by the BCCI. This idea was brought to life by BCCI's then vice president Mr. Lalit Modi often referred to as the architect of IPL. He wanted to combine top international cricket talent with glamour and entertainment. Soon after, the IPL was the talk of the town and became the most popular cricket league all across the world with the 2025 final having procured over 169 million viewers.

As of 2025 there are 10 franchises:

- Chennai Super Kings
- Mumbai Indians
- Kolkata Knight Riders
- Lucknow Super Giants
- Sunrisers Hyderabad
- Rajasthan Royals
- Royal Challengers Bengaluru
- Delhi Capitals
- Punjab Kings
- Gujarat Titans

Introduction to the Agenda

The IPL has introduced several additions to the original T20 format such as the impact player role, strategic timeouts, extended DRS (Decision Review System) usage more than ICC standards, multiple bouncers per over (2 as opposed to the T20I rule which is 1 per over), over rate demerit point system and these innovations can be considered pioneering as well as harming the integrity of the game. Several people believe that due to the added entertainment aspects and the change in rules in comparison to international cricket jeopardises the way the sport is played by having players spend longer periods of time in a domestic league in which the rules are not coinciding with the international standard, hence calling for a discussion for whether the league is in line with the betterment of the sport.

Impact player role:

The Impact Player rule, introduced in IPL 2023, has fundamentally transformed tactical approaches and player performance in the tournament. Teams can name five substitute players before a match, with one allowed to actively participate during the game, replacing any player from the starting XI.

The substitute can bat and bowl their complete quota of four overs, regardless of how many overs the replaced player had bowled. This flexibility has created strategic depth, allowing teams to tailor their lineup based on match situations. A critical constraint exists: teams fielding four overseas players in their starting XI can only introduce an Indian player as the Impact Player.

Performance Impact: MS Dhoni observed that this rule has fundamentally changed teams' approach to T20 cricket, encouraging significantly more aggressive batting. Batsmen now take greater risks knowing they have extra batting depth available through the Impact Player option. This psychological safety net has led to higher scoring games and more attacking cricket throughout innings.

The rule has particularly benefited all-rounders and specialist players who can be strategically introduced at optimal moments. Teams can bring in power-hitters during death overs or specialist bowlers when defending totals, maximizing performance output based on match dynamics.

However, the rule remains controversial among purists who argue it diminishes the value of genuine all-rounders and disrupts traditional team balance. Critics suggest it reduces the premium on versatile players who can contribute with both bat and ball, as teams can simply substitute specialists as needed.

Despite debates, the Impact Player rule has undeniably increased scoring rates, strategic complexity, and entertainment value while providing opportunities for fringe players to showcase their skills in crucial match situations.

Strategic Timeouts:

Strategic timeouts remain one of the IPL's most distinctive features, exclusive to this tournament and absent from international T20 cricket. Teams receive 2.5-minute breaks during each innings, with the duration previously increased to 3 minutes in 2022 before being revised. The fielding team takes their timeout between the 6th and 9th overs, while the batting team utilizes theirs between the 13th and 16th overs.

Strategic Benefits: These breaks allow coaches and support staff to actively communicate tactical instructions to players on the field. Teams can reassess their strategies during crucial phases, discuss field placements, bowling changes, or batting approaches. This direct intervention provides opportunities to arrest opposition momentum, regroup after losing quick wickets, or plan aggressive strategies for the death overs.

Performance Impact: The timeouts enable players to recover physically during intense passages of play, particularly beneficial for fast bowlers who can catch their breath and receive specific instructions about line and length. Batsmen can discuss partnership strategies, analyze opposition bowling patterns, and plan their approach for upcoming overs with coaching staff.

Controversy: Despite tactical advantages, strategic timeouts have drawn significant criticism from cricket legends including Sachin Tendulkar. Critics argue these breaks disrupt game momentum and rhythm, particularly when a batsman is well-set or bowlers have established pressure. The artificial pause can break batting partnerships or interrupt bowling spells, fundamentally altering match flow in ways that purists find objectionable.

The commercial aspect—allowing broadcasters to insert advertisements has led to accusations that strategic timeouts prioritize revenue over sporting integrity. Many believe these breaks favor the trailing team by providing artificial respite when cricket's natural ebb and flow should dictate outcomes.

Extended DRS system:

The IPL has significantly expanded the Decision Review System beyond international cricket standards, introducing innovations that don't exist in regular T20 internationals. Teams can utilize DRS for no-ball and wide-ball calls, a feature not yet adopted in international cricket. The 2025 season further enhanced DRS coverage to include wide balls and no-balls more comprehensively, aiming to reduce umpiring errors.

Technological Enhancement: The IPL's extended DRS framework provides teams with additional opportunities to challenge umpiring decisions that could significantly impact match outcomes. Beyond standard lbw appeals, caught-behind decisions, and run-outs available in international cricket, IPL teams can review calls that traditionally remained unchallenged, such as marginal wide deliveries in death overs or contentious no-ball decisions.

Performance Impact: This expanded system has fundamentally altered how players approach critical moments. Batsmen feel more protected knowing egregious errors can be corrected through review, particularly for wide calls that could result in free-hit opportunities. Bowlers benefit from accurate no-ball adjudication, ensuring legitimate deliveries aren't incorrectly penalized while maintaining fairness when front-foot transgressions occur.

The availability of reviews for wides has proven particularly consequential during death overs, where marginal calls can determine match outcomes. Teams strategically preserve reviews for these crucial phases, knowing a successful challenge could prevent boundary balls or free hits.

Decision-Making Quality: Extended DRS has improved overall umpiring standards by providing safety nets for on-field officials making split-second judgments. The reduction in controversial decisions has enhanced match integrity, though it has also increased game duration slightly due to additional review processes.

Critics argue excessive reliance on technology diminishes umpires' authority and cricket's human element, but supporters emphasize that accuracy should supersede tradition, particularly in high-stakes tournament cricket where errors can eliminate teams from playoff contention.

Multiple Bouncers per over:

The IPL allows bowlers to deliver two bouncers per over, while international T20Is restrict fast bowlers to only one bouncer per over. This significant rule difference has created a more aggressive bowling environment and fundamentally altered tactical approaches for both batsmen and bowlers.

Strategic Bowling Advantage: The additional bouncer provides fast bowlers with greater variety and intimidation tactics within a single over. Bowlers can now deploy back-to-back short-pitched deliveries to unsettle batsmen, create uncertainty about length, and force defensive shots rather than allowing batsmen to anticipate and prepare for the single bouncer permitted in international cricket.

This variation proves particularly effective during death overs when batsmen typically look to attack every delivery. The second bouncer allows bowlers to break batting rhythm, target specific weaknesses, and prevent batsmen from advancing down the wicket or settling into a groove. Express pace bowlers can strategically use both bouncers to test batsmen's pull and hook shots, generating wicket-taking opportunities through mistimed strokes.

Performance Impact on Batsmen: The extra bouncer adds significant challenge for batsmen, who must remain vigilant throughout the over rather than relaxing after facing one short ball. This psychological pressure affects shot selection and forces batsmen to adjust their stance and approach more frequently. Batsmen with vulnerabilities against short-pitched bowling find themselves particularly exposed, as bowlers can exploit these weaknesses twice per over.

The rule has elevated the premium on batsmen who can effectively handle bouncers through pulls, hooks, or upper cuts. Players with strong technique against short-pitched deliveries gain competitive advantages, while those struggling against pace and bounce face increased dismissal risks.

Entertainment and Safety Considerations: While the rule enhances excitement and bowling options, it raises concerns about player safety, particularly for lower-order batsmen less equipped to handle repeated short-pitched deliveries. The increased physicality adds spectacle but requires batsmen to maintain heightened concentration and defensive awareness throughout their innings.

Over rate demerit point system:

IPL 2025 introduced an innovative over-rate demerit point system that fundamentally differs from international cricket's approach. Instead of imposing immediate fines on captains when teams bowl slowly, the IPL now issues demerit points that accumulate over three seasons. This creates a fairer long-term accountability mechanism while maintaining pressure on teams to sustain fast-paced gameplay.

Systemic Improvements: The demerit point system addresses a persistent criticism of match fees and fines, which disproportionately affected captains financially without necessarily improving overall pace of play. Under the new framework, teams face cumulative consequences for repeated slow over-rate offenses rather than isolated monetary penalties. This encourages sustained behavioral change and institutional commitment to maintaining appropriate game tempo throughout the tournament.

Performance and Behavioral Impact: The three-season accumulation period creates lasting incentives for teams to manage their over-rates efficiently. Captains and coaching staff must develop strategies to minimize time-wasting tactics such as excessive field changes, prolonged discussions, or deliberate delays between deliveries. This systemic pressure promotes better planning around bowling changes, field placements, and match management.

Players become more conscious of time management, leading to brisker gameplay that benefits spectators and broadcasters. Teams invest in fitness and tactical preparation to ensure smooth transitions between overs, reducing dead time that previously extended match durations beyond scheduled windows.

Fairness and Accountability: The accumulating demerit points create equitable consequences across multiple seasons rather than punishing individual matches where legitimate delays (injuries, DRS reviews, or weather interruptions) might occur. Teams with consistent slow over-rate problems face escalating penalties, potentially affecting playoff qualification or imposing restrictions on subsequent seasons.

This forward-looking accountability system represents the IPL's commitment to entertainment value and efficient cricket delivery, setting potential precedents for other T20 leagues worldwide to adopt similar long-term consequence frameworks rather than immediate financial penalties.

Commercial Response:

Strategic Timeouts

Commercial Response: Strategic timeouts have been the most commercially lucrative innovation, generating substantial advertising revenue for broadcasters and the IPL. These mandatory 2.5-minute breaks create guaranteed advertising slots during live matches, commanding premium rates from sponsors. Broadcasters can sell these slots at higher prices than regular commercial breaks since viewers are captive audiences waiting for play to resume.

However, the commercial motivation behind strategic timeouts has drawn criticism from purists who view them as prioritizing revenue over sporting integrity. Despite legendary cricketers like Sachin Tendulkar expressing disapproval, the IPL has maintained this feature due to its significant contribution to the tournament's financial model. The commercial success has encouraged other T20 leagues to consider similar implementations, though international cricket has resisted adopting this overtly commercial intervention.

Impact Player Rule

Commercial Response: The Impact Player rule has received mixed commercial reception. From a broadcasting perspective, it increases scoring rates and creates more dramatic match situations, which translates to higher viewership engagement and sustained audience attention. The rule generates storylines around "super-sub" performances, providing content for analysis segments, social media discussions, and post-match shows that extend the IPL's commercial footprint.

Sponsors benefit from the increased entertainment value and unpredictability, as dramatic comebacks and explosive performances by Impact Players create viral moments that amplify brand visibility. However, franchise owners have expressed concerns about squad depth requirements and salary cap implications, as teams must invest in versatile substitutes who may only play limited roles.

Extended DRS Usage

Commercial Response: The expanded DRS has had a neutral-to-positive commercial impact. While reviews add time to matches (creating minor broadcasting challenges), they also generate suspense and drama that keeps viewers engaged. The technology showcases the IPL's commitment to innovation and modernity, appealing to tech-savvy younger demographics that brands covet.

Hawk-Eye and other technology providers benefit from expanded contracts, while the emphasis on accuracy enhances the tournament's credibility and premium positioning in the sports entertainment market. Reduced controversial decisions mean fewer post-match disputes that could damage the league's reputation and sponsor confidence.

Multiple Bouncers Per Over

Commercial Response: The two-bouncer rule has generated positive commercial outcomes by increasing entertainment value and spectacle. Fast bowlers delivering intimidating short-pitched bowling creates highlight-reel moments that dominate social media feeds and promotional content. These visceral confrontations between pace and batting skill appeal to casual viewers who prioritize excitement over technical nuance.

Broadcasting networks leverage these intense battles in promotional campaigns, while cricket equipment manufacturers benefit from increased visibility of protective gear and performance equipment. The rule's entertainment value justifies premium advertising rates during matches featuring express pace bowlers.

Over-Rate Demerit Point System

Commercial Response: This innovation addresses broadcasters' concerns about match duration and scheduling predictability. Matches finishing within designated time slots allow networks to maintain programming schedules and maximize prime-time advertising inventory. The system's three-season accumulation framework demonstrates institutional commitment to pace-of-play without creating controversy from harsh immediate penalties.

While not directly revenue-generating, improved over-rates enhance viewer experience by reducing tedious delays, which protects viewership numbers and advertising effectiveness. Sponsors appreciate the professionalism and efficiency, reinforcing the IPL's positioning as a premium sports property worthy of major brand investments.

Overall, these innovations reflect the IPL's sophisticated understanding of balancing sporting competition with commercial imperatives, though tensions between entertainment value and cricket traditionalism persist.

Conclusion

To finish off, we would like to remind you guys that this is a fictional forum for players, coaches, owners and governing body members to share their opinion on the innovations made by the Indian Premier League and we fully encourage everybody to follow character policy to the fullest.

“The process is more important than the result. And if you take care of the process, you will get the results.”- MS Dhoni

Signing off,

The Executive Board