

GAME DAY RULES

- UMPIRE'S DECISION IS FINAL. If an issue arise only captain is allowed to talk with Umpires.
- All the teams and Umpires need to be at the ground **30 mins** before the match.
- If only one team (min 6 players) comes on time (15 minutes before game starts), then they will be automatic winner of the toss.
- Both teams should come to ground with one set of Stumps, Tape and Cones for boundary & wides.
- Once you are at the ground fill out the score sheet with playing 9/10 and hand over to Umpires.
- Setup the ground: Ground setup is the responsibility of both Captains.
- Umpires verify names with team Roaster and make sure only 2 players from outside are allowed if the team chose outside play
- Captains should post a Selfie pic of your team (playing 9/10) in CCL WhatsApp group.
- Umpires will do the toss. Toss should happen 15 mins before the toss.
- Umpires and Captains will decide overs based on first ball time. For every 5 min delay reduction of 1 over. Ex: 5 mins delay it will be a 14 over game, 10 mins delay it will be a 13 over game, 30 mins delay it will be a 10over game
- There will be a 5 mins break between innings. If both Captains agree a 5 mins break can be taken after 8 overs in each innings however the game should finish on time as it will impact the next match.
- Max overs per bowler is 4 overs and min 4 bowlers should be used in game. Batting team cannot have a bye-runner. Retired player can bat again after a wicket is fallen.
- After the game is over it's the responsibility of both Captains to collect the stumps, cones and clean up the ground immediately.
- Umpires will make sure score sheets are accurate and take signatures of both captains on score sheets.
- Umpires should email the score sheets to communitycricketleagueatlanta@gmail.com
- Captains should post score sheets in CCL WhatsApp group.

UMPIRE'S CHECKLIST

Before Match Start:

1. Arrive at the ground at least 15 minutes before the scheduled match start time. For any reason, if you are delayed, please inform one of the CCL committee members.
2. Always download a copy of the CCL rule book on your mobile devices for any reference. If you are in a doubt on how to interpret a rule, call one of the CCL committee members.
3. Grounds will be usually setup by the CCL committee. For any reasons, If a need arises to setup, Please ensure it is done under umpires guidance. Setup guidelines are available in the CCL rulebook.
4. Request the list of playing 10 (which includes super sub) from both the teams before the toss and take a picture of the teams. Double check with both captains if they have any questions on playing squad. Share the team photos in CCL WhatsApp group.
5. Ensure both captains submit their match balls before the start of the game to umpires. These balls should be CCL provided balls. No exceptions.

After match Start:

1. Leg Umpires only should take decision on “**over the shoulder**”, “**above waist no balls**”, “**dead balls**”, “**stump outs**”, “**run outs/hit wicket**” at the batting end. Main Umpire should not get excited and give any of these decisions or override Leg Umpire decisions. But if in doubt, they can always consult and make a final decision. **Leg Umpire should make a final call not the Main umpire.**
2. For **Over the Shoulder** and **Above waist** no balls, the Leg Umpire should consider the height assuming the batsman is standing upright. Please discuss with CCL Committee if there are any questions on Standing upright position.
3. Please be extra cautions while making caught behinds (keeper catches) as there is lot of noises due to sand on the pitch or due to swing of bat on the sand. Sound heard does not mean the batsman nicked it. If in doubt consult Leg Umpire. Also, when you don't hear sound but see a deflection, consult leg umpire before making the call. Make sure Main Umpire makes the final decision. Benefit of doubt always goes to Batsman.

UMPIRE'S CHECKLIST

5. Main Umpire can always consult Leg Umpire in case his view is blocked by either Batsman or Bowler. The final decision should be always given by main umpire. **Please educate Leg Umpire not to get excited and show any signs or signals** to the team. He can only share his feedback to Main Umpire alone.
6. If Main Umpire is not clear about whether a catch is taken cleanly or not, he can always consult Leg umpire. Same is the case with Boundaries (Fours and Sixes).
7. If you are not aware of a rule, please call CCL Committee members before making a decision.
8. Please take time before making a decision, and take a firm decision.
9. Please ensure teams **DO NOT WASTE TIME** on the field as we have other matches after this match.
10. Once a batsman is declared out by the umpire, umpire can revoke the decision before batsman gets out of the field or the fielding captain can recall the batsman by informing it to umpire.
11. Do not argue with teams about rules, refer to rule book, consult other umpire or call CCL committee members. Also do **NOT** get involved in any kind of arguments with players. Always talk to captain only. If you are un happy about something, please make a note and inform CCL committee.
12. Call CCL committee members to report any issues on the ground or any unruly behavior of the playing squads.

End of the Match:

1. Please make sure both the score sheets are completely filled by both teams in the App. Only when the app doesn't work, the manual scoring sheet should be used. Umpire to ensure all the information is filled properly and signed by both captains and both umpires.
2. Please try multiple mobiles before allowing manual scoring). Only designated members will have access to scoring, not everyone. Captain should know this. For any questions, call CCL Committee.
3. Take a picture of manual scoring sheets from both teams.

UMPIRE'S CHECKLIST

Some Common Rules:

Wide ball rules:

1. Off side wide marker should be placed at 36 inches (3 ft.) from the middle stump.
2. Anything legside is wide
3. Batsman moving rule won't apply in CCL
4. After first bounce if the ball is above the head of the batsman standing upright on the crease, then the umpire may call it a wide (Obviously ball should not touch any part of batsman otherwise it will be called as no-ball). It is also a warning.

Dead ball rules:

1. If a bowler bowls a ball that makes two bounces before the popping crease on the batting side, then the ball should be called a Dead ball by the umpire. Once a ball is declared dead, nothing else applies

Mankading rules:

1. If the non-striker is out of his/her ground at any time from the moment the ball comes into play until the instant when the bowler would normally have been expected to release the ball, the non-striker is liable to be run out.
2. Mankading is allowed without a warning by the umpire to the bowler and/or the captain of the fielding team.



UMPIRE'S CHECKLIST

No ball rules:

1. All No balls are free hit.
2. Only the back leg should be considered for a no ball for return crease (side lines).
3. Over the waist no ball should be considering if it passes over the stump in the same height. If a batsman gets bowled, then it's out. **Leg umpire to make this call**
4. After first bounce if the ball is above the shoulder height of the batsman (assuming batsman standing upright position height on the crease), then the umpire will give one warning. The second one in the same over can be called No Ball. (**One warning rule**). **Leg umpire to make this call.**
5. If a ball is above shoulder height and a wide (not over the head wide, but far wide line), wide ball takes the precedence. Umpire should call it a wide. No warning in this case.
6. Any point of the game, if **more than 4** players fielding on either side of the ground, umpires can call it a No ball.
7. It is unfair if the wicket-keeper standing back makes a movement towards the wicket after the ball comes into play and before it reaches the striker. In such a scenario either of the umpires can signal a No ball
8. Second warning in the same over always result in No ball.
9. During the bowling, if bowler by mistake hits the stumps during the actions, either of the umpires can call it a No ball