COMMUNITY CRICKET LEAGUE

A 501(c) 4 Non-Profit Organization

FEIN: 84-3413714

Contents

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1. Rules and Regulations

1.1 CCL organizing team is responsible to formulate all rules and regulations.

1.2 Team Roster is limited to a max of 18 players including outsiders.

1.3 Each team has to provide a group picture of all 18 players. Org team will verify and validate the IDs of all players. ID's allowed: Only Driver's license and State ID. No other document will be entertained.

1.4 Every player has to sign the mandatory waiver, release form.

1.5 Most of the rules are covered by this document. The CCL organizing team will make a decision to add/update modify or delete any rule or guidelines during the season if deemed necessary.

1.6 Any changes made to the rules during the season will be communicated to all participating members/players by their respective captains.

1.7 At any point of the tournament if a team is found guilty or violating these rules will be disqualified from the tournament and the game would be handed over to the opponent team. No changes to already concluded games. The team would not be allowed to register the following year.

1.8 Each Team has to do umpiring and if any team fail to send umpires to any game, that team's respective points will be deducted, and $250 Refund will not be issued and will be disqualified from the current tournament.

1.9 A team can choose either 9 or 10 players (Including 2 from outside (non-community)) for any game. Any 9 can field and any 9 can bat and any 9 can bowl. If you want to use 10 player super sub option then all players should be physically present before start of the game. 10th player can bat directly without fielding or bowling at all. 10th player can take breaks (sit out) during bowling or fielding without any restrictions.

1.10   Minimum age of any player participating in CCL should be 14 years or above. Any minors playing should sign a separate waiver document. Its captain responsibility to inform the same to CCL Committee in email.

- Note: 10th player is on way, in parking lot etc. excuses are not allowed by CCL. He should be present physically on the ground for availing super sub option before the match start. If opponent captain accept, CCL does not have any issue.

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2. League and Registration

2.1 League Schedule

2.1.1   The start and end dates for the initial rounds and semis/finals are made known via the schedule distributed in WhatsApp group.

2.1.2   The schedule specifies mandatory umpiring requirements where applicable, and the teams must strictly follow the umpiring requirements.

2.1.3   Requests for rescheduling games may not be entertained. Rescheduling may be possible if opponent captains agree, and they may have to coordinate with other team captains to match date/timings and Umpiring teams.

2.1.4   Cancellation of the Game due to bad weather will result in splitting of the points.

2.2 Team Registration

2.2.1   The registration fee for the season is $500 for Non-Sponsored Team & $700 for Sponsored Team plus a $250 refundable umpiring fee. CCL will refund $250 to each team at the end of the tournament guaranteed only if Team have umpired in all allotted games.

2.2.2   Registration of the team and payment must be complete before the deadline.

2.2.3   All the player names and email addresses must be provided at the time of registration. Email address would be used to complete electronic signature of the waiver form and to communicate league updates. Captain and coordinator phone numbers are also mandatory at the time of registration.

2.2.4   Captain has to ensure each player's profile is updated in the online tool. Opposite team has the right to stop the play, if profile picture is missing.

2.2.5   A player can play in only 1 team. No player can play in two or more teams even when the community has more than one team registered. The team captains will be held responsible for any violation of this rule and the team will be disqualified from the tournament.

2.2.6   If any team could not send umpires, it's a violation, points will be deducted for that team and the extra $250 collected will be utilized towards the paid umpires for those games and that team will not receive these $250 as refund.

2.3 Violation Discovery

2.3.1   Its responsibility of each team's captain to check on the opponent team roster and/or raise concern about the players of the opponent team and has the right to check the IDs of the players. If any foul play discovered before the start of the match, the umpire would call the game off and award the game and corresponding points to the opposing team.

2.3.2   If such an incident takes place and is discovered during a match in progress, the umpire will have no choice but to stop play, call the game off, and award the game and corresponding points to the opposing team.

2.3.3   If discovered after the game is completed, the opposing team may file a written complaint to the league. If such a case is found to be true and proven, the offending team will lose the game, and corresponding points will be awarded to the opposing team

2.3.4   Any team found violation of above rules mentioned, could face termination/disqualification from league at the discretion of CCL Organization committee with immediate effect.

2.4 Team Roster

2.4.1   Each team can have a maximum of 18 players on roaster for individual subdivision or combined subdivision teams.

2.4.2   If a team has 11 or less players from single subdivision, they have option of merging with another subdivision (max 3 subdivisions) or choose 4 players from outside subdivision and form a team. Outside players needs to be clearly marked on the roaster. Only 2 outsiders are allowed to play in any given match.

2.4.3   All the players from team roaster should sign and submit the waiver form 1 week prior to the tournament start date. It's the team captain responsibility to ensure each player sign the waiver form. Team will not be allowed to play first game until all the players (even if that player is not playing first match) on the roaster sign the waiver form

2.4.4   Community player should play a min of 1 game to play in play offs and outside players should play a minimum of 2 games.

2.4.5   Playing 9/10 must be provided within 24 hours of the washout game.

2.4.6   If a subdivision has 2 or more teams registering in this tournament, both teams can have outsiders.

2.4.7   If a subdivision has multiple teams, players from a given team were supposed to play only for that team for the entire tournament, they cannot swap or exchange in between, even though they are from same subdivision. If the swap occurs after begin of the tournament, that team will be disqualified from the tournament.

2.4.8   Community player can be replaced by another community player until the last league game as long as he has not played any other matches in that CCL edition.

2.4.9   Outside players can be replaced with community player only until the last league game as long as he has not played any other matches in that CCL edition.

2.4.10   Outside player can be replaced with another outside player until the last league game as long as the original player did not play any other matches in that CCL edition.

2.4.11   The original Play off eligibility rule (2.4.4) remains same irrespective of the above said changes.

3. Format and Match Related Rules

3.1 Match Format

3.1.1   All matches will be played as one inning per side.

3.1.2   Each inning will consist of 15 Overs unless it's a shortened due to weather or any other situation, umpires will decide the number of overs per innings before the first ball of the match is bowled. Both teams have to play same number of overs for a result.

3.1.3   A bowler will be allowed to bowl no more than 4 overs. A minimum of 4 bowlers must be used.

3.1.4   In case the total number of overs gets reduced due to late start or rain, Team must use minimum of 4 bowlers irrespective of reduction.

3.1.5   Each team will be required to bowl the allotted 15 overs in no more than 1 hour and 15 mins.

3.1.6   No last man batting is allowed. This holds true even if the team has less than 9 players in the playing roster

3.2 Start Time and Duration

3.2.1   Both teams should be at the ground 30 mins before start of the match and toss should happen 15 mins before start of the match.

3.2.2   Home teams are responsible for setting up the field and boundary markers (Usually for the first match of the day). Cones will be provided by CCL Committee.

3.2.3   For the Last game of the day, Home Team to collect the cones and handover it to one of the CCL Committee members or CCL Volunteer.

3.2.4   If one or both teams are not ready by scheduled time, the overs will be reduced in order to make up for the time. Umpires along with captains will decide overs based on first ball time.

3.2.5   Between minute 1 and minute 15 of scheduled start time: Deduct 2 overs for both teams and Toss awarded to team present at the ground

3.2.6   After 15 minutes from Scheduled start time and before 30 mins of the schedule start time: Deduct 5overs.

3.2.7   Minimum 10 overs to be played if there is a match.

3.2.8   After 30 minutes of scheduled start time, give a grace period of 15 more minutes for the other team to show up.

3.2.9   If both teams do not show up even after 45 minutes from scheduled start time, the match will be abandoned with no points and no option to reschedule.

3.2.10   If one of the teams (with min 6 players) do not show up ever after 45 minutes of scheduled start time, the match will be awarded to the opposite team given a min of 6 players are available.

3.2.11   Match can start if both teams have a min of 6 players.

3.2.12   Any player who is late, can enter the filed after the current over is complete after informing umpires. Applicable to fielding team. No restrictions apply if the team is batting first.

3.2.13   Any player not able to make it before start of 9th over (immediately after break) in the first innings won't be allowed to bowl or bat but can field. Same rules applies both for batting and fielding teams.

   3.2.13.1   It is both captains responsibility to discuss with umpires on this before resuming the innings after the break.

   3.2.13.2   The rules apply to reduced overs game as well at the midpoint of the first innings.

3.2.14   After the toss is over, teams cannot delay the game. Teams have to start the game with the players available on the ground. Umpires need to start the game.

3.2.15   In case of a delayed start, the umpire and both the captains should agree to the start time of the game and the number of overs to be bowled as per above said rules. The number of overs can only be reduced to a minimum of 10 overs per side and this can only happen at the start of the game (Umpires and Committees Call).

3.2.16   If a game is reduced in overs, teams will need to determine the number of overs a player can bowl to do this you will divide the number of overs by 4 to give you the number of overs a player can bowl.

3.2.17 If a game is abandoned before 2nd innings team completes minimum overs (8 overs if its 15 over game and 5 overs if its 10 over game) due to weather related causes, the points will be shared. If it's in play offs, will decide by toss. Rescheduling will depend on ground availability.

3.2.18 In case, minimum overs (8 overs if its 15 over game and 5 overs if its 10 over game) have been bowled into the second innings, the game will be decided by the Duckworth Lewis Calculator. See last page for details.

3.2.19 If it is a reserved field then the reservation time needs to be considered. The maximum overs per inning cannot be modified once the game has started.

3.2.20 If the umpires are not on time, one of the organizers will do the umpiring until the umpires are arrived. Even with organizers doing the umpiring, all the rules above still apply the same way.

3.3 Completion of game on time

3.3.1 Under normal circumstances, timely start and without rain delays and interruptions, all teams must bowl their allotted overs in the scheduled time.

3.3.2 In case of suspended games due to inclement weather conditions/unavailability of lights/ any other situations, Duckworth system will be applied using the app. If a match cannot fit into Duckworth system, a rematch can be rescheduled based on availability of grounds, Teams and umpires. If the grounds are not available, the winner will be decided by toss for play-off games, Points spilt for league games.

3.4 Substitute Players, Runners and Retiring

3.4.1 Retired player – A player can retire at any point of time during the batting and can bat again after a wicket is fallen.

3.4.2 If a batsman is out caught, the next batman entering the field should always takes the strike irrespective of cross over. This will rule apply only for caught out. Run out still hold the same old rule.

3.4.3 No bye-runner is allowed for any team, even if there is an injury to the player. Only exception is for physically challenged.

3.4.4 Substitute (who is not in the playing list, but in roaster) can only field but not bat or bowl.

3.5 Field Setup and Pitch Length

Note: Don't change Direct Hits to fence rules – play as per Diagram

3.5.1 The pitch length should be 22 yards/66 Feet Stumps to Stumps.

3.5.2 The pitch length should be verified by both captains and umpire BEFORE the start of the game and cannot be modified once the play has started.

3.5.3 CCL strongly recommends all the team to carry a measuring tape at least for 250 feet and it should be used for measuring the pitch length.

3.5.4 A batting side stump should be kept minimum 20ft from the behind/backwall fence and maximum of 30ft distance.

3.5.5 There should not be more than 4 fielders on any side of the field (Off/Leg side) at any point of Time. Accepted field setup Examples: 3 fielders on off side / 4 fielders on leg side excluding wicket keeper and bowler 3 fielders on leg side / 4 fielders on off side excluding

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wicket keeper and bowler. Should not consider bowler at any time, irrespective of the bowler bowling over or around the wicket.

- Note: Don't change Direct Hits to fence rules, which will affect your scoring runs from other teams and in turn will affect your overall run rate calculations. Please follow diagram (Section 3.6) on field setup

3.6 Category 1 Field Setup
- Field 8 in Sharon Park falls under this Category
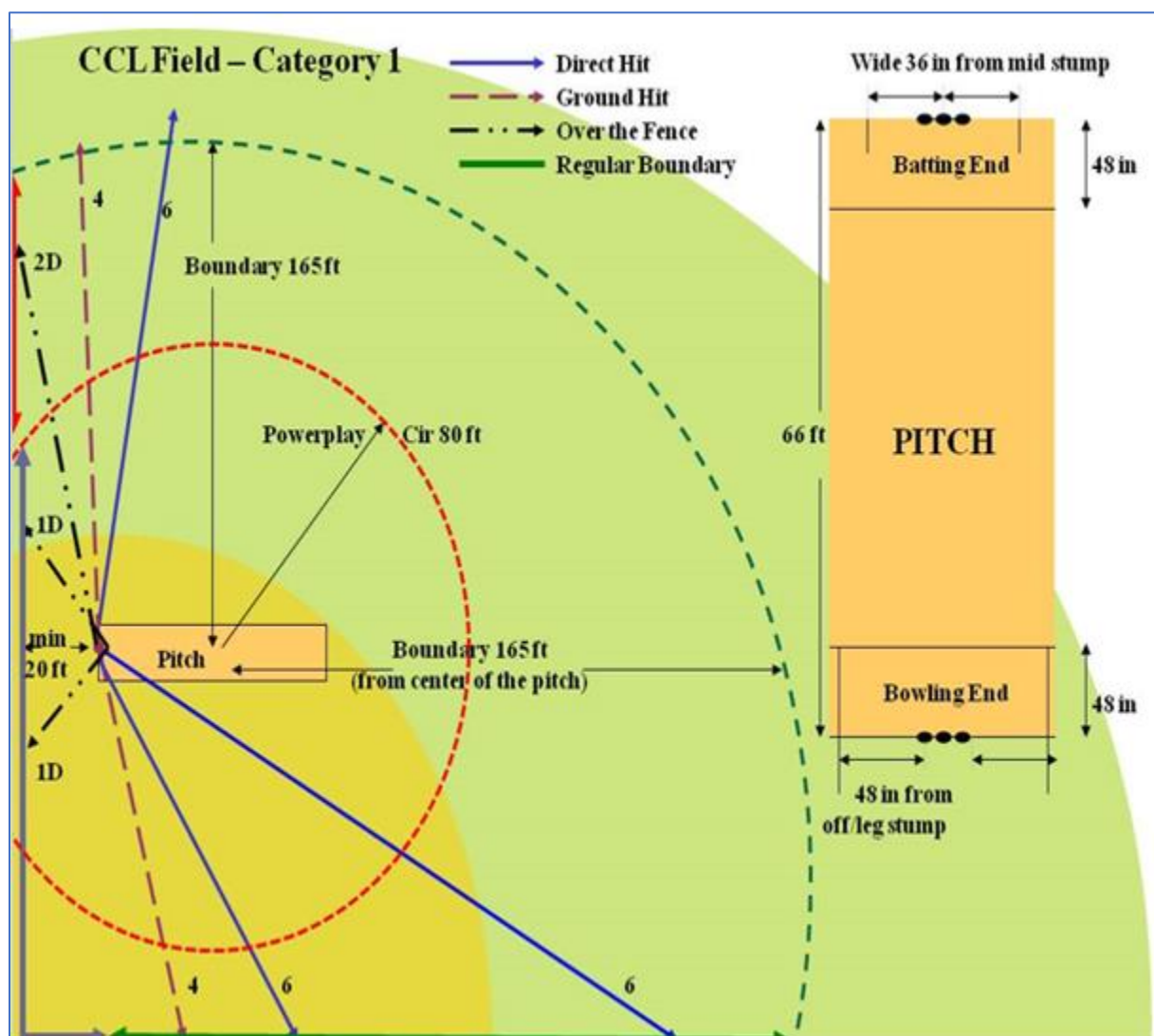
3.7 Category 2 Field Setup

- Field 5,6 and 7 in Sharon Park falls under this Category.

- Field 1 and 5 in Bennet Park falls under this Category.
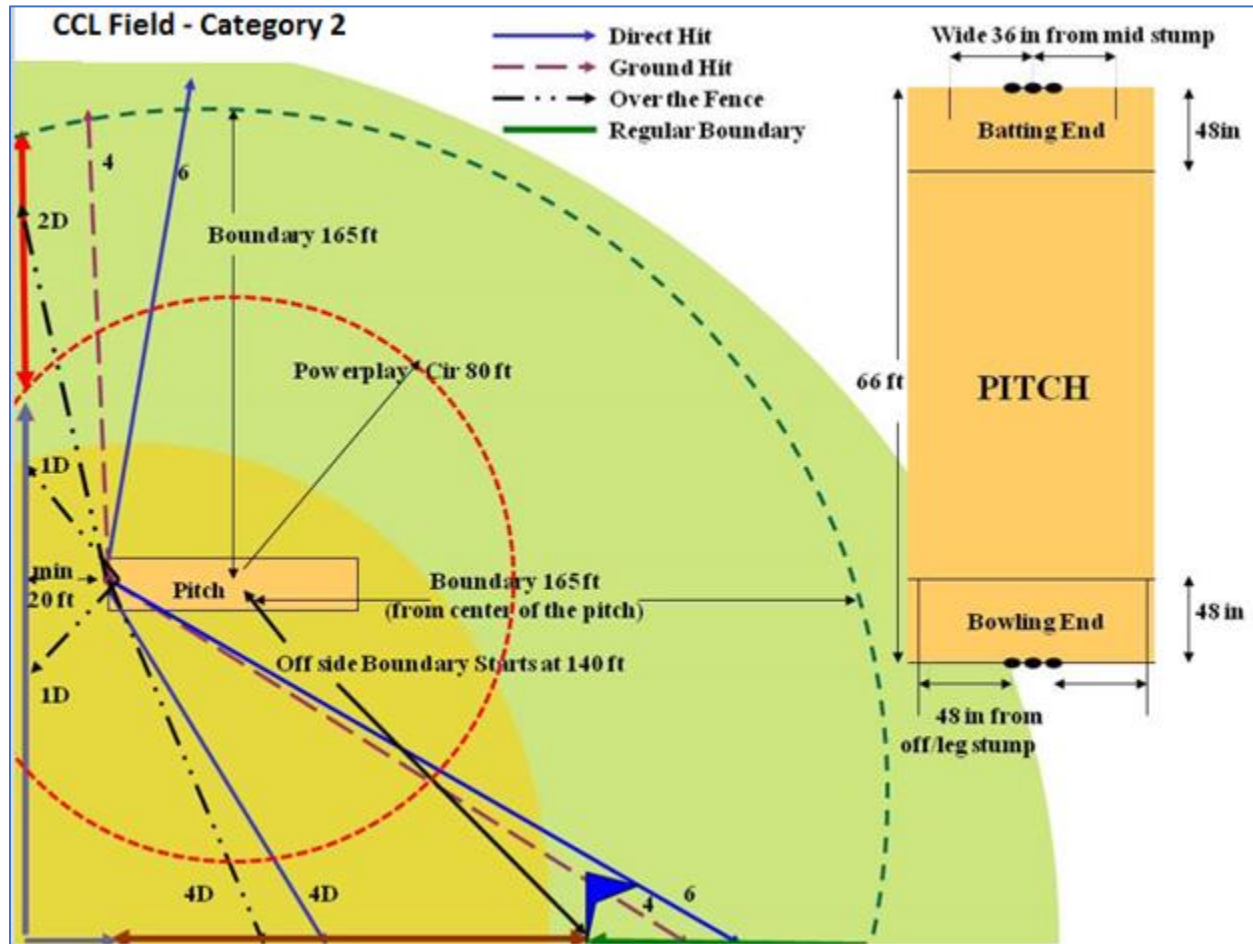
3.8 Category 4 Field Setup

- Sharon Field 1,2,3 & 4 may fall under this category

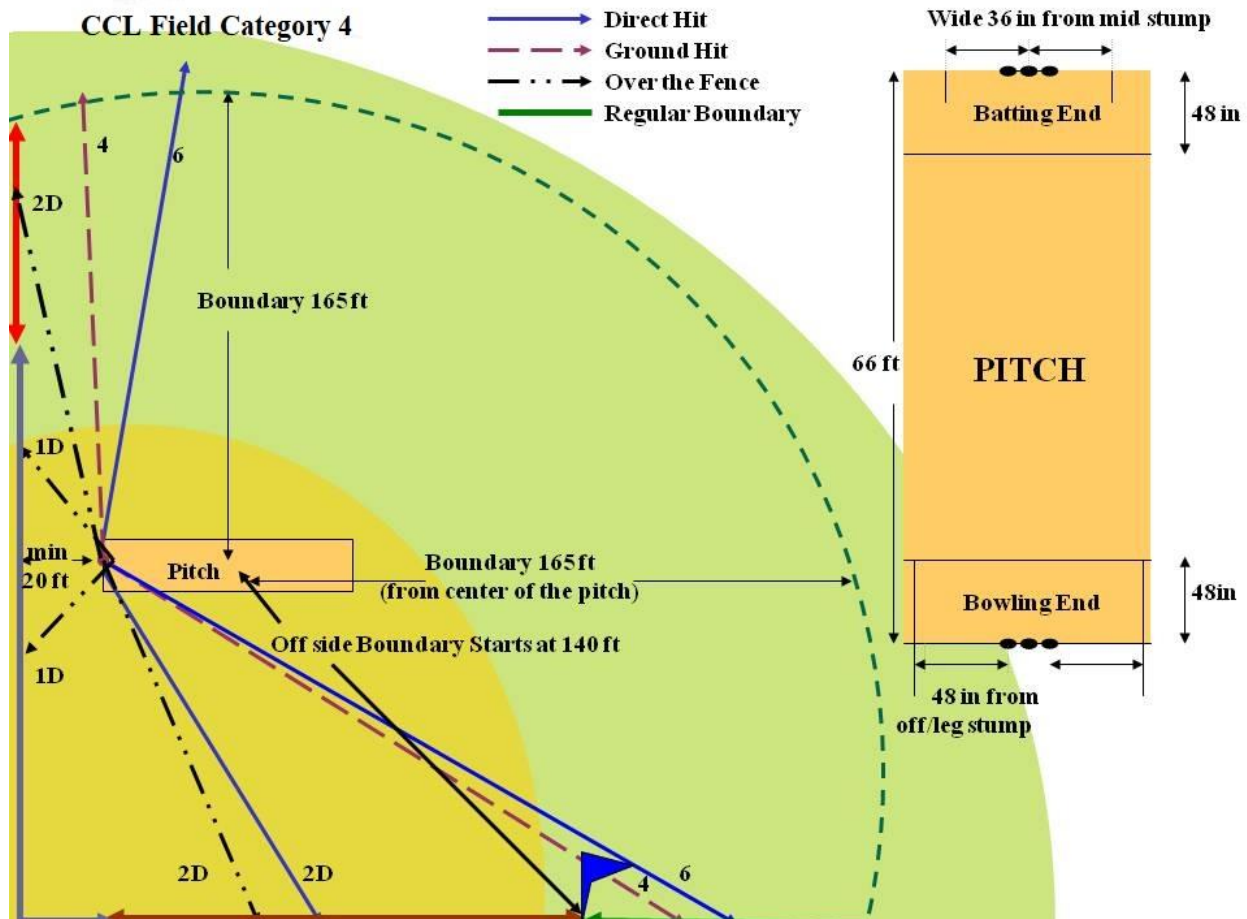## 4. Tournament Format and Rules of Play

4.1 Cancellations, Bad Weather & Postponement

4.1.1 In case of inclement weather, the assigned officiating umpire along with the playing captains will make the decision regarding the game.

4.1.2 Teams are expected to show up for all the scheduled games, and the umpire(s) along with the playing captains on the field would make a decision whether the playing conditions are favorable to play or not. Failure to show up for the scheduled game by any side will be considered as "forfeiting the game".

4.1.3 If both the teams are not ready to play due to bad weather or weather interference during any part of the match (outcome of the match not determined by the allotted time), then the match will be as a No Result to both the teams and points will be awarded to each team.

4.1.4 For rain washout games, we will try to reschedule depending on the availability of the grounds and it might have to be played Sunday or Saturday and, in some cases, (if ground is not available or weather related), the points have to be shared. Playing 9 must be provided within 24 hours of the washout game.

4.1.5 At any point in the game, other than keeper, no fielder is allowed to wear any sort of gloves irrespective of weather conditions. Not even on the mutual agreement of both captains.

4.2 Points Assignment

4.2.1 The winning team will get 4 points and losing team will get 0 points.

4.2.2 In case of a Tie or No Result, each team will get 2 points.

4.2.3 Teams which forfeit the match will get 0 points.

4.3 Wide Ball

4.3.1 Wide markers should be set up before the start of the game and should be set up as follows: Off side wide marker should be placed at 36 inches (3 ft.) from the middle stump. Anything on leg side is wide considering ball crosses the leg side in batsman's normal standing position. The umpire will verify the setup.

4.3.2 Any ball over the marker is not considered a wide.

4.3.3 Wide should be called by the main umpire if he feels the ball crossed the plane of the batsman outside the marker. It does not matter where the batsman is at that time. Batsman moving rule won't apply in CCL.

4.3.4 Stumping is considered out in wide ball and an extra run will be added to the batting side score. The bowler has to bowl an additional ball.

4.3.5 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).

4.4 No-Ball Rules (All NO balls are free hit)

4.4.1 The bowler's front foot must land with some part of the foot, whether grounded or raised, behind the popping crease

4.4.2 The bowlers back foot must land within and not touching the return crease (side crease).

4.4.3 Only the back leg should be considered for a no ball for return crease (side lines).

4.4.4   Any delivery, which passes or would have passed on the full above waist height (always assuming batsman standing up right height) of the striker is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker and can be called as a No Ball. 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.

4.4.5   After first bounce if the ball is above the shoulder height of the batsman (assuming standing upright position height on the crease), then the umpire will give one warning. The second one for the over can be called No Ball. (One warning rule)

4.4.6   After the first bounce if the ball is going above the head (assuming batsman standing upright height on the crease) **should not be called as a No ball**. It should be a wide

4.4.7   If it's a No ball above shoulder (due to height) and a wide, wide ball takes the precedence.

4.4.8   Any point of the game, if more than 4 players fielding on either side of the ground, umpires can give a No ball.

4.4.9   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

4.4.10 If, in the opinion of either umpire, the ball has been literally thrown, he shall Call and signal No ball. Umpires should avoid calling no balls if it's part of the bowler's action.

4.4.11 If either umpire considers that a further delivery by the same bowler in that innings is thrown, the umpire concerned shall call and signal No ball. When the ball is dead, he shall inform the other umpire, the batsmen at the wicket and the captain of the batting side on the same.

4.4.12 The umpire at the bowler's end shall direct the captain of the fielding side to take the bowler off from bowling. The current over shall be completed by another bowler.

4.5 Dead Ball Rules (It's a No Ball and Free hit)

4.5.1   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 No ball by the umpire and it's a free hit

4.5.2   Leg umpire need to confirm to the main umpire before making the call

4.5.3   All rules of typical no ball applies here.

4.6 LBW

4.6.1   There will be no LBW

4.6.2   However, runs for leg byes are allowed as long the batsman does not deliberately pad.

- Note: There is no such rule saying batsman not offered any stroke. As long as not deliberate padding batsman can have leg bye. For Example, if a batsman tries to avoid a bouncer and if it hit his body, there is always run for that.

4.7 Non-striker leaving his ground early (Mankading)

4.7.1   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.

4.7.2   Mankading is allowed without a warning by the umpire to the bowler and/or the captain of the fielding team. Mankading means, bowler attempting to run out the non-striker before the ball is delivered irrespective of bowlers bowling action.

4.8 Stumps Displacement Scenarios

4.8.1   Regular run out rules applies. If all the stumps are displaced and are flat on the ground, then following two situations apply.

4.8.2   If regular stumps are used, then one or more stumps has to be put back before run out is made or one of the stumps need to be carried by hand with ball in the same hand.

4.8.3   If spring-based stumps are used, then the entire stump pack has to be brought upright to the current location before run out is made or the entire stumps to be carried by hand with ball in the hand. This also applies when the base moved but wicket didn't fall.

4.9   Recalling a Batsman

4.9.1   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. Umpire can change the decision, without consulting fielding captain.

4.10 Super over rules

4.10.1   In case a match is tied, the two teams select three batsmen and a bowler to play a single, additional over each to determine the winner of the game. At the end of the two overs, the team which scores the most runs is declared the winner.

4.10.2   The team that batted second in the original match will always bat first in the Super Over, while the bowling team chooses which end, they would like to bowl (if Applicable).

4.10.3   Two wickets are allowed for each batting team in the Super Over. If the batting team loses both wickets early, then their innings ends.

4.10.4   If the Super Over is tied, then subsequent Super Overs shall be played for a reasonable amount of time until there is a winner.

4.10.5   Bowlers cannot bowl successive Super overs for their respective teams and a batsman dismissed in the initial Super Over, is ineligible to bat again.

4.10.6   If in case, the overs cannot continue for any reason (especially weather or ground unavailability due to time), then the match result is declared as a tie

4.11 Score Cards and Umpire Reports

4.11.1   Scorecards for all games must include the full batting, bowling, and fielding records.

4.11.2   Both captains are responsible for providing and completely filling in the entire statistics from their innings (this includes their batting and the other teams bowling and fielding details) to the umpires.

4.11.3   Teams are urged to put names of fielders involved in a dismissal on the scoresheets.

4.11.4   Pitching moving rule

4.11.5   In case of rain, in the beginning if the pitch needs to be moved, umpires and committee along with captains will take a decision. Once the field is setup and agreed on the ground category, rules should not be changed in the middle.

4.11.6   In case of rain, in the middle of the game the pitch cannot be moved.

4.11.7   In case of pitch conditions changes in the middle of the match due to rain, umpires will take the final call after consulting with committee members. If applicable, Duckworth rule will be applied.

5. Approved Equipment

5.1.1   CCL will provide teams with approved balls which must be used during official games. Each innings should be started with a new ball. No exceptions.

5.1.2   Any team found not using the standard ball or not in possession of a NEW ball at the start of their bowling inning shall forfeit that game.

5.1.3   All teams must provide at least one spring base stumps before the game is started.

5.1.4   Score should be entered online live during the game, if needed you may enter it offline on score sheets.

6.Spirit of the Game & Code of conduct

6.1.1   Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. Any action, which is seen to abuse this spirit, causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains

6.1.2   The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

6.1.3   A bye runner is not allowed unless agreed by a captain. In case of physically challenged players, by default a bye runner is allowed. Its captain's responsibility to inform the umpires and opponent captain well ahead of the game and get an agreement.

6.1.4   The responsibility for the team's conduct firmly lies with the captain

6.1.5   If there is any aggressive behavior towards any player or against umpires will be given 1 warning per game. The second warning will lead to ban on the player for rest of the match without any substitute allowed. If the situation is further escalated, will lead to reduction of points after thorough enquiry by the committee.

6.1.6   Any vulgar language used towards opponents/umpires (whatever the circumstances may be) will be considered serious and respective player will be barred for the entire season. Organizing committee will take necessary action after talking to umpires. Refund amt is also cancelled at this point.

6.1.7   Any assault or Battery by any individual is termed very serious. The player will be immediately banned from the tournament. The CCL committee will review the situation with both captains, umpires and players on the ground to know further details and may ban the player permanently from the League.

7.Awards and Trophies

7.1.1   Each registered team (up to 18) of winning side will receive a champion's trophy/medal.

7.1.2   Each registered team (up to 18) of the losing side will receive a runner's trophy/medal.

7.1.3   Individual man of match awards for Semi-Finals and Finals may also be given.

8.Umpire Duties

8.1.1	Team captains should send best possible Umpires.
8.1.2	Umpires need to report to the ground at least 30 mins before start of the match.
8.1.3	Umpires needs to make sure ground is setup properly before start of the match
8.1.4	Umpires should ensure playing 9/10 names are entered on the Cricclubs app for both teams before game starts. Also ensure the team is able to score from Cricclubs app.
8.1.5	For any reason, Cricclubs is not available, teams to download the below app from google play store and start scoring. Umpire to validate the scores. This App is very easy and no need to register any players also. You can start in the middle of game as well. First choice is always Cricclubs for scoring.
	https://play.google.com/store/apps/details?id=com.kdm.scorer
8.1.6	Toss should happen 15 mins before the start of the match
8.1.7	Umpires should collect scoresheets from both teams, make sure they are accurate and correct, and take signatures of both captains. Umpires should email the score sheets to communitycricketleagueatl@gmail.com and captains should post in CCL WhatsApp group.
8.1.8	If any of the team, captains raise concerns on the playing 9/10. Its umpires and opponent team captains' duty to prove the playing 9/10 mentioned on the roaster.
8.1.9	Umpire check list need to be referred thoroughly before coming to umpiring.

9.Captain Duties

9.1.1	All team captains should come to the ground with one set of Stumps,
9.1.2	Tape and Cones for Boundary and wide ball markers.
9.1.3	Ground setup is the responsibility of Home Team Captains.
9.1.4	Once you are at the ground, fill out the score sheet with playing 9/10 and hand over to Umpires.
9.1.5	Captains should post a pic of your team (playing 9/10) in CCL WhatsApp group. Applicable to both Teams playing the game and post in WhatsApp group.
9.1.6	If both Captains agree a 5 mins break can be taken after 8 overs in each innings.
9.1.7	After the game is over it's the responsibility of both Captains to collect the stumps, cones and clean up the ground immediately.
9.1.8	Team captains should send best possible Umpires.
9.1.9	Team captains should share the CCL team's roaster to organizing team well before the start of the first game no exception and not on the game day.
9.1.10	If third party app is used for scoring, its captain's responsibility to enter the scores in Cricclubs with in next day after the match.
9.1.11	Team captain has the right to verify the IDs of all players from opposition team and make sure they are from the same team and on the roaster provided. Captain should inform organizing team and Umpires if there is any discrepancy
9.1.12	Captains should post score sheets in CCL WhatsApp group

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10. Duckworth Lewis calculator

- **Please use below DL calculator**

    - **http://www.boltoncricket.co.uk/DLcalc.html**