

# Capital-City Cricket League

v26



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## Revision Control

Section Updated	Date	Update Description	Updated by**
1.3, 1.4, 3, 4.13, 13, 14	5/24/2017	Updated late show, points, penalty points, awards and playoff format and qualification	Mayuresh Varerkar
Umpiring and Penalty Sections	3/10/2017	Umpire responsibility and penalty rules for late start	Mayuresh Varerkar
All Sections	3/7/2017	Uniforms, walkovers, and other related rules for CCL 2017	Mayuresh Varerkar
Most of the sections updated	2/10/2017	CCL Groups 2017	Mayuresh Varerkar
Most of the sections updated	1/8/2017	Initial set of changes for CCL 2017	Sanket Dave
12.4	4/6/2016	Section 12.4 is consistent with section 5.10	Sanket Dave
3.6/3.7	4/3/2016	Updated the NRR to match with ICC rules	Pranav Bhatt
About CCL, Format, rescheduling info, most of the sections were updated for CCL 2016.	03/14/2016	Updated for CCL 2016. Mainly the format and about CCL section, learnings from last year.  Some more update will be made before the tournament starts.	Bhavin/Pranav
1.1.18 / Section 13 added	06/18/2014	Added Division B and awards information	Bhavin
Most of the sections were updated	03/12/2014	Document updated with the changes for CCL 2014	Bhavin
Appendix-A	03/14/2013	Updated ground/pitch dimensions	Urvin Modi
4.4.2.4 Appendix-C	03/12/2013	Updated Sections for Pitch/360 Ground Roles of CCL members(Appendix C)	Pranav Bhatt
4.4.11.1	04/05/2012	Document creation	Urvin Modi
4.4.12	04/05/2012		Urvin Modi
4.4.2.1 / 4.4.2.2 / 4.4.2.3	04/05/2012		Urvin Modi
Appendix-A	04/05/2012		Urvin Modi

**\*\* - Any rule will be updated or changed only after approval of at least 4 committee member.**

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## **About CCL**

### ***CCL - "Capital City Cricket League" (previously known as FCL, Folsom cricket league)***

CCL is a brainchild of bunch of friends, happened to be cricket fans. In all those years, CCL has successfully completed many seasons. What we all like about CCL is it provides solid platform for fun cricket with enough competitiveness. We have 200+ players registered and played in CCL, and still counting. All of this is only possible with everyone's support and excitement for the game of Cricket. Looking forward to same support from all teams and players to improve our standards step by step, at the end it's all for the game we all love and cherish – CRICKET  
Our mission and intention is to provide safe, quality, competitive and organized recreational cricket.

We have bodies in CCL who contributes to conducting CCL in the most efficient way.

#### **What is a Board?**

Body consisting of a single representative for a team (Captain or manager) that has registered to play CCL for that season.

#### **Board responsibilities**

- Ensure all teams comply with CCL regulations.
- Cricketing related decisions
- Dispute Resolution regulations
- On ground conflicts and penalties

#### **What is a Chair?**

He is an elected member of the board by a simple majority.

If there is no chair for any reason, CCL Committee assumes responsibility.

#### **Chair responsibilities**

Single Voice that represents the board.

Logistics of sending votes and collecting results and forwarding proposals to CCL Committee.

Note: Final decision will be made by CCL Committee after evaluating results and proposals from the board Chair.

#### **2017 Board Chair: Ramesh Chellapilla (Royals)**

**What is a CCL Committee?**

Body consisting of some founding members and passionate volunteers responsible for specific tasks.

**CCL Committee responsibilities**

1. Ground Reservations, Insurance
2. Collect Funds. Track Finances
3. Update Rules doc if necessary
4. Website Maintenance
5. Order Awards
6. Awards Ceremony logistics
7. CCL Communications
8. Purchase of balls / Distribution
9. Ground/pitch maintenance
10. Porta-potty ordering
11. Own and Publish Finances
12. Tournament Scheduling
13. Publish Weekly Points Table
14. Weekly Snapshot of player stats and points tables
15. Tournament Logistics (Start Date, Ceremony Date, etc)
16. Tournament Structure

Board cannot interfere with the organization and structure of CCL.

Official CCL Communications will ONLY come from the [ccl\\_committee@googlegroups.com](mailto:ccl_committee@googlegroups.com)

Board related discussions will ONLY happen using [ccl\\_cricket\\_board@googlegroups.com](mailto:ccl_cricket_board@googlegroups.com)

**Conflict Resolution Committee and their roles and responsibility:**

CONFLICT RESOLUTION COMMITTEE (CRC) will be handled by an elected panel of 5 members in the CCL 2017.

1. Monitor CCL Board Google group email for Issue Resolution Request (IRR) being filed.
2. Resolve all IRR's (**CRC 2017 Roster: Venu (Royals), Srini (SCC), Ashish (EDH Gladiators), Abhimanyu (Oceans), Venus (Lagaan)**)
  - a. If a CRC member is part of the team filing for an IRR then the CRC member will not take part in the resolution.
  - b. CRC issues to be resolved by simple majority within CRC.
  - c. If there is a tie within CRC Committee, committee members would resolve the tie by casting their vote. No member whose team is involved in the dispute would take part in the resolution.
  - d. CRC needs to abide and resolve matters **STRICTLY BASED** on the CCL Rules and Bylaws. **NO EXCEPTIONS**

# 1 Grouping and Format

## 1.1 Grouping

Rank	Team Name	Groups
1	Lagaan	A
2	Royals	B
3	Team Warriors	C
4	Oceans	A
5	GHZ	B
6	Aryans	C
7	Mavericks	A
8	FCC Kings	B
9	Folsom Blues	C
10	SCC	A
11	Lagaan Lions	B
12	Warriors	C
13	Arihant	A
14	Vikings	B
15	Rebels	C
16	Aces	A
17	Rajni Gajni	B
18	Lagaan Knights	C
19	FSK	A
20	Rockers	B
21	EDH	C
22	Natomas Steelers	A

Based on the above below is the Group A, Group B for CCL 2017.

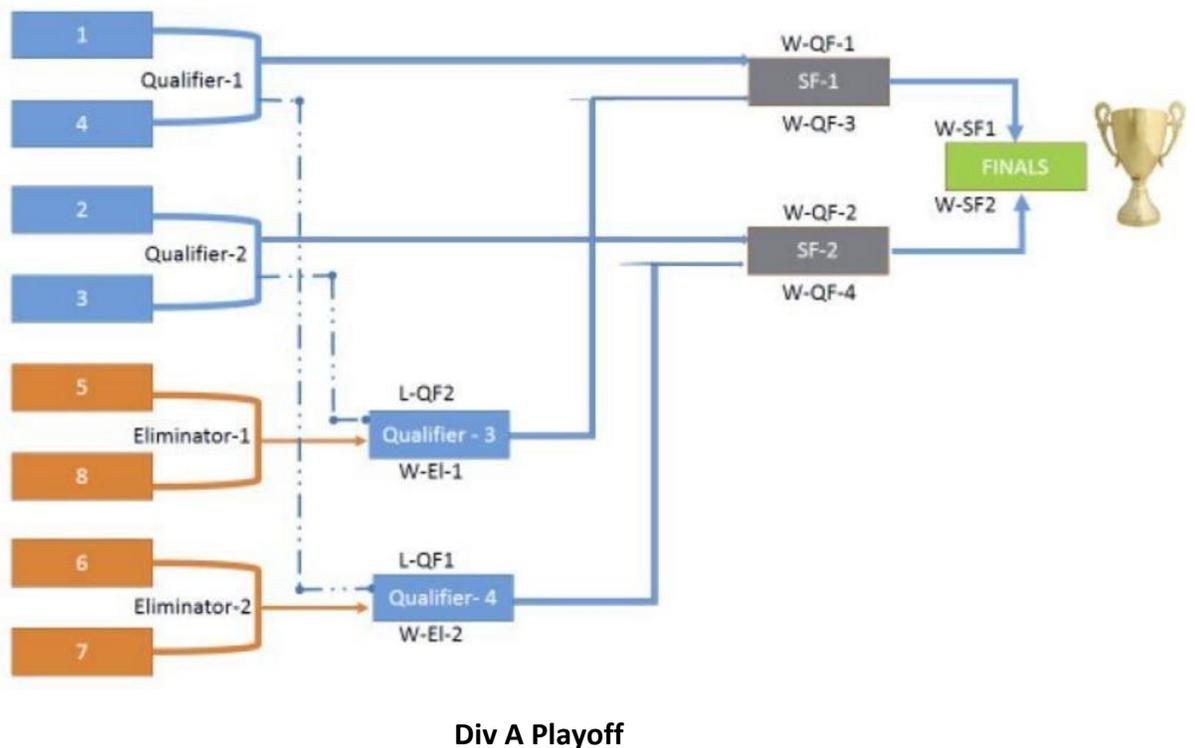
<b>Group A</b>	<b>Group B</b>	<b>Group C</b>
Lagaan	Royals	Team Warriors
Oceans	GHZ	Aryans
Mavericks	FCC Kings	Folsom Blues
SCC	Lagaan Lions	Warriors
Arihant	Vikings	Rebels
Aces	Rajni Gajni	Lagaan Knights
FSK	Rockers	EDH
Natomas Steelers		

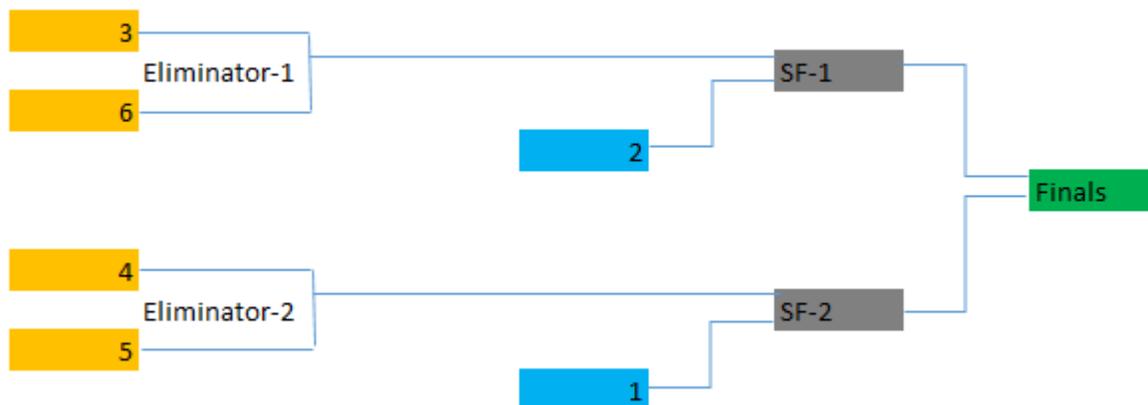
**1.2 Format for CCL 2017**

Div	Group A	Group B	Group C
DIV A	1	1	1
	2	2	2
	3	3	3
	4	4	4
DIV B	5	5	5
	6	6	6
	7	7	7
	8		

- Round 1: Group Stage (Round Robin-6/7 Games per Team)
- Round 2: Div A- Top 4 teams from each group (8 Games per Team)
- Round 2: Div B- Bottom 3/4 teams from each group (6/7 Games per Team)
- Playoff Format: Div A- Top 8 teams qualify, Div B- Top 6 teams qualify

**1.3 Playoff Format**





### Div B Playoff

#### 1.4 Team Qualification Scenario for next round

If there is a Tie in number of points while deciding which team should go further, team with better NRR shall advance.

1.4.1 In case of NRR tied up to 4 decimal points, head-to-head result will be considered.

1.4.2 If NRR is tied and head-to-head results not available, both teams shall play a cricket game to break the tie. Schedule cannot be pushed out due to the game. Hence, committee would be deciding on the format of this game.

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## 2. Field

- 2.1** All CCL-2017 games must be played on the field(s) communicated to the team by CCL Committee.  
CCL will use its Home Ground at [10700 ambassador drive, Rancho Cordova, CA](#) for all the matches.
- 2.2** CCL Teams are not allowed to practice on the pitches which CCL uses for their Matches. Penalty will be awarded to the teams if they are found guilty with evidence for using CCL pitches.
- 2.3** "Home team" (team stated as Home in fixture) is responsible for ground setup. ), Both the teams responsible to get one set of spring loaded stumps and cones, No digging in ground and pitch is allowed.
- 2.4** Cone to Cone is consider as Straight line.
- 2.5** Both Home and Away teams are responsible for cleaning up (bottles/wrappers/food etc) from ground as well as dug-outs.
- 2.6** Umpires are required to check the creases, wickets and other required implementation of the game before the toss for innings. If the umpires find even one of the creases either not marked, or improperly marked, or the wickets improperly pitched, the Umpire must request the Home team to resolve such issues before the start of the match.
- 2.7** As guideline to the umpires for the calling of wide on the offside, two off-sides "wide-marker lines", 1 foot in length, will be drawn perpendicular to the Bowling crease, towards the Popping crease, 3.5 feet from center of middle stump. One of these lines is for a right-handed batsman and the other for a left-handed batsman.
- 2.8** The boundary must be clearly marked by cones/ground paint so that it is easily visible to the Umpires standing at the wicket.
- 2.9** CCL will provide match balls for every game to all captains before start of games.
- 2.10** In the event when CCL Home ground cannot be used then CCL will reserve another field to play the matches. In that case following dimensions should be used. Taking Rossmoor Park, Rancho Cordova as a reference.
- 2.11** Picture in [**Appendix-A**] shows rough idea about where pitch and boundaries should be set. This is to confirm all teams play in similar conditions.

## 3. Results

- 3.1** Winner gets 10 points.
- 3.2** Loser gets 0 points.
- 3.3** Bonus Points - No bonus points for CCL 2017.
- 3.4** Washed out/abandoned without a ball bowled game – By default Teams will split point 5 each with no change in Net run rate. In case if the slots are available and teams would like to reschedule (in agreement with umpiring team) and finish a game then teams need to contact committee for the available slots and work out rescheduling of their game keeping committee in the loop. This process of rescheduling should be completed before the first game in the following weekend. Please note, it is the team's responsibility to work out a new schedule if both teams decide to move their game or change time.
- 3.5** Teams carry forward their points/NRR earned against other qualifying teams from same group to Knockouts. No penalty points are carry forward.
- 3.6** In the event of Tied game, "super over" shall break the tie. Super over rules are same as International T20.
- 3.6.1 For Super Over, Both Captains need to nominate 3 batsmen and 1 bowler. These names shall be given to umpires in writing before start of super over.
- 3.6.2 The team batting second in the match will bat first in the Super Over.
- 3.6.3 Same ball (or similar age) as used at the end of each team's innings shall be used for each team's Super Over.
- 3.6.4 The loss of two wickets in the Super Over ends the team's Super Over innings
- 3.6.5 Net Run Rate A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition. In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed. Only those matches where results are achieved will count for the purpose of net run rate calculations.  
Reference Link ([ICC Rule](#))
- 3.6.6 Net Run Rate A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition. In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate of both teams shall be based on the full quota of overs to which the batting team would have been entitled and not on the number of overs in which

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the team was dismissed. Only those matches where results are achieved will count for the purpose of net run rate calculations. Reference Link ([ICC Rule](#))

- If team get all out, scores will be divided by full quota of overs (18)
- NRR will be considered up to 4 decimal places (xx.yyyy)

- 3.7** All teams MUST play their games on scheduled date/time/ground. Rescheduling can be accommodated only if there are available spots which are filled on first come first serve basis by CCL committee. Teams need to finish their game within that particular weekend. Teams changing time slot within the particular weekend must get approval from CCL.
- 3.8** Swapping is allowed as long as all teams agree. Umpiring assignments do not change in this case. Swapping must be approved by CCL.
- 3.9** Umpiring assignments do not change in any circumstances.
- 3.10** Forfeit: Failure to meet cut-off time will be considered as On Ground Forfeit and will be given penalty points (Section 13). There will be a fine of \$50 for every game forfeited by a team.
- 3.11** Walkover: In case opposition team does not agree to reschedule, game will be considered as giving Walk-Over (no penalty but 0 pts for loss). Deadline for conceding a walkover is Thursday 11:59pm. Team rep is responsible to communicate the walkover to opposing captain, umpires and the committee through email before the above deadline.
- 3.12** Failure to reschedule: If both teams agree on rescheduling, they own responsibility for finishing their game within that weekend when their game is scheduled originally. If teams cannot finish their rescheduled game within CCL dead line, both teams will get 0pts (no penalty points). CCL committee won't be watching over the fixture once it's deviated from original fixture).
- 3.12.1 Rain or ground issue & match didn't take place before deadline – 5 pts each
- 3.12.2 Rescheduled match for any reason & match didn't take place before deadline – 0 pts each

## 4. Match Regulations - Basic Rules

- 4.1** A match shall be of one innings of each side. Each innings will be of 18 overs max.
- 4.2** LEVEL 5 Soft-T (Wilson) softball will be used which will be provided by CCL.
- 4.2.1** CCL committee purchases the ball from the same manufacturer and same Code for the entire season. There could be variations in the ball like hardness or ball not lasting the entire innings, CCL committee cannot control this. This can also not be used as a reason to reschedule a game. If the ball does not last an entire innings, CCL committee recommends using a new ball and umpiring team keep this consistent for both teams' innings.
- 4.3** Each bowler can bowl maximum of 4 overs. If there is a reduction in the number of overs before the match has started the 5<sup>th</sup> bowler has to bowl minimum of 2 overs. Maximum number of overs bowled by other 4 bowlers will be calculated by dividing the number of overs minus 2 to be bowled per innings by 4 and rounded up to the nearest whole number.
- 4.4** All international cricket rules will be applied where not called out, except LBW and Leg Byes:
- 4.4.1** No LBW but if pads are used, we will have rule of 2-LBW-out. We understand pads could be for batsman's safety but it gives him unfair advantage over majority of others who don't use them and to still allow pads and make it fair to opposition team, we have 2-LBW-out rule. Above rule does not apply to helmets used for safety purpose.
- 4.4.2** No leg bye runs. This also means a player can't be given run-out in such case. Batsman still could be stumped as long as it is done while ball in play.
- *Body First -> Bat next: Can get out anyways except run outs. No runs.*  
If ball hits player's BODY first then consequently hits BAT without touching ground; and fair out scenario happens; player can be given out "Caught" or "Bowled" or "Stumped" but not "Runout".
  - *Bat First -> Body next: Ball is in Play*  
If ball hits player's BAT first then BODY, without touching ground; in a fair out scenario; player can be given out "Caught" or "Bowled" or "Stumped" or "Runout".
  - *Body Only: Bowled or stumped out. No runs.*  
If ball hits player's body then hits wickets before touching any of the fielders, batsman shall be given out "Bowled". Batsmen can also be stumped out in this case.

4.4.3 No running out striker after bowler gets in his bowling action – CCL defines getting into bowling action as the moment bowler plants his front foot over the stump line. Thus Bowler can only get non-striker out if his front foot is behind the bowling stumps.

4.4.4 No run outs once umpire calls “over”.

4.4.5 Player can be called out, if he is found outside crease while ball is in play and he fails to notify umpire that he is not attempting a run.

4.4.6 Full toss above the waist (Not Tshirt) is NO ball (consider batsman was standing upright at popping crease). Non full toss deliveries above shoulder is also a NO ball. No “one bouncer per over” rule.

4.4.7 Ball bouncing more than once before batting stumps is a dead ball.

4.4.8 If stumps have bails, then at least one bail have to be dislodged to call OUT.

4.4.9 If stump has no bails, then ball hitting stumps is called OUT. Base of the spring loaded stumps are considered part of the stumps.

4.4.10 No under arm/throw bowling

4.4.11 No Free hit on front foot no ball.

4.4.12 For a delivery to be fair in respect of the feet, in the delivery stride

- The bowler’s back foot must land within and not touching the return crease appertaining to his stated mode of delivery. Return crease should be 4.4 feet from middle wicket.
- The bowler’s front foot must land with some part of the foot, whether grounded or raised behind popping crease.
- Both feet should be on the same side of the imaginary line joining the two middle stumps and behind the popping crease.

[For animated video click here.](#) (Note: CCL rule about the bowl pitching more than once before the wicket differs)

4.4.13 Fielding Team cannot have more than 5 players (excluding Wicket Keeper and bowler) fielding on ON (leg) side. There is no such restriction on OFF side.

4.4.14 Fielding Team must have at maximum 5 players (excluding Wicket Keeper and bowler) fielding in outfield. (We don’t have 30 yard circle, but this should be judgment call by umpires).

**4.5** There will be NO power play restriction on fielding side.

**4.6** It is highly recommended to wear abdomen guard for all Cricket games at CCL

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- 4.7** CCL will allow substitute runner for any player injured within the game. Both Umpires and opposition captain have to agree on this.
- 4.8** Each team must complete its bowling quota of maximum overs in 1 hour 30 minutes in 18 over game.
- 4.9** Intervals/Breaks
- 4.9.1 There shall be an interval of 10 minutes between each innings.
- 4.9.2 This interval would be reduced by the amount of time the first innings runs over (For e.g. 90 minutes is the allocated time for 18 overs. If the first innings takes 95 minutes, interval would be reduced to 5 minutes and 2<sup>nd</sup> innings starts on the same time to avoid delaying the next game.)
- 4.9.2 There shall be NO drinks break during each innings.
- 4.10** If it rains during the game or have to leave ground and call the match off for any reason, both the captains and umpires are recommended immediately call Nihar or Nitin. This is important to settle our ground booking for that day.
- 4.11** To avoid heavy wear and tear to playing conditions, shoes with spikes or studs are not allowed for either batsman.
- 4.12** Batsman can be "Retired Out" or "Retired Hurt". Umpires shall have final call on declaring Batsman "Retired Hurt".
- 4.12.1 Once Batsman is "Retired Out", he shall not come back to bat again in that inning.
- 4.12.2 If Batsman is "Retired Hurt", he may come back as soon as a wicket falls.
- 4.13** If player from fielding team leaves the field/or arrives late, he can only come back after completion of over and shall not be allowed to contribute with bowl/ bat for the same number of overs he was absent for. Moreover during batting he can bat either after being on the field for total number of overs he was absent for or after the fall of 5<sup>th</sup> wicket; whichever occurs first. (This rule will only be applicable for side bowling first (batting second))

Example1: If player arrives late at 3.4 overs. He can only join at end of 4<sup>th</sup> over and allowed to bowl 9<sup>th</sup> over onwards. (This rule will only be applicable for side bowling first (batting second))

Example2: If player arrives late after 12 overs. He can only join at end of 12<sup>th</sup> over and will not be allowed to bowl for the entire innings (of 18 overs). He can either bat after 6 overs of their batting innings (considering he has to be out for a combined 12 overs = 6 overs of bowling + 6 overs of batting) or after the fall of 5<sup>th</sup> wicket. (This rule will only be applicable for side bowling first (batting second))

## 5. Scoring

- 5.1 Dot ball scoring is the norm for CCL matches. Dot ball scoring is defined as the recording of every ball received by each batsman, as well as every ball bowled by each bowler.
- 5.2 First and Last names of all players shall be recorded in the score sheets with the Captain (\*) and wicket-keeper (+) of each side identified.
- 5.3 Names of the Umpires and the team that won the toss.
- 5.4 Extras scored in each innings, separated by byes, wides and no balls
- 5.5 Fall of wickets and Over # for each wicket that falls and the batsman the got out.
- 5.6 The names of players effecting a dismissal shall be recorded. This includes players taking a catch or affecting a run out dismissal.
- 5.7 Bowling Analysis for each bowler, which shall include Overs, Maidens, Runs, Wickets, Wides and no balls.
- 5.8 Every team should be provided with the standard CCL score sheet prior to start of season. No other score sheet will be allowed. Teams need to print those along with umpires' score sheets.
- 5.9 Home team will be responsible for umpire score sheets.
- 5.10 The score sheet data for each game must be added to CCL website by Thursday Mid night of that week. If a team does not make this deadline, it will be awarded penalty points (-1 pt).
- 5.11 Each team is responsible for uploading the detail scoring information of their team's batting and bowling and final scores (including runs, number of overs and wickets) for each team. Do not upload opposition team's bowling/batting data. This is the minimum requirement for scoring uploads to be called complete by the deadline to avoid 1 point penalty.
- 5.12 Instructions for adding Players, Fixtures and Score-sheets to CCL website are located [here](#)
- 5.13 It is recommended that you put summary with both teams' scores in match report and mention Man of the Match for that game.
- 5.14 It is recommended that teams put brief scores in match report:

### 5.14.1 Example

TeamA 84/10 in 15.3 overs  
TeamB 87/7 in 13.1 overs

Team B won by 3 wkts  
Man of the Match: xxx xxx (Team B)

## 6. Ethics and Expectations

It is the duty of every player to play the game in the highest tradition of sportsman spirit. The Captain of the team is responsible for his players' behavior on and off the field of play. It is the duty of the Captain of a team to resolve all problems on the field in an amicable manner. The umpires are required to have high moral grounds in doing their officiating duties. Personal prejudices or their own team benefits should never come into play in any their decisions. There needs to be a basic trust in the umpires and their decisions by both the teams on the field. Fielding teams should resist from excessive appealing and the batsmen should resist from trying to show up the umpire in case of a mistaken decision. Any complaints about anything must be lodged in writing within a week of occurrence (via Email to [ccl\\_committee@googlegroups.com](mailto:ccl_committee@googlegroups.com)) by the Captain to Executive Committee.

## 7. Teams

- 7.1** CCL 2017 has total of 22 teams. 1 of them is “new” team while other 21 are considered as “old” teams.
- 7.2** New teams are defined as the team who has not played previous year of CCL season.
- 7.3** New teams in their first season are expected to pay a premium of additional \$200 on top of the registration fees.
- 7.4** Team Name change – “old” teams can change the name before the start of the season and will be still considered as a “old” team as long as they have atleast 7 same players who played from that team under old name in the previous season, still playing from their team under new name.

## 8. Players

- 8.1** A match shall be played with a minimum of 7 players from each team.
- 8.2** A team can register a new player at any time, but can only play from that particular team once played first game.
- 8.3** A player has to play minimum of 25% of team's (rounded up to next whole number) league games to be able to qualify for Play-off games. (2017 – number is 4) Teams have to publish their 14 players one day before match to allow opposition to verify minimum number of matches requirement stated here. If team in playoff game has a player not qualifying this requirement, is subjected to forfeit that game. Opposition Captain has right to verify this requirement at any time before or after game is finished.
- 8.4** Player can't switch team after playing 1st match. If his team is out of CCL for any reason, he will have to wait for next season to be able to take part in CCL again.
- 8.5** Captains must enforce discipline within the Team and avoid player confronting with opposition team player.
- 8.6** Strictly no comments or taunting on caste, nationality, religion or personal abuse. Any violation on such things should be immediately reported to CCL committee and CCL Board, and CCL has full rights to ban such player from playing in league if found guilty.
- 8.7** Uniform requirement: All players must be in colored uniforms. Players cannot wear white colored jerseys. Atleast 7 players should be wearing the team jersey (t-shirt).

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## 9. Players' Code of Conduct

The under mentioned Player's Code of Conduct is a reminder to players that Cricket is a game which has a rich tradition of sportsmanship behind it. Those who take part in the game are expected to uphold this tradition and the spirit of the game.

- 9.1** The captains are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the CCL rules and regulations.
- 9.2** Players shall not at any time engage in conduct that could bring them or the game into disrepute.
- 9.3** Players shall not use foul words to or physically confront with opposition team player or umpires.
- 9.4** Player must not in any case, comment/taunt on any player's caste, creed, color, nationality, religion or personal life.
- 9.5** Players must at all times accept the Umpire's decision.
- 9.6** Players must not show dissent at the Umpire's decision
- 9.7** Players shall not use crude or abusive language (known as "sledging") nor make offensive gestures.
- 9.8** Players shall not AT ANY TIME engage in conduct that may jeopardize use of the ground.
- 9.9** Players/Spectators Must not smoke or consume any alcoholic beverages during the game or on the ground.
- 9.10** Loitering on the ground is strictly prohibited. Players must use the designated portable restrooms.

## 10. Application and Enforcement of the Code:

- 10.1** The Code of Conduct will serve as a guide to the Rules/CCL Committee in dealing with the infractions.
- 10.2** The Code of Conduct is applicable to all the games played within CCL.
- 10.3** Every Captain/Representative is required to have this document acknowledged to every team member. Lack of knowledge of the existence of this document does not constitute as an excuse for non-compliance.
- 10.4** CCL executive committee and/or disciplinary committee has all rights to impose appropriate probation/penalty to any player playing in CCL, once found guilty. The probation/penalty will be applied by CCL in accordance with the code of conduct for players and player support personnel document released by the International Cricket Council effective 22<sup>nd</sup> September 2016 [Link](#). Any monetary fines mentioned in the document could translate into probation/penalty as applicable decided by CCL.

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## 11. Umpires

- 11.1** Every team needs to send neutral umpires as per schedule. Captain of particular teams will be responsible for not sending umpires and subjected to penalty (12.1). There will be a fine of \$50 if both umpires are a no-show. All teams should be encouraged to send their best available players for umpiring to overcome umpiring inconsistency.
- 11.2** Umpires are recommended to be on ground 15 minutes earlier. Umpires should toss no later than 5 minutes before match start time & clarify boundaries with Captains.
- 11.3** Umpires should penalize a team for late start:
- 11.3.1 One team is late: If one team does not have 7 players at game start time and is not ready to field a team OR the home team hasn't setup the ground, umpire must penalize the responsible team- 1 over for every 5 minutes.
  - 11.3.2 Both teams are late OR game delayed by external factors: If both teams are late (do not have 7 players) OR if the previous game runs over time OR if game start time is delayed by rain or wet outfield conditions, umpire must reduce equal number of overs from either team- 1 over EACH per team for every 10 minutes. In case of a delayed previous game, toss must be done outside the field before previous game ends.
  - 11.3.3 Umpire show up late: If umpires show up after the scheduled start time, either playing team has to report the infraction to committee right away. Applicable penalty would be assessed to the umpiring team. Teams should start the game right away with the batting team umpires OR any other neutral umpires if available from previous game. If the game is delayed by more than 10 minutes, 1 over must be deducted from EACH team's quota of overs.
- 11.4** Umpire should monitor discipline throughout the game. Foul words, bad behavior should be reported to CCL committee. Umpires should give 1<sup>st</sup> warning to player and Captain of his team. 2<sup>nd</sup> warning to Captain of his team, and if same offence repeats, umpires have full rights to disqualify that player immediately from that game.
- 11.5** In the event of one or more neutral umpires not being available or present:

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- 11.5.1 Both teams' captains has to report that to CCL committee and Board using an email group and request for volunteers. If no one volunteers within the acceptable time to finish the game before the start of next game then follow below.
- 11.5.2 The Captain of the batting side can assign players in his side as umpires. It is urged that the interchanging of umpires in such a case be kept to a minimum. Umpires from both sides, need to be nominated before toss.
- 11.5.3 If a Captain has an objection to one or more members of the opposing side acting as an umpire, he needs to inform the opposing Captain about this before the toss for innings.
- 11.6** Umpires should collect playing XI and substitute names from both the team before toss. Players only in the list can play the game.
- 11.7** Leg umpires should stand in the line of stumps. Leg umpires has important jobs like monitoring height no ball, dead ball, short run, runouts, stumping etc.
- 11.8** They should use umpire scoresheets to score. Scoresheets are made to make sure umpires are able to collect required information with least distraction.
- 11.9** Home team is responsible to provide umpiring score sheet to the umpires and umpires are responsible to keep track of scoring during the game. Umpires have to sign the Final score sheet at end of the game.
- 11.10** Umpire's decision will be FINAL. They are advised to take their time and consult the other umpire if needed before making the decision. It is very important that umpires apply basic cricket rules + CCL rules before making decisions.
- 11.10.1 If Umpire is in doubt? Umpires are the FINAL decision maker for any occurrence during CCL match and it's recommended that they follow below guideline when in doubt.
- First consult with other umpire
  - If needed consult the rules by calling your teams captains or CCL committee members.
  - Feel free to revert you decision.
  - Decision will not be reverted after the next ball is bowled or the game is complete.
- 11.11** Umpires will identify Man of the Match for each game based on game data.

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## 12. Delays or Interruptions

### INTERRUPTED MATCHES DUE TO WEATHER OR LIGHT CONDITIONS OR OTHER UNFORSEEN CONDITIONS

**12.1** If a start of the game is delayed, the game must be reduced according to rule 13.2 (Late Start clause) in the Penalty section.

12.1.1 If a game start is delayed, a game must comprise of a minimum of 5 overs a side. At least 5 bowlers have to be used. In the instance of a 5 over a side game one bowler cannot bowl more than 1 over.

**12.2** If a delayed game starts off with more than 10 overs a side, in case of an interruption after the 10<sup>th</sup> over of 2<sup>nd</sup> innings, result of game will be decided with the help of Duckworth Lewis calculators available online: <https://www.easycalculation.com/sports/duckworth-lewis-calculator.php>

A link to this calculator has also been added to home page of CCL website. Please only use above calculator for consistency.

**12.3** Any game interrupted before the completion of 10<sup>th</sup> over of 2<sup>nd</sup> innings, shall be re-played from the start. These games shall be rescheduled by CCL only if open slots are available else points would be shared.

**12.4** If a match cannot complete on time and is blocking the start of the next game in schedule, the match should be halted by start time of next match and result decided based on the duckworth-lewis-calculator above. Umpiring teams need to enforce this.

**12.5** Committee cannot control the weather conditions and reasons such as dew on the pitch/ground are not reasons to be used to start a game late.

## 13. Penalty

### 13.1 Umpires late/No show

- 13.1.1 For one umpire showing up late (past Game start time), it will be -2 penalty points.
- 13.1.2 For both umpires showing up late (past Game start time), it will be -4 penalty points.
- 13.1.3 For one umpire not showing up for the game, it will be -5 penalty points.
- 13.1.4 For both umpires not showing up for the game, it will be -10 penalty points and a fine of \$50 paid to ccl committee.

### 13.2 Late Start

- 13.2.1 One team is late: If one team does not have 7 players at game start time and is not ready to field a team OR the home team hasn't setup the ground, umpire must penalize the responsible team- 1 over for every 5 minutes.
  - 13.2.2 Both teams are late OR game delayed by external factors: If both teams are late (do not have 7 players) OR if the previous game runs over time OR if game start time is delayed by rain or wet outfield conditions, umpire must reduce equal number of overs from either team- 1 over EACH per team for every 10 minutes. In case of a delayed previous game, toss must be done outside the field before previous game ends. Both teams will get 5 minutes to start the game after the previous game ends.
  - 13.2.3 Umpire show up late: If umpires show up after the scheduled start time, either playing team has to report the infraction to committee right away. Applicable penalty would be assessed to the umpiring team. Teams should start the game right away with the batting team umpires OR any other neutral umpires if available from previous game. If the game is delayed by more than 10 minutes, 1 over must be deducted from EACH team's quota of overs.
- 13.3 Failure of a team starting a game, with minimum of 7 players: Umpires shall cut 1 over for every 5 minutes from that team's batting inning.**
- 13.3.1 In case where ground is still utilized by earlier CCL game, Time starts, 10 minutes after first game is finished. Home team will get 10 minutes to setup ground. In such cases toss must be done outside ground when possible.
- 13.4 Forfeit without notifying opposition team, umpiring team and CCL committee, before deadline: -5 penalty points and fine of \$50 paid to ccl committee.**
- 13.5 Failure to upload scores by Thursday mid night: -2 penalty points**

## 14. Awards

CCL believes in recognizing players and teams for their good performances with awards after every tournament. CCL follows the CricClubs website rankings to decide on the awardees for the series.

- 14.1** No one player will get more than one Individual award. This is to encourage more number of different individual getting awards. Player who is eligible for more than one award will only receive an award for the highest of the sub-category he is eligible for. (Player of the Playoffs award might be an exception here)
- 14.2** Players stats accounted in the Division B games (if any) will also be considered towards awards.
- 14.3** For the Best Ranked Player, Batting and Bowling individual awards stats will be considered till the end of the tournament (including playoffs).
- 14.4** [Here is the link for player rankings](#). Best ranked players are sorted by total points, and best batsman and best bowlers are sorted by points in their respective categories.
- 14.5** CCL has classified awards into two category with multiple subcategory within it i.e. Team awards and Individual awards:

Detail listing with number of the awards (total 64 + ~10-15) for both the category are:

### **Team Awards: (Total 33)**

1. CCL winners:
  - a. Winner trophy for "CCL <year> Champions " (1)
  - b. Individual Gold Medals to each members of the team. (15)
2. CCL runners up:
  - a. Individual Silver Medals to each members of the team (15)
3. Trophy for "CCL <year> Best Team" : (1)

This award goes to the team who ends at the top of the table before the playoffs.

4. Trophy for "CCL <year> Division B winners" (1)

### **Individual Awards: (Total 31 + ~10-15)**

1. Man of the series "CCL <year> Man of the Series"- Based on best ranked player of the series (1)
2. Best Ranked Player Awards:

a. Top ranked players will get an award. (~9)

3. Batsman Award:

- a. One "CCL <year> Best Batsman" (1)
- b. Top batsmen will get an award. (~9)

4. Bowler Award:

- a. One "CCL <year> Best Bowler" (1)
- b. Top bowlers will get an award. (~9)

5. Player off the playoffs (1)

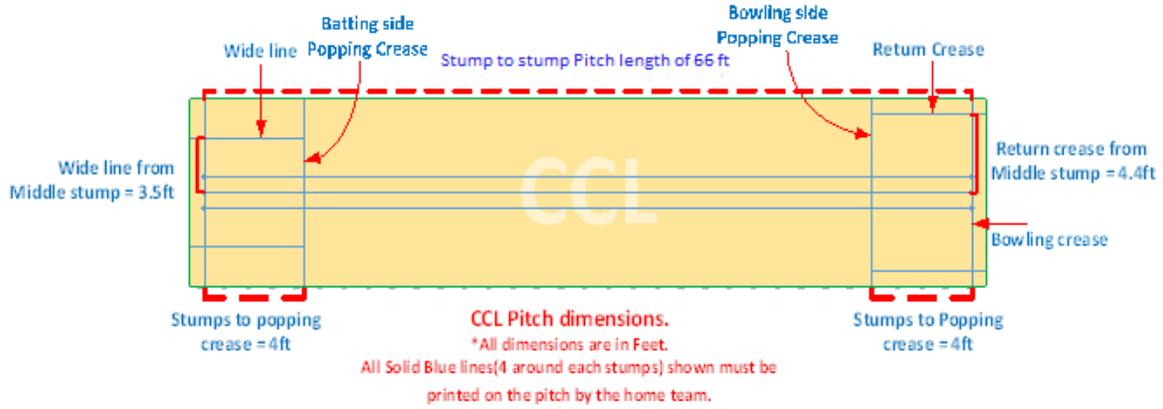
6. Special Achievement awards: (~10-15)

Individuals who have achieved special performances will also be awarded. Special achievements are: 5 wicket haul in a match, 50+ runs in a match, hat-trick, etc.

# 15. Appendix-A

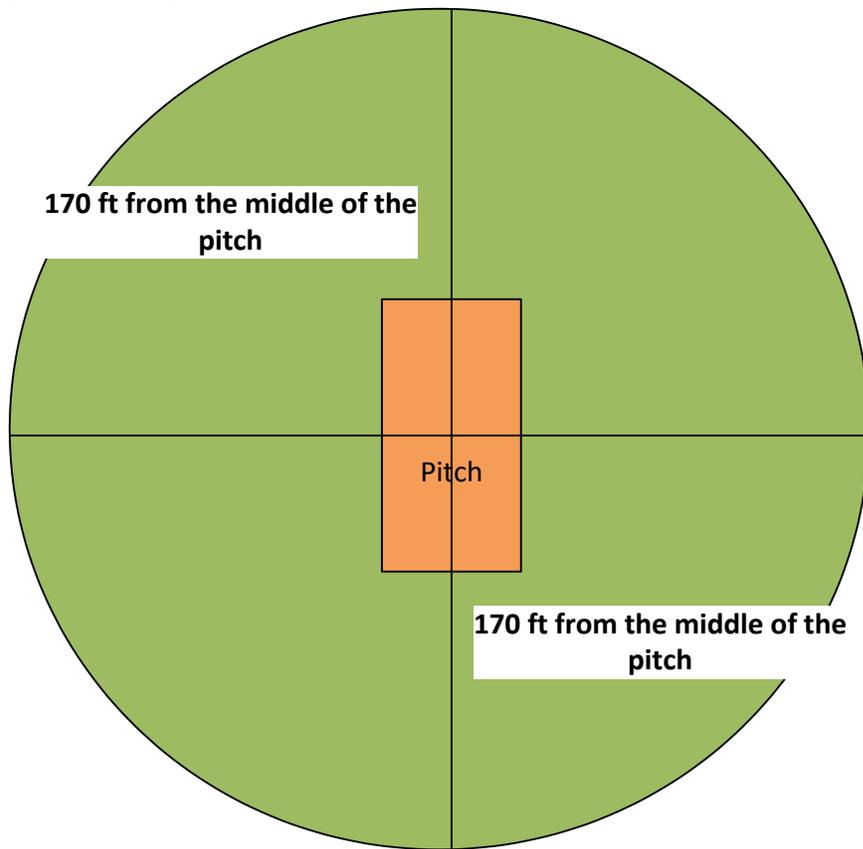
Pitch and Ground dimensions: All Dimensions are not to scale.

## Pitch Dimensions:



## 360 Ground Requirements:

Circle with 170Ft Diameter.



## 16. Appendix-B

**Team Representatives is available on the ccl website with login to maintain privacy of the information.**

*Any other general questions or request: Do not misuse PDL with emails addresses of all captains and representatives; only include CCL committee members. Committee members will discuss and decide on such matters. Again, CCL committee will use 3-2 majority where ever applies.*