



CCL Rules Overview

10-overs-a-side

Each team can bowl a maximum of 10 overs. Each team must complete their quota of 10 overs in 45 minutes which includes a 2 minute strategic time-out.

Two overs per bowler

No bowler can bowl more than two overs in an innings. This gives bowlers little room for error and less time for variations or set the batsmen up. But it also means batsmen get fewer opportunities to attack a specific bowler and score runs, resulting in a fair fight between the batting and bowling sides.

Minimum overs

If it were to rain or in case of any interruptions that should curtail the match time, the result can still be decided provided each side can play 5 overs each.

Powerplay for 2 overs

Field restrictions are implemented to make the game more interesting by giving batsmen a chance to unleash their muscles at the start of the game. For the first two overs, the bowling side can only deploy two fielders outside the 30-yard circle.

In non-powerplay overs, up to five fielders can be deployed outside the 30-yard circle.

Super Over

In case of a tie in a playoffs match – Qualifier and Eliminator - and the Final, there will be a Super Over to break the deadlock. Each team will get one over to score as many runs, with two wickets in hand. The team which scores the maximum runs in their allotted six balls wins the match.

In case the Super Over in a playoffs match ends in a tie, the team that scored maximum boundaries (4s & 6s) is declared the winner. However, it's different for the Final, where Super Overs will continue until a winner emerges.

Playing Conditions

Ready to play condition will be determined by the umpires and league commissioner only. Captains will shall not be consulted at any given time. Batting side will be the end closer to the seating area.

Uniform Requirements

Only CCL provided jerseys/hat will be allowed during the game. All batsmen must have matching team color pads else they will not be allowed to take the field by the umpires. Additional fines of \$25/occurrence will be imposed by the umpires/match referee for uniform violation.

Batsman Timed Out

After the fall of wicket, if the incoming batsman fails to reach the crease within 30 seconds, umpires shall rule the batsman as out.

Over Rate Penalty

If the team fails to bowl their 10 overs within the allocated time (45 minutes), then the fielding team will be penalized and enforced to have only 3 fielders outside 30-yard circle for remainder of the innings. For example: Team A bowls 8.3 overs at the end of 45-minute mark, team A will now be enforced to have only 3 fielders outside 30-yard circle for the remainder of 1.3 overs.

Any team found guilty of wasting time will be imposed penalty based of ICC match playing conditions for each occurrence (5 runs/incident).

D/L Method

D/L method can be utilized by the umpires if needed for any non-weather-related scenarios in consultation with the match referee.

All other rules and regulations will be based on ICC playing conditions (including the new rules which are in effect from October 2022) if not mentioned in this document. CCL league commissioner and match referee will have the authority to add, modify any rules if needed. Disciplinary action against a team or player will determined by the league commissioner/match referee.