

Capital Cricket Premier League (CCPL) Playing Guidelines

**Version: 1.1
Last Updated: March 21st, 2015**

Table of Contents

Contents

1. Introduction.....	4
2. Laws of Cricket	4
3. CCPL General Rules	4
4. League Format.....	4
5. Point System.....	5
6. Super Over	5
7. Bowl Out	5
8. League Roster Size.....	6
9. Players	6
10. Playing 11	6
11. Toss.....	7
12. Match Start.....	7
13. Minimum Player Rule (MPR).....	8
14. Forfeiture	8
15. Umpires	9
16. Penalties Payment.....	10
17. Player Absent	10
18. Field Restrictions.....	10
19. Height No-Ball	11
20. Overstep No-Ball – Free Hit	11
21. Out/Runs – Free Hit	11
22. Wide-Ball	11

23. Mankading.....12

24. Retired Hurt.....12

25. Substitutions12

26. Catches on Boundary Lines.....13

27. Caught Behind Decisions.....13

28. Umpires Reversing their Decision.....13

29. Breaking Stumps during Run-Outs/Stumping Appeals.....13

30. Non-Playing Field Condition.....14

31. Ineligible Players14

32. Match Scoring14

33. Parking.....15

34. Trash.....15

35. Man-of-the-Match (MOM) Awards15

36. Captains Responsibilities.....16

37. Umpires Responsibilities.....16

38. Player/Team Conduct.....18

39. Player Safety.....19

40. Conduct and Penalties19

41. Adherence19

1. Introduction

Capital Cricket Premier League (CCPL) hosts Twenty20 Cricket League in Fairfax County (Washington DC Metro Area). The league consists 16 teams of 2 pools. Each team play 7 games in the preliminary round and the top 4 teams qualify for play-offs.

2. Laws of Cricket

International Cricket Council (ICC) Twenty20 rules are followed. Links to Laws to Cricket and Twenty20 Playing Conditions are:

<http://www.lords.org/mcc/laws-of-cricket/>

<http://www.icc-cricket.com/world-t20/about/370/playing-conditions>

3. CCPL General Rules

- A. Boundary dimensions are 55 yards from the center of the pitch.
- B. The “Inner Circle” is 30 yards from the center of the pitch.
- C. Matches are played with a hard-tennis ball supplied by CCPL.
- D. Protective gears are recommended but not required.
- E. Leg-Before-Wicket (LBW) dismissals are not supported.
- F. Leg-Bye runs are not supported. However either batsman can be adjudged “RUNOUT” if they are out of their crease even if the ball only made contact with the body/clothes.
- G. Any abnormal bounce or lack of it due to the condition of the pitch will be signaled a “Dead-ball” by the umpire and the delivery will need to be re-played. Any scoring or wickets due to such an instance will not be considered.
- H. Captains need to ensure that their bowlers do not have any “suspect” bowling actions. Umpires will issue a warning to a bowler if his bowling action seems “suspect”. If there is a repeated occurrence, then the umpires can prohibit the bowler from bowling in the match. Another bowler will need to be used to make up the bowling over/quota.
- I. The Wicket-Keeper is allowed to bowl anytime. He does not need to wait for any time period.
- J. **After the bowler starts his run up fielders are not allowed to talk or move side-ways. Such actions will result in the umpire signaling a No-Ball.**
- K. Sledging is strictly NOT ALLOWED. [Rule 38.7](#) apply.

4. League Format

- 4.1. All matches will be a maximum of **20** overs per innings with mandatory Bowling Power Play is first **4** overs and Batting Power Play is **2** overs between **6th** and **16th** over **and defaults to 14th, 15th over if the batting team doesn't choose their power play before 14th over.**

4.2. Each innings is expected to last for **90** mins. This includes one **10** min. break after 10 overs (optional) in an innings.

5. Point System

5.1. **Winning:** 4 points are awarded to the winning side. The side having the highest score after the completion of the game wins the game.

5.2. **Tie:** If the total scores are the same, the match would be declared draw and each team is awarded 2 points.

5.3. **Penalties:** Teams may be penalized points based on the issue e.g. misconduct, forfeiture, missed umpiring etc. These point reductions would be applied to cumulative team points.

5.4. **Tie Games(QF and SF):**

5.4.1. In the event that both teams have the same score at the end of their stipulated over's, the tie-breaking decision will be resolved by a **Super-Over**.

5.4.2. If the match is still tied at the end of the Super-Over then a **Bowl-Out** will be played to determine the winner.

5.5. **Tie Games(Final):**

5.5.1. In the event that both teams have the same score at the end of their stipulated overs, the tie-breaking decision will be resolved by a **Super-Over**.

5.5.2. If the match is still tied at the end of the **Super-Over** then a **Bowl-Out** will be played to determine the winner.

6. Super Over

6.1. Team batting second in the regular match will bat first in the Super Over.

6.2. Each team will select 3 batsmen and 1 bowler to play the Super-Over.

6.3. The team scoring most runs at the end of the Super-Over will be deemed winners of the match.

6.4. If the batting team loses 2 wickets in the Super-Over they will be considered 'all-out'.

6.5. The number of wickets lost, 6's and 4's struck will not factor in determining if a team won in the event that scores are tied. Both teams will move onto playing a Bowl-Out if scores are still tied after the Super Over.

7. Bowl Out

7.1. 5 bowlers from each team will take turns to strike the unguarded stumps at the batting end via a legal delivery.

7.2. Captains will identify the 5 bowlers before the bowl-out commences.

7.3. Team hitting the stumps most will be declared the winner of the match.

7.4. If bowl-out scores are still tied, then sudden death method will be adopted till one team emerges a winner. All 11 players need to be utilized before a bowler can repeat a delivery for a bowl-out.

8. League Roster Size

- 8.1. Each team can have maximum of an active of **30 players** per season.
- 8.2. Player management can be done only before start of each season as per the deadlines.

9. Players

- 9.1. All teams need to upload their team player rosters and player images to the CCPL website prior to the provided deadline.
- 9.2. All player pictures must be clear and current head-shots (passport-style work best) so that the player is clearly recognizable.
- 9.3. Any player that does not have an online picture will not be eligible to participate in official matches until a picture is uploaded.
- 9.4. All players should have their ID cards available in the event that the umpire or opposing team captain needs to verify a player name against the roster lists uploaded on the CCPL website. This is to ensure that no ineligible player is participating in the league/elimination rounds of the tournament.
- 9.5. If a player fails to provide adequate identification, to the umpire's satisfaction, then they may be asked to sit-out the game unless the opposing team is satisfied with their identity.

10. Playing 11

- 10.1. **Each team captain has to make sure that they have got the playing 11 of the opposition team players name (first and last name) written on a separate sheet or back of their scorecard before start of the match.**
- 10.2. All names of the Playing XI players needs to be listed legibly on the paper scorecards, even if just 2 batsmen bat during the match.
- 10.3. Captains are responsible for ensuring that the proper names are entered on the electronic CCPL scorecards and there is no discrepancy. Opposite captains should verify the submitted scorecard to confirm it's accuracy.
- 10.4. A player identified as part of the declared Playing XI before the match is considered as having played a match under the following conditions:
 - 10.4.1. If his team is bowling first, then a player needs to field for at least 5 overs in order to qualify.
 - 10.4.2. If his team is batting first, then the player needs to have either batted in the innings, OR fielded at least 5 overs in the second innings if he never got an opportunity to bat in order to qualify.

- 10.5. If a player meets either of the above conditions and was part of the declared Playing XI (i.e. not a substitute fielder) then captains can enter them on the scorecard as a qualified player.
- 10.6. If 2 or more players meet the criteria above then the player that fielded the greater number of overs will be considered as the 'qualified' player.

11. Toss

- 11.1. The toss is done **10** mins before start of the game.
- 11.2. If umpires are not present at the time of toss, the teams can do the toss and start the game.
- 11.3. Each team should have minimum 8 players at the time of toss.
- 11.4. Captains should pro-actively identify the present players to the umpires.
- 11.5. Umpires should pro-actively ask each Captain to indicate if their players are visibly in-sight.
- 11.6. If a team has less than 8 players then the other team has 8 or more players has won the toss.
- 11.7. If both teams having less than 8 players then team has maximum players has won the toss.
- 11.8. If both teams have less than 8 players with same # of players, then the toss can take place.

12. Match Start

- 12.1. The match should start only if both the teams having minimum 8 players at the time of scheduled start.
- 12.2. If one team has less than 8 players and the other team has 8 or more players, then the team has less than 8 players will be asked to play a reduced over based on the time lost while the other team which has 8 or more players play for 20 overs.
- 12.3. If neither team has at least 8 players available to start the match on time, then both teams will be asked to play a reduced overs match based on the time lost.
- 12.4. **If both teams have 8 or more players, but for some reason the match cannot be started on the stipulated start time, both captains should agree to play a reduced-over match based on the time lost.**
- 12.5. To calculate the revised number of overs, umpires should reduce 1 over for every 5 minutes delayed. e.g. If a match starts 10 minutes late, then the match needs to be reduced by 2 overs.
- 12.6. For games that start late, both umpires and captains need to ensure that the match ends by the stipulated end time by minimizing/cancelling drink breaks and or innings breaks to make up for any lost time.
- 12.7. Umpires will ensure that teams do not waste time by frequent huddling/discussing strategies especially during tight games.
- 12.8. The first ball needs to be bowled by the designated start time of the match to ensure that no matches get interrupted due to late starts.

- 12.9. Umpires and Captains need to ensure that any pre-match warm-ups on/off the pitch do not result in a delayed start to the match.
- 12.10. In the event that one or both neutral umpires do not show up by the match start time, both Captains need to agree to start the match by utilizing an umpire(s) from the batting side.

13. Minimum Player Rule (MPR)

- 13.1. The minimum # of players at least 8 that a team should have to play a match.
- 13.2. A 60-minute grace period is allowed from the scheduled start time (not actual start time of the match) of the match for late-arriving players.
- 13.3. If any delayed players do not arrive before the grace period expires, then the player can't play the game.
- 13.4. If one team doesn't have 8 players after 60 mins of scheduled start time, then the match will be declared as a forfeit by the team and the team will be **penalized** as per forfeit rule.
- 13.5. If neither team has 8 players after 60 mins of scheduled start time then the match will be abandoned and **no points awarded for that match** and both the teams will be **penalized** as per forfeit rule.
- 13.6. In any case of 13.4 or 13.5, the match can be continued as a practice game but not as an official game or it can be cancelled if teams agree. The umpires do not have to officiate the game from there on.

Exceptions:

- 13.7. MPR does not apply to dismissed batsmen from a team that is batting second.
- 13.8. MPR does not apply to batsmen that may have temporarily stepped away for refreshments, medical emergencies, and/or bathroom breaks.
- 13.9. The MPR rule only applies to the league phase. Playoff matches are not subject to the MPR rules.
- 13.10. It is strongly recommended that a team reaches out to extra players from its roster that can be asked to come and field if they are at risk of violating the MPR. These substitutes can only be allowed to field, but not bat or bowl.

14. Forfeiture

A match will be considered as a 'Forfeit' under one of the following conditions with the impact of the opposition will be declared as the 'match winners' and awarded the points. No NRR allocation will be applied to forfeited games.

- 14.1. A Team is a No-Show for a match or refuses to play the match.
- 14.2. A Team violates the Minimum Player Rule (MPR).

- 14.3. A Team violates CCPL conduct policy - resulting in the umpires calling the game off and awarding it to the opposition.

Penalties:

- 14.4. 1st offense in the cricketing year: The offending team will forfeit its deposit of \$250.
- 14.5. 2nd offense in the cricketing year: The offending team will pay \$400.00 penalty, paid before their next game.
- 14.6. 3rd offense in the cricketing year: The team will be disqualified from CCPL immediately.

15. Umpires

- 15.1. Both umpires need to be at the ground at least **10** minutes before the stipulated start time to ensure that the coin toss and boundary setup is performed before the match start time. Failure to do so will result in a penalty for their team.
- 15.2. In the event that umpires are unable to get to the field on time, they should proactively call ahead to the playing Captains to inform them of their delay and estimated time of arrival.
- 15.3. Captains need to ensure that they only send umpires that are knowledgeable on general cricketing rules, have read and understood the CCPL Playing Conditions, and can confidently officiate CCPL matches.
- 15.4. Captains/Managers need to ensure that they have identified umpires the night before the game (name and phone number) via email to the Gmail groups.
- 15.5. If umpires don't make it or reached late for the game, then the teams are asked to start the match at the scheduled start time having the batting team umpiring.

Penalties:

The following penalties will be enforced if **a team does not send** an umpire to the ground:

- 15.6. 1st time offense in the cricketing year: The offending team play its next match under the reduced-over concept. i.e. if the team missed on sending only 1 umpire then they will play 17 overs while their opponent plays the full 20 overs. If the team missed on sending 2 umpires then they will bat 15 overs and their opponent will play 20 overs.
- 15.7. 2nd offense in the cricketing year: The team will pay a \$100.00 penalty in addition to the reduced-over penalty from above.
- 15.8. 3rd time offense in the cricketing year: The team will pay a \$200.00 penalty in addition to forfeiting their deposit and the reduced-over penalty from above. Additionally, team can face other penalties like being removed from the league based on their historical infractions.

The following penalties will be enforced if **a team sends an umpire (one umpire or both umpires)** to the ground after **15** minutes of the match start time:

- 15.9. 1st time offense in the cricketing year: The offending team will pay \$50 penalty.
- 15.10. 2nd offense in the cricketing year: The team will pay a \$100.00 penalty.

15.11. [3rd and after offense in the cricketing year](#): The team will pay a \$200.00 penalty.

16. Penalties Payment

- 16.1. If the team fails to pay their penalties as specified above they will be disqualified immediately from the league.
- 16.2. Teams that have remaining league games against any teams disqualified from the league, will receive 4 points with no change in NRR.

17. Player Absent

Any player arriving late (after meeting MPR) after the actual start of the match (not the scheduled start) or who leave the field of play for more than two overs at a time for reasons other than an external injury, will refrain from bowling for the same length of time that he was off the field after coming back on, or wait his turn to bat until the required time lapsed or his team lost five wickets, whichever came first.

18. Field Restrictions

Bowling Power Play:

- 18.1. The bowling team is subject to fielding restrictions stipulating that nine (9) fielders must be inside the fielding circle for the first 4 overs of each innings.
- 18.2. A maximum of 2 fielders can be outside the 30 yard circle in the first 4 overs.
- 18.3. It is not necessary to have 2 fielders outside the 30-yard circle in the first 4 overs.
- 18.4. If a team is playing with less than 11 players, then they need to ensure that 9 players are within the 30 yard circle during this power play period. E.g. If a team starts the match with 10 players, then 9 players need to be inside the circle, and only 1 player will be allowed outside. If a team starts the match with 9 players, then all 9 players need to be inside the circle. They will not be able to field anyone outside the circle during the Power Play.

Batting Power Play:

- 18.5. A maximum of 3 fielders can be outside the 30 yard circle in the batting power play 2 overs.
- 18.6. It is not necessary to have 3 fielders outside the 30-yard circle in the batting power play.
- 18.7. If a team is playing with less than 11 players, then they need to ensure that 8 players are within the 30 yard circle during this power play period. E.g. If a team has only 10 players, then 8 players need to be inside the circle, and only 2 players will be allowed outside. If a team has only 8 players, then all 8 players need to be inside the circle. They will not be able to field anyone outside the circle during this power play.

Non Power Play:

- 18.8. For the remaining 14 overs a minimum of 4 players need to be inside the 30 yard circle (not including the bowler and wicket-keeper).

- 18.9. Only 5 fielders can field on the leg side at any point of time.
- 18.10. Only 2 fielders can field between square leg and behind the wicket keeper of the leg side.
- 18.11. There is no limit of fielders on the off side. All the 9 fielders can field on the off side.

19. Height No-Ball

- 19.1. Any bouncer over the head or beamer above waist will be called a No-ball. For bouncers and beamers, the batsman's movement in the crease right before the delivery is bowled will be taken into consideration (i.e. a bouncer above the head becomes a legal delivery for batsman charging down the wicket)
- 19.2. The leg umpire will be the primary authority for signaling a No-ball due to height. The main umpire should consult with the leg umpire before declaring a No-ball due to height.
- 19.3. One legal bouncer per over is permitted (above shoulder and below head level) **unless it's not the immediate delivery after a bouncer (as mentioned in 19.1). i.e. One legal bouncer per over is permitted only after a legal delivery.**
- 19.4. A batsman will be ruled OUT, even if they get bowled on a full toss.
- 19.5. The bowler can't bowl in the remaining of the match if he bowls 2 bouncers/beamers **in the match.**

20. Overstep No-Ball – Free Hit

- 20.1. Free Hit after a foot-fault no ball - the delivery following a no ball called for a foot fault shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball) then the next delivery will become a free hit for whichever batsman is facing it.
- 20.2. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.
- 20.3. Field changes are not permitted for free hit deliveries unless there is a change of striker.

21. Out/Runs – Free Hit

- 21.1. Batsman can be out as follows only on a free hit: **Run out** or **Obstructing the fielder** while running out.
- 21.2. Runs taken while bowled out on a Free hit, the batsman can take a run if possible and the run will be counted as a bye.
- 21.3. In all other circumstances the batsman can take a run, even if he was out caught on free hit and the runs will be awarded to batsman.

22. Wide-Ball

- 22.1. Both Umpires need to be consistent about whether they will call a Wide-ball from a mark on the pitch or on the merit of the ball for both innings.

- 22.2. Both captains should be clear about how the umpires are going to call before the match to ensure no arguments take place during the game.

Reverse Sweep:

- 22.3. If the batsman makes changes to his batting action to do a reverse sweep **before** the bowler reaching the bowling stride, then the batsman will be considered as opposite hand style batting and the wide be given for that hand style batsman. i.e, if he is a right handed batsmen, then he will be considered as left handed batsman and the wide call is applied for the left handed batsman and vise-versa.
- 22.4. If the batsman makes changes to his batting action to do a reverse sweep **after** the bowler reaching the bowling stride, then the wide call stays/applies to the batsman's usual batting style.

23. Mankading

- 23.1. As per the ICC Law 42.15, the bowler is permitted, before entering his delivery stride, to attempt to run out the non-striker. The ball shall not count in the over.
- 23.2. The umpire shall call and signal "Dead ball" as soon as possible if the bowler fails in the attempt to run out the non-striker.
- 23.3. Before attempting to dismiss, one warning needs to be given to the non-striker.

24. Retired Hurt

- 24.1. A batsman will only be allowed to retire due to a physical condition. A batsman cannot be retired by teams based on their batting performance.
- 24.2. A batsman can only be retired if they have sustained an injury that prevents them from continuing. The umpires will make the judgment to assess on whether a batsman's request for retirement should be granted based on their own observations.
- 24.3. However, they are permitted to return to batting after the fall of the next wicket or after the retirement of another batsman.

25. Substitutions

Substitute fielder can only be used for injuries sustained during the game.

- 25.1. Umpires need to be approached for all fielding substitute requests. Umpire's get to make the decisions on all the above scenarios based on their best judgment of the onfield circumstances.
- 25.2. Teams may only use players from their 30-person roster as substitutes. However, prior to doing so they need to get the approval of the umpire.
- 25.3. Players cannot be provided substitutes for getting tired on the field.

- 25.4. Players cannot be provided substitutes for player leaving the field for non injury reasons while bowling second.
- 25.5. By-runners for a batsman **are not allowed** under any circumstances including injuries, cramps, fatigue, etc during a match as per new ICC rule.
- 25.6. However if the fielding team agrees for by-runners, then the rule 25.5 is not applicable.

26. Catches on Boundary Lines

- 26.1. Umpires will make the decision on this subject based on his/their best judgment. Umpires can take the catcher or the next close in fielder input if they need to but it is not mandatory.
- 26.2. Batting team/Fielding team players should not interfere in this situation nor should they charge towards the boundary line or into the field.
- 26.3. Captains should instruct their players to hold their position for any controversial catches/fielding attempts near the boundary prior to the match.
- 26.4. If a player should move from their position after the play, and the umpire is unable to pinpoint the exact spot, then the benefit of doubt should be given to the batsman.

27. Caught Behind Decisions

- 27.1. Caught-behind decisions need to be made by the main umpire. He can take into consideration any evidence from the leg umpire (e.g. sounds) but the final decision needs to be made by the main umpire to ensure a fair decision.
- 27.2. Caught-behind decisions CANNOT be solely made on sounds heard by the leg umpire but rather need to be based on other factors not visible to the leg-umpire (e.g. deflection, deviation, angle, etc of the ball).

28. Umpires Reversing their Decision

- 28.1. Umpires decision will be final. However umpires are encouraged to consult the leg umpire for any doubtful decisions. He can consult with the leg umpire for clarification or can decide himself to reverse his decision promptly if he thinks he was wrong initially. His priority is to give the right decision.
- 28.2. Umpires should take their time in making a final and correct decision and not feel pressured from either of the teams.

29. Breaking Stumps during Run-Outs/Stumping Appeals

- 29.1. If the stumps have been broken once i.e. bail(s) have been dislodged, or stumps been hit (if playing without bails) during the course of an on-going play, then to successfully appeal for an ensuing run-out / stumping, the fielding side will have to manually uproot at least one of the standing stump(s) with the ball in possession.

- 29.2. If none of the stumps are standing up due to an earlier displacement, then the fielding side needs to re-insert one stump and then uproot it again with the ball in possession in order to successfully appeal for a dismissal.

30. Non-Playing Field Condition

- 30.1. If the game is not completed due to weather/light/ground availability then the game will be rescheduled. Teams should be prepared to play on the same weekend if possible.
- 30.2. If it has rained the previous night or is raining and the game has not already been called off, then a pitch inspection should be performed by the umpires and captains. If the umpires deem play possible, then the match should be played that day. Umpires should take into consideration the ground conditions to ensure a safe match.
- 30.3. If there is no chance of play that day the match will be rescheduled to a later date. The Organizers, after consulting with the captains and umpires would decide about whether the match should be re-scheduled.
- 30.4. Washed out games will be rescheduled just once. Any subsequent washouts of the same league round game will result in the teams sharing points.
- 30.5. The Organizers can call off games ahead of time based on the weather. Such decisions will be communicated to the playing teams and umpires.
- 30.6. The final decision with regards to rescheduled games will rest with the Organizers.

31. Ineligible Players

Players are considered “ineligible” to play the matches for the following reasons and the teams will be penalized if found an ineligible player played a match.

- 31.1. Player missing profile picture or not clear profile picture in the website or [Player who has not submitted waiver form](#) or Player who is suspended for a match.
- 31.2. Only for Play-offs: Player who didn't play at least 2 games in preliminary round.

Penalties:

- 31.3. The opposition team will be declared as match winner and the winning points will be awarded to them if the match was won by the offending team.
- 31.4. 1st offense in the cricketing year: The offending team will pay \$100 penalty, paid before their next game.
- 31.5. 2nd offense in the cricketing year: The offending team will forfeit its deposit \$250.00.
- 31.6. 3rd offense in the cricketing year: The team will be disqualified from CCPL immediately.

32. Match Scoring

- 32.1. Batting team should announce the score at the end of every over to avoid any discrepancies with the fielding team.

- 32.2. Teams need to ensure that scorecards are legible, and tally 3-ways at the end of the match as details will need to be entered online by one of the captains.
- 32.3. Umpires have to sign off on the final score sheet after the match. Umpires should ensure that scorecards are complete, legible, and tally prior to signing them. Scorers should be asked to complete all these details if there is missing data.
- 32.4. At the end of the match, one captain should take both the scorecard (usually the winning captain) so that they can upload the scorecards online, and enter the match details on the website so the points, NRR can be calculated for each match result.
- 32.5. Scorecard entry in the website **will be locked** after **3 days** of the match date. i.e. Saturday match scorecards need to be entered on or before the following Tuesday and Sunday match scorecards need to be entered on or before the following Wednesday.

Penalties:

- 32.6. 1st offense in the cricketing year: The offending team will pay \$50, paid before next game.
- 32.7. 2nd offense in the cricketing year: The offending team will pay \$100.00, paid before their next game.
- 32.8. 3rd offense in the cricketing year: The offending team will forfeit its deposit \$250.00.

33. Parking

- 33.1. Players and Umpires are asked to park only in the permitted parking spaces.
- 33.2. Parking in any non permitted spaces will lead to **one match suspension** of the team captain. This suspension will be effort in the team's next game.

34. Trash

- 34.1. Teams are asked to carry out their team's trash/debris after end of their match. DO NOT THROW any trash outside the field.
- 34.2. Teams are advised to ask the fielders to collect/remove the water/juice canes/bottles left on the field once the team leaves the field after their bowling is done.
- 34.3. If any trash/debris left over by a team, then the team will be **penalized for \$100**. Three subsequent penalties in the same cricket year will lead the team **disqualification** from the league.
- 34.4. Teams are advised to report the organizers (possibly with picture) if any team didn't remove their trash/debris.

35. Man-of-the-Match (MOM) Awards

Man of the Match (MOM) awards are given only for play off games and the winning team will decide it.

36. Captains Responsibilities

- 36.1. One player from each team will act as team Captain for the duration of the match.
- 36.2. Only the captain should be coming forward for the coin toss unless he is either not playing or has not arrived on to the ground. Under these circumstances, another player can fill in for the toss duties and will act as the captain until the captain shows up.
- 36.3. They should control the behavior of all his team players. (Conduct of his team.)
- 36.4. Ensure the team players respect the umpire's opinions and decisions.
- 36.5. Captains are responsible for ensuring that the boundary cones/flags are measured and setup before the match start time.
- 36.6. Both captains should ensure that their respective teams share the responsibility of placing/removing the outside/inside flags and cones before and after each match.
- 36.7. They will be responsible for going over the CCPL Rules and Regulations with their players.
- 36.8. Captains are responsible for sending umpires to their respective games. Umpires should be at the ground at least 15 minutes prior to the start time of the match and are responsible for coordinating with the playing captains with regards to any delays in arrival. Not arriving before the start time of the match or being a no-show will result in the umpiring team being penalized by the Organizers.
- 36.9. It's the captain's responsibility to make sure that the players tasked for umpiring duties are aware of and understand the CCPL Rules and Regulations.
- 36.10. Captains are responsible for ensuring that all match venues are cleared of any debris/trash at the end of the match. Both teams run the risk of being penalized at the discretion of the Organizers if an official complaint is lodged with CCPL with regards to leftover debris.
- 36.11. The umpire should not be pressurized in any circumstances. It will be captain's responsibility to make sure nobody crowds or threatens the umpire. Neutral umpires in conjunction with the Organizers will have authority to abandon a game and award points to whoever they think is the deserving winner in case of a fight/controversy.
- 36.12. Captains need to ensure that they have at least the minimum # of players available at the coin toss in order to start the match. Failure to meet the MPR rules will result in the match being declared as a forfeit.

37. Umpires Responsibilities

- 37.1. Neutral umpires will be assigned to adjudicate each game.
- 37.2. Umpires need to be present at least 15 minutes prior to the stipulated match start time.
- 37.3. They are the final authority during the game and their decisions will be considered final however an umpire may alter his decision provided that such alteration is made promptly.

- 37.4. The coin-toss will be conducted in the presence of the neutral umpire before the stipulated match start time. The team winning the toss will declare its decision immediately. Captains or their representatives for the toss should be ready for this ahead of the match start time.
- 37.5. Umpires will be the authority to grant a fielding substitute to the fielding side if the situation merits it.
- 37.6. They will keep track of the number of overs during which a fielder has left the field.
- 37.7. Umpires will keep time of all breaks, and notify the captains as to when to resume.
- 37.8. They should file a complaint about any misconduct by a player or a team on the field with the CCPL Organizers.
- 37.9. Umpires should check the pitch and the ground to see if it meets the basic requirements as in the ground standards, including the suitability of the outfield for play when it rains. They should periodically check the condition of the ball and decide on a replacement if applicable.
- 37.10. Any team that is scheduled for umpiring duties and is either unwilling to send umpires or does not send any umpires on the day of the scheduled match will forfeit their tournament deposit money and risk facing potential penalties as determined by CCPL based on the circumstances.
- 37.11. The Organizers will make decisions in cases of disputes and misconduct that could not be resolved during the game by the neutral umpire. Evidence provided by the neutral umpire and the two captains will be used to make a final and binding decision that will need to be abided by.
- 37.12. When deciding on a mark between two cones or flags, the umpire should consider the boundary line to be a straight line between those points, as opposed to an imaginary arc. The straight line between 2 points will serve as the boundary to mark against.
- 37.13. The main umpire will have authority to over-ride leg-umpires decision except on stumping, run-out, and no-ball (due to height) decisions.
- 37.14. The leg umpires jurisdiction covers decisions on run-out/stumping/no-balls due to height decisions at the strikers end. Additionally from his vantage point, a leg umpire can opine on whether a wicket-keeper/fielder has cleanly collected a catch, ball crossed the boundary, fielder placements inside/outside the circle, and on leg/off side fielder counts.
- 37.15. The leg umpire should never initiate a discussion with the main umpire or approach him on items out of his jurisdiction. The main umpire can initiate a consult if he is in doubt about a verdict or needs clarification on a rule.
- 37.16. The umpire should give the benefit of doubt to the batsman if they are intentionally prevented by the bowler or any other fielder to safely make their ground while running between the wickets. The umpire(s) will make the final determination for such 'in-game' incidents.
- 37.17. In the event that a player is dismissed but it is discovered or brought to the umpires attention immediately afterwards that the field placements were in violation of the rules,

then the decision should be over-turned. (This can happen only until the new batsman has not taken guard).

37.18. Umpires should direct all in-games issues, concerns to captains/stand-in captain only.

38. Player/Team Conduct

38.1. Captains/teams can also be penalized for any team offenses.

38.2. Decisions by the umpires on the field of play are final. Any player showing unreasonable dissent in the opinion of the Umpires/Organizers shall first be warned for misconduct. Repeated offenses may result in disqualification from the match and/or tournament along with team penalties.

38.3. Any player involved in the oral and/or physical abuse of umpire and/or opposing team player(s) after a first warning will be suspended from the game immediately, and the team will not be allowed to field a substitute in his place. The Organizers will take any appropriate action/penalty of his actions.

38.4. Fielders and bowlers are prohibited from shouting anything from the instant the bowler starts his bowling run-up to the instant the ball is either played or crosses the normal batting position of the batsmen.

38.5. Under no circumstances should players from the pavilion enter the ground to dispute any on-field decisions. The batting team captain will be responsible for ensuring that players stay off the field. If there are any questions/concerns then only the captain should inquire off the umpires for clarification. Teams/players will be suspended from that game or future games based on the reports of the incident can be penalized for entering the playing field to dispute decisions and causing a match delay.

38.6. All questions/concerns related during the match need to be addressed and directed towards the umpires. Communicating with opposing team players is not advised as it generally does not resolve the issue.

38.7. Sledging on the field – Umpires will warn the offending player once. If the behavior continues then umpires have the authority to penalize the player by asking them to sit out for 3 overs (continuous). (Bowling restrictions will not apply in this instance). This will apply to fielders, bowlers, and batsmen. Sledging referred here is as mentioned in the first paragraph of http://en.wikipedia.org/wiki/Sledging_%28cricket%29

38.8. Any player involved in the physical abuse of umpire and/or opposing team player(s) can/will be disqualified from the league immediately, and the team will not be allowed to field a substitute in his place. In addition the player(s) who instigates the offending player could also be suspended from that game or future games or even disqualified from the league based on the neutral reports.

39. Player Safety

- 39.1. CCPL takes player safety very seriously! If any player(s) engages in physical or verbal abuse of another player, umpires, or spectator, then CCPL reserves the right to take disciplinary actions against any of the involved player(s).
- 39.2. If a player engages in behavior that instigates others, or conversely reacts to others in a derogatory manner, then they will likely be subject to penalties ranging from suspensions to getting disbarred from participating in the league.

40. Conduct and Penalties

- 40.1. The Organizers is focused on providing all teams with a fair, safe environment to play cricket through its leagues while ensuring that all teams comply with the stipulated Rules and Regulations.
- 40.2. Any team(s) found to be guilty of any rule violations or misconduct will be liable for getting penalized as deemed appropriate by the Organizers. Penalties can range from warnings, point deductions, forfeiture of deposit, match cancellations, disqualification, to getting banned from future leagues, etc.

41. Adherence

- 41.1. All teams and their players must abide by the rules and regulations of the venues being used for cricket e.g. no consumption of alcoholic drinks, public misconduct, trash removal, etc.
- 41.2. The CCPL Organizers reserves the right to amend these Rules and Regulations at any time if it considers such action to be in the best interests of the competition.
- 41.3. The Organizers holds the right to remove any participating team for their mis-conduct and reserves the right to withhold the security deposit.
- 41.4. Organizers takes input from the Captains and Neutral umpires and players involved and will make a final decision on all controversies, rule infractions and disciplinary issues.
- 41.5. Organizers decision is final and no further deliberation or negotiations will be entertained.
- 41.6. By participating in the CCPL league, teams hereby agree to abide by the CCPL Rules and Regulations.