

CENTRAL TEXAS CRICKET LEAGUE (CTCL)

2020 RULES AND REGULATIONS

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Rule 1: CTCL Rule Updates

Color Clothing and White Balls

CTCL league games will be played with white balls and color clothing. We recommend at minimum, dark trousers and color jerseys for each team (when team uniform not available). Pads have to either be dark colored or matching colors with the team colors. **ADDENDUM VI** covers requirements to make any change to this rule.

League Format

CTCL Premier T35/T30 [Feb – June]

- **Division 1** – Chargers, Gladiators, Hurricanes, Launchers, Leopards, Lions and Tigers
 - Games will be 35 overs a side
 - League stage will be round robin format (6 games per side)
 - At the end of league games, semis will be played between T1 v T4 and T2 v T3.
- **Division 2** – AMPS, Giants, Lagaan, MSCA Youth Spartans, Pacers, Panthers, Royal Strikers & UCC
 - Games will be 30 overs a side
 - League stage will be round robin format (7 games per side)
 - At the end of league games, semis will be played between T1 v T4 and T2 v T3.

CTCL Champions T20 [July - Nov]

- TBD

Umpire Level 1 Certification

- Level 1 umpire certification is valid for 2 years.
- Umpiring certification from other cricket leagues is acceptable in CTCL.
- A two-tiered payment system will be used to determine the umpire pay (See **ADDENDUM IV** for more details).
- CTCL currently working on an online Level 1 umpiring clinic / certification program. Details to be communicated to all captains in a few weeks.

Forfeit

- The team forfeiting the game should pay \$100 to CTCL within 5 days from the game day.
- Forfeiting team cannot play their next game until dues are cleared.
- The team that was forfeited against has to upload the scorecard and their players in the roster for the game will be considered towards eligibility in playoffs.
- A team forfeiting more than 1 game per format will lose its voting rights in the current year.

Ground availability

- CTCL requests ACA, RRCC presidents to communicate their ground availability for the league games. Notify by email ctclec@googlegroups.com
- League games will be considered as Tie or N/R if ground becomes unavailable.
- Playoff games will be played on the reserve day if ground is not available.

Helmet Rule

- Use of all protective equipment including helmets is up to player discretion. But CTCL strongly recommends all batsmen to use helmets at all times, and keepers to use helmets while standing up to the stumps

Finance Rule

- Dues owed to any individual/team will be repaid after all the dues of their respective team/club are settled. CTCL Executive committee (EC) has the right to use its discretion for any exceptions to this rule and will work with teams/individuals to settle dues.
- Teams/Clubs/Players will NOT be allowed to participate in CTCL scheduled activities till all the balances are settled. The list of activities includes, but is not limited to, games, AGM, captains meetings, and external tournaments.
- CTCL EC and BoD reserve the right to work with parties that have pending balances on case by case basis to adjudicate any penalties and/or remedial actions.
- CTCL EC will be the final arbiter of all disputes in connection with pending balances.

Suspension and Banning

- CTCL EC and BoD reserve the right to ban, suspend Teams/Clubs/Players under extenuating circumstances. EC will communicate the reason for such an action in writing a week in advance.
- Teams/Clubs/Players banned or suspended cannot participate in any CTCL activities, or be part of any CTCL boards or committees.
- Executive committee will be the final arbiter of all the disputes in connection with suspensions and bans.

Rule 2: ICC Rule Updates

Run out

- If the batsman grounds the bat (held by the hand) or another part of his/her person is within his/her ground (the elbow when diving, for example), and provided that the batsman has continued forward momentum, and subsequently inadvertently loses this contact with the ground when the wicket is put down, the batsman will be protected from being Run out in the same way as under the previous Law. In addition, the same protection will apply to a striker diving back into his/her ground to avoid being stumped.

Bouncers / No ball

- Only one bouncer per over is allowed (ball above shoulder height) in all CTCL games. Umpires shall notify batsmen and bowler once the bouncer is bowled.
- If the first bouncer for the over is above head height, then it shall be called a wide and it will also be considered as 1 bouncer for the over. Any subsequent bouncer (above shoulder height) in the over shall be declared as No Ball and a free hit awarded to the batting team.

Rule 3: Spirit of the Game

All games will be played according to latest [MCC Laws of Cricket](#) , [ICC Standard ODI & Twenty20 Playing Conditions](#) ,and [ICC Code of Conduct \(2013\)](#) where applicable. Apart from the ICC rules, below CTCL rules will be followed in this league. If the issue is explained in CTCL rules then it shall be followed or else ICC rules will be referred.

Responsibility of Captains

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

Player's conduct

In the event of a player failing to comply with instructions by an umpire, or criticizing by word or action the decisions of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the player's captain, and instruct the latter to take action. Umpire/captains shall report to CTCL depending on the issue.

Fair and unfair play

According to the Laws, the umpires are the sole judges of fair and unfair play. The umpires may intervene at any time and it is the responsibility of the captain to take action where required.

Violence

There is no place for any act of violence on the field of play. Any threats made against a player, umpire or league official are to be immediately reported to CTCL EC (ctclec@googlegroups.com) in writing. These will be forwarded to CTCL Disciplinary Committee (ctcldc@googlegroups.com) for action. Umpire has the right to immediately disqualify and eject the player from the game.

Rule 4: Team Composition and Game rules

Composition

A match is played between two teams; each team shall bat for a maximum number of allotted overs depending on game format. A team consists of 11 players and captain shall nominate his players in writing to the umpire before the toss. Team with minimum 7 players from their roster, can take the field to play a game.

Player absent / leaving the field

1. Player absent from the field of play for more than 1 over is considered as leaving the field.
2. Player shall not be permitted to bowl in that innings after his return until he has been on the field for at least that length of playing time for which he was absent.
3. Player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his side's innings has been in progress for at least that length of playing time for which he has been absent or, if earlier, when his side has lost five wickets.

Start Time / Balls / Clothing

1. Game start time shall be according to the **ADDENDUM VIII**. There shall be a 10-minute break time after the first innings.
2. Captains shall have access to a copy of CTCL rules, ICC rules, and Code of Conduct documents during game day.
3. White balls and colored clothing (including substitute fielders) for all CTCL tournaments.
4. At the end of the match, neutral umpire along with captains of both teams should adjudge the Man of the Match.

Rule 5: Neutral Umpires and Umpire Dress Code

1. One neutral umpire shall be appointed by CTCL for each game (who shall be the main umpire) and two neutral umpires for Playoffs.
2. Umpire shall collect the roster from both team captains before the toss.
3. Umpires shall conduct the toss with both captains 15 minutes before the game start time.
4. Umpires need to attend/go through umpiring clinic materials and CTCL League Rules.
5. Captains are responsible to send an umpire to games their team is allotted umpiring duty.
6. Captains should announce the person assigned for umpiring to League Play Director (LPD) and get approval by Thursday 5pm of that week. Failing to announce the umpire by the deadline could lead to a 1 point penalty. EC will use its discretion to approve/disapprove a given umpire.
7. Teams will be penalized 1 point if the Umpire from their team does not show up for the allocated game. The assigned umpire will also be banned for the next game in the same format. A second violation will result in 2 point penalty and suspension of the assigned umpire for next 2 games and the team captain for next game.
8. If the designated umpire does not show up for the game, captains shall report that to LPD. Both captains shall agree to self-umpire the game if no neutral person is available on such short notice.
9. Playoffs umpiring duties shall be assigned to any teams that were part of the tournament irrespective of their play-offs qualification status.
10. CTCL, at any time, may designate an umpire for any given game or change the umpiring responsibilities for any given game. At such times, impacted teams (newly assigned and originally assigned teams) shall be given adequate notice in writing.
11. Umpiring Dress Code: All umpires should wear Red/Black/Dark Blue Shirt and black pants. There is zero tolerance for an umpire not being in dress code. Captains shall not pay the umpire if above is not followed.
12. Umpire Tools: Umpires should have proper tools to do the job – paper & pen to take notes, ball counter to count balls/overs, clicker to keep up with the total score, a watch for monitoring the over rate and breaks, and a nail-clip or other such implement to be able to trim the ball when necessary.
13. Third (3rd) Party Umpire:
 - a. Definition: A 3rd party umpire is the one whose team is not originally designated to umpire a given game.
 - b. The use of 3rd party umpire needs to be pre-approved by CTCL in writing to ensure consistency. This in general will be applicable when a team is not capable of sending an umpire.

- c. The team requesting a 3rd party umpire shall be responsible for all payments in excess of what is being paid by the other team(s) participating in the game. This payment needs to be made prior to or during the game being played.
- d. CTCL shall not be responsible for any payment, partial, or full, to a 3rd party umpire unless CTCL has requested as such.
- e. The team requesting a 3rd party umpire shall be responsible for coordinating and sending the umpire in a given game once CTCL approves the request.
- f. The team shall also be responsible for notifying the captains of both teams involved in the game for which the umpiring assignment has been changed.
- g. This notification should happen at least 24 hours before commencement of the game.

Rule 6: Schedule, Teams, Grounds

- 1. CTCL shall publish the complete schedule along with umpiring assignments at least 5 business days before the commencement of the tournament.
- 2. Definition of in-town/out-of-town: Cities have been categorized into following zones:
 - a. Zone 1: Cedar Park, Round Rock, Georgetown, Austin, Elgin
 - b. Zone 2: San Antonio, San Marcos, Seguin, Killeen
- 3. Please see **ADDENDUM I** for various teams in current tournament.
- 4. Please see **ADDENDUM II** for designated grounds for the current tournament.
- 5. Please note that both **ADDENDUM I** and **ADDENDUM II** could change for each tournament.

Rule 7: Games and Playoffs tie breakers

- 1. Minimum overs required for a meaningful result is 14 overs for T35, 12 overs for a T30 and 5 overs for T20.
- 2. In case of a tied game in T20 format, the teams will play Super Over to decide on a winner.
- 3. Playoffs will be played as defined in Rule 1.
- 4. The tie breaker between two teams with equal points shall be decided according to the following order:
 - a. NRR
 - b. Total Number of Wins
 - c. Head-2-Head matchup
 - d. Toss of a coin
- 5. If a playoff game (except for finals) ends up in a tie or gets a “No Result” for any reason, the tiebreaker between the two competing teams shall be decided according to the following order:
 - a. Position in the league table (points and NRR)
 - b. Total Number of Wins
 - c. Head-2-Head matchup
 - d. Toss of a coin.
- 6. In case of tie/NR in the finals, both finalists will be considered champions.
- 7. Winners from each tournament will be the CTCL Champions for their respective participating teams for the tournament defined in **ADDENDUM I**.

Rule 8: Point System

1. Win: 3 points
2. Tie or No Result: 1 point
3. Umpire No-Show Penalty: (-1 point): If the umpire does not show up, the umpiring team will lose 1 point for first offense.
4. Umpire No-Show repeat: (-2 points): If the umpire no show happens for a second time for a team, the team will be penalized 2 points. Every next offense adds one more penalty point per game. Additional disciplinary actions may be imposed on the assigned umpire and the team captain.
5. Team No-Show Penalty: (-2 points): If a team does not show & did not call to cancel the previous day, the team will lose 2 points
6. Forfeit: (-1 point to the team forfeiting the game plus, other team gets 3 points): If a team forfeits a game and communicates the forfeiture beforehand in writing at least 24 hours before the game time, then the team forfeiting the game will be penalized 1 point. The other team gets the full 3 points. If a team fails to communicate the forfeiture within the stipulated time then Rule 8.5 shall apply.

Rule 9: Fees

League Fees

The following items will be part of the league fees

1. League Base Fee
2. Ground Usage Fees
3. Anything else that is deemed necessary by CTCL BOD
4. League fee must be paid before the deadline announced by EC. If a team/club fails to pay the fee before the deadline, EC reserves the right to impose any penalty that it deems right, including late fees or barring the team from participation

Umpire Fees

1. Umpires shall be paid by the respective teams before the start of the game and no later than the innings break time.
2. The umpire payment structure shall be according to the guideline in **ADDENDUM IV**.

Rule 10: Game Duration and Penalty

Bowling teams need to complete their quota of overs within the time allotted for that format. See **ADDENDUM V** for more details. Captains and umpires are advised to strictly follow the game duration rules to ensure over rate offenses are penalized.

Umpires shall periodically warn the bowling team if their over rate is slow. If the umpire deems the bowling team has exceeded the allotted time limit, after providing allowance for all reasonable stoppages, the batting team will be awarded 6 runs per over that was not completed by the allotted time.

Rule 11: Late Start Penalty

1. Teams responsible for late starts shall be penalized 1 over for every 5 minutes, until the commencement of the game. The first delivery bowled shall mark the commencement of the game. The umpire shall decide on the number of overs to be batted by each side.
2. If a team doesn't show up or didn't have 7 players from their roster even after 30 minutes of the scheduled time, then Umpire shall award the points to the opponent team with 7 players. If both teams didn't have 7 players, the game is considered as No Result.

Rule 12: Weather Rule

1. The Neutral Umpires shall be the sole judges of the fitness of the ground, weather and light for play. Umpire's decision is final.
2. In the absence of an appointed umpire, the two captains will have to agree on the fitness of the playing conditions, otherwise there would be no play.
3. CTCL appointed neutral umpires are advised to consider these guidelines when deciding on the fitness of a ground for play:
 - a. Continued heavy to moderate rain for 45 minutes or a game stoppage of 1 hour or more should serve as a general guideline to automatically call off any further play unless both Captains are willing to continue.
 - b. Standing water on the bowlers' run-up and/or in large portions of the infield should serve as a general guideline to automatically call off any further play unless both captains are willing to continue.
4. Due to county regulations, if the ground cannot be used, it is the responsibility of the respective club president to inform (phone & email) all the team captains involved and CTCL LPD. If the ground is not available in the last minute, the game will be recorded as "No Result".
5. Games can be cancelled preemptively by mutual agreement of the captains if there is a forecast of severe weather like severe thunderstorms, temperatures under 45F (feels like 45F) and temperatures reaching over 105F. In case the captains can't agree on cancellation, this can be escalated to LPD. LPD will be the sole judge once escalated.
6. Cancelled or rained-out games shall NOT be rescheduled.
7. Once a game begins, both innings need to be completed in order to have a result.
8. If the game start time is delayed by more than 30mins, then overs should be reduced to make up for lost time. A guideline of 5 minutes per over shall be considered. Once the game starts, overs cannot be reduced.
9. During league phase, if a game is cancelled due to weather, 1 point will be awarded to each team.
10. During play-offs, there will be a reserve day designated to each playoff match. Tie breaker similar to play-off qualification will apply to decide progression from semifinals. In case finals cannot be conducted, then both the teams involved will be declared winners.

Rule 13: Player Portability Rule & Playoff Roster

League and Playoff Roster

1. All players, including U17 players, should only be part of one team roster (home team) for a particular tournament. All players should be above 12 years old.
2. Minimum of 7 players from a team's roster are required to play the game (excluding U17 players not part of the team's roster).
3. A player has to play at least 2 games in the tournament to be eligible to play in the playoffs.
4. Players will only be eligible to play playoffs for their home team.
5. Playing roster for games which are abandoned without a single bowl bowled will not be counted towards players' playoffs eligibility.
6. In case of a forfeit, the team that was forfeited against has to upload the scorecard and the players in their roster for the game will be considered towards eligibility for playoffs.
7. Player move from one team to another is allowed only when less than 3 games are played by both the teams involved.

Portability Rule

1. Portable players are allowed only for league games. **NO** portables or substitutes are allowed for playoff games.
2. Maximum of 2 adult portable players allowed per game. Players from restricted list cannot play as portables (see **ADDENDUM III** for restricted list)
3. Youth cricketers (Under 17 as of Jan 1st, 2020) can play for any team/club in CTCL League games and are **NOT** considered as portables. Captains can request for ID proof to determine if a player meets Under 17 criteria. If a player cannot produce the ID, the player is not eligible to play as Under 17.
4. CTCL Youth needs to be registered and waiver signed.
5. **EXCEPTION:** An exception has been made for the MSCA Youth Spartans team for 2020. They are allowed upto 5 portable players and upto 2 restricted players. This exception has been made in good faith and the team has been made aware of not misusing this rule. EC reserves the right to revoke this exception at any point in time.

Rule 14: Field Restrictions and Power Plays

30/35 Overs Tournament:

- **Powerplay 1:** First 20% of overs (7overs for T35, 6overs for T30)
 - Maximum of 2 fielders allowed outside the 30-yard circle
- **Powerplay 2:** After Powerplay 1 overs to 80% overs (28overs for T35, 24overs for T30)
 - Maximum of 4 fielders allowed outside the 30-yard circle
- **Powerplay 3:** Last 20% of the overs (last 7 overs in T35; last 6overs in T30)
 - Maximum of 5 fielders allowed outside the 30-yard circle

20 Overs Tournament:

- For the first 6 overs, maximum of 2 players allowed outside the 30-yard circle.
- For the remaining overs, a maximum of 5 players allowed outside the 30-yard circle.

Rule 15: Updating Scorecard

1. All teams must do online scoring during the games. LPD will provide unique logins for every team to do live scoring.
2. Any corrections that are required to the scorecard should be requested /made within 3 days of match day, after which the scorecard will be locked and no changes permitted thereafter.
3. Teams not updating the scorecard by Wednesday 5 p.m. following the game can be assessed a 1-point penalty.
4. The Neutral Umpire has the responsibility to report to ctclleague@googlegroups.com the rosters marking the portable players before the conclusion of the game.
5. When online scoring is not done, the neutral Umpire is responsible to make sure that the scorecard is complete. Neutral umpire has to certify the scorecard as complete (scores tallied, important information legible, DNB listed, portability players and their teams marked) and should send it to ctclleague@googlegroups.com at the end of the game.
6. In the absence of the Neutral Umpire, it shall be the responsibility of the winning team captain to submit the playing rosters of both teams to the LPD/Statistician at the conclusion of the game.

Rule 16: Ground Preference

1. During play-off games, teams seeded higher get preference regarding the ground for their games, subject to the permission of the clubs owning the ground and CTCL EC approval.

Rule 17: Rescheduling Games

1. CTCL EC reserves the sole right to reschedule games— location, date or time. EC will reschedule games only during unavoidable circumstances like ground unavailability, City/County officials scheduling other events on our grounds.
2. All participating teams should play the games scheduled or rescheduled by CTCL.

Rule 18: Disciplinary Process

League Issues / Communication to CTCL

Captains should send a detailed email to CTCL Secretary, who will then communicate to respective CTCL officers to decide on the issue based upon the information provided. Email address or contact information will be provided during captains meeting.

Disciplinary Committee

This committee will comprise of 3-5 senior members who are not part of any active CTCL team and have an extensive knowledge of cricketing rules and regulations.

CTCL DC contact - ctcldc@googlegroups.com

Rule 19: Violation of Rules

Failure to follow any rules and regulations could result in penalty. Umpires and captains should report any relevant incident to CTCL LPD using CTCL Report form. It is imperative that all captains/representative and umpires read the Code of Conduct for players, captains and umpires, General rules and Amendments for this league.

Rule 20: Amendment of CTCL Rules

CTCL EC has the right to make changes to the rules and schedules during the season. It is not anticipated, but if it happens, this shall be communicated to all captains.

Rule 21: Appeal Process

CTCL shall try to resolve any complaint or issue brought to its attention by any active member or team. If the resolution reached by CTCL is not to the satisfaction of the individual or team, they can send an appeal to the CTCL disciplinary committee (ctcldc@googlegroups.com) within 5 days of the incident resolution. This committee will then review the appeal in detail and provide their decision and recommendations to CTCL and team/individual within 7 days of submission of appeal. The decision of the DC committee will be final and binding. No members or teams can further Appeal or escalate the matter.

Rule 22: Umpiring Certification

See Rule 1 for Level umpiring 1 certification updates.

CTCL EC shall conduct in-person or online umpiring clinics and certification programs for all the teams involved. It is mandatory to have representation from each team as stipulated by CTCL.

Rule 23: Obstruction

If a ball hits an object, that is otherwise not supposed to be in the ground (such as a tree or an electric pole), on the full, then the result shall be declared a 6 runs.

Rule 24: Ball lost or becoming unfit for play

1. In the event of a ball getting lost or umpires deciding it has become unfit for play, the umpires shall allow it to be replaced by one that in their opinion has had a similar amount of wear.
2. In the event of the ball becoming wet and soggy or a white ball becoming significantly discolored and in the opinion of the umpires being unfit for play, the ball may be replaced for a ball that has similar amount of wear.
3. Either batsman or bowler may raise the matter with the umpires about the condition of the ball, but the umpires' decision on whether to replace and which ball to replace it with will be final. If the ball is to be replaced, the umpire shall inform the batsman.

Rule 25: Promotion and Relegation

In all CTCL tournaments with Division1 and Division2, the team that ends up in last position in Division1 shall be relegated to Division 2 for next year. The team topping the table in Division 2 after the league stage shall be promoted to Division 1. CTCL EC will be the sole adjudicator of promotion and relegation, based on number of teams available for next years' tournament.

All newly formed teams will start in Division 2.

Rule 26: Player Switching teams

Player switching between teams is allowed only once in any given tournament and only if either team involved has played less than 3 games.

Rule 27: Switching ends after overs

In all CTCL matches, teams should switch ends after every over, pitch conditions permitting.

Rule 28: Free Hit

ICC rules shall be followed. Batting side will be awarded a free hit for all no balls offenses.

Rule 29: Stumps and Scorecard

Every team needs to carry stumps and scorecards to the game.

Penalty:

If umpire fails to find items,

- 1st offense - verbal warning to captain and report filed with EC.
- 2nd offense - written warning and report filed with EC
- 3rd offense - team captain banned for 1 game

Rule 30: Umpire empowerment

Umpires will have full authority to control the game. If a player is found disrupting the decorum of the game, an umpire can:

1. Give a verbal warning to the player and his team captain.
2. Following penalties can be imposed for repeat/serious offences by a Level I Certified umpire.
 - a. Sanction a player to sit out of the game for a period of time (recommended 3 over penalty in T20 or 5 over penalty in T30/T35).
 - b. Sent the player off the field for the rest of the match for any serious misconduct (Level 3 and Level 4 offences).
3. Any action taken by the umpire towards disciplining a player needs to be reported by the umpire to CTCL EC and DC ctcldc@googlegroups.com within 24-hrs.

ADDENDUM I: Teams

Premier T35/T30 Tournament:

No	Division 1 (T35)	Division 2 (T30)
1	Chargers	AMPS
2	Gladiators	Giants
3	Hurricanes	Lagaan Jaguars
4	Launchers	MSCA Youth Spartans
5	Leopards	Pacers
6	Lions	Panthers
7	Tigers	Royal Strikers
8		UCC

ADDENDUM II: Grounds

CTCL Grounds
ACAG
RRCG

ADDENDUM III: Restricted Players List

The following is the list of players that are restricted from playing as portables in 2020 CTCL tournaments. The list consists of players who were among the top 40 performers in T20 and T35/T30 tournaments in 2019 from the existing CTCL teams.

Note: For the MCSA Youth Spartans team, an exception has been made for 2020 to allow upto 2 players from the restricted list to play during group games but not the playoffs.

No	Player Name	No	Player Name
1	Abdul Nadeem	21	Nahshatra Sharma
2	Aditya Bhandari	22	Narendran C
3	Ali Haider	23	Naveen Surya
4	Arun Padmanabhan	24	Niket Kumar
5	Arun Reddy	25	Nilesh Tiwari
6	Asim Mustafa Khan	26	Pavan Kumar
7	Awais Mubarak	27	Prabhuram Jagadeesan
8	Basit Zubair	28	Prakash Yannam
9	Bharadwaj Ogirala	29	Praveen Kumar
10	Dilip Reddy	30	Saad Humayun
11	Dishant Patel	31	Sai Gautam Gajjala
12	Fahad Aslam	32	Sandeep Gowda
13	Guru Krish	33	Shahzad Shah
14	Hasham Abbasi	34	Shiraz Gulraiz
15	Hassan Israr	35	Singh
16	Humayun Bashir	36	Srikanth Keshav
17	Kiran Divakar	37	Tauseef Rab
18	Madhava Utagikar	38	Vishwanath Mulukutla
19	Majid Zubair	39	Vivek Rajamani
20	Maruthi Ramadurai	40	Zubair Hussain

ADDENDUM IV: Umpire Fee Breakdown

CTCL Tournament	Umpire Fees in USD (Per Team/Total)	
	Uncertified	Level 1 Certified
20 Overs	\$10/\$20	\$25/\$50
30 Overs	\$15/\$30	\$35/\$70
35 Overs	\$20/\$40	\$40/\$80

- In an Intra -zone scenario, if a game get washed out due to rain after the umpire has reached the ground without a single ball being bowled, the umpire will be paid half of the stipulated amount for the entire game as defined above
- Once the game commences (after a ball is bowled), umpire will be paid in full irrespective of duration of the game.

ADDENDUM V: Over Rate

The target over rate is 13 overs per hour; there will be disciplinary action taken against teams who consistently fall short of the minimum acceptable rate of 10 OPH.

Time allotment for each innings (including drinks breaks):

- T35 – 2 hours 40mins
- T30 – 2 hours 20mins
- T20 – 1 hour 45mins

Penalty for slow over rate - batting team awarded 6 runs per over that was not completed by the allotted time. Neutral umpires will be the sole judge for over rate penalty.

ADDENDUM VI: Club Presidents/BOD Approval rules

CTCL league games will be played using white balls and color clothing. Approval is required from all Club presidents and CTCL EC to change this rule for future league games.

Any Rule Change requires ratification by

- a. two-thirds majority of captains
- b. majority vote from club presidents, and
- c. majority vote from CTCL Executive committee.

ADDENDUM VII: CTCL Tournaments Awards

CTCL will recognize Champions and Runners-up of with trophies/medals for all divisions for every tournament

Other awards, as deemed necessary by the CTCL EC

ADDENDUM VIII: Match times

Umpire Report time: 8:30 AM

Toss Time: 8:45 AM

Game Start Time: 9:00 AM

These times are subject to change depending on weather trends. The changes will be discussed with captains and will be communicated 1 week in advance.

ADDENDUM IX: Youth Player List