



2024

Century Cricket League





Century Cricket League 2024 Rule Book Fall Season Championship

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The Preamble

Responsibility of captains: The captains are always responsible 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 other umpire and to the player's captain and instruct the latter to act.

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 act where required.

The umpires are authorized to intervene in cases of Time wasting, Dangerous or unfair bowling, tampering with the ball or any other action that they consider to be unfair.

The Spirit of the Game involves RESPECT for Your opponents, your own captain and team, the role of the umpires and the game's traditional values. There is no place for any act of violence on the field of play. Teams or players getting involved in physical fight will be disqualified after proper investigation by CCL committee. **NO EXCEPTION.**

It is against the Spirit of the Game:

- To dispute an umpire's decision by word, action, or gesture
- To direct abusive language towards an opponent or umpire
- To indulge in cheating or any sharp practice, for instance:
- To appeal knowing that the batsman is not out
- To advance towards an umpire in an aggressive manner when appealing
- To seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side.



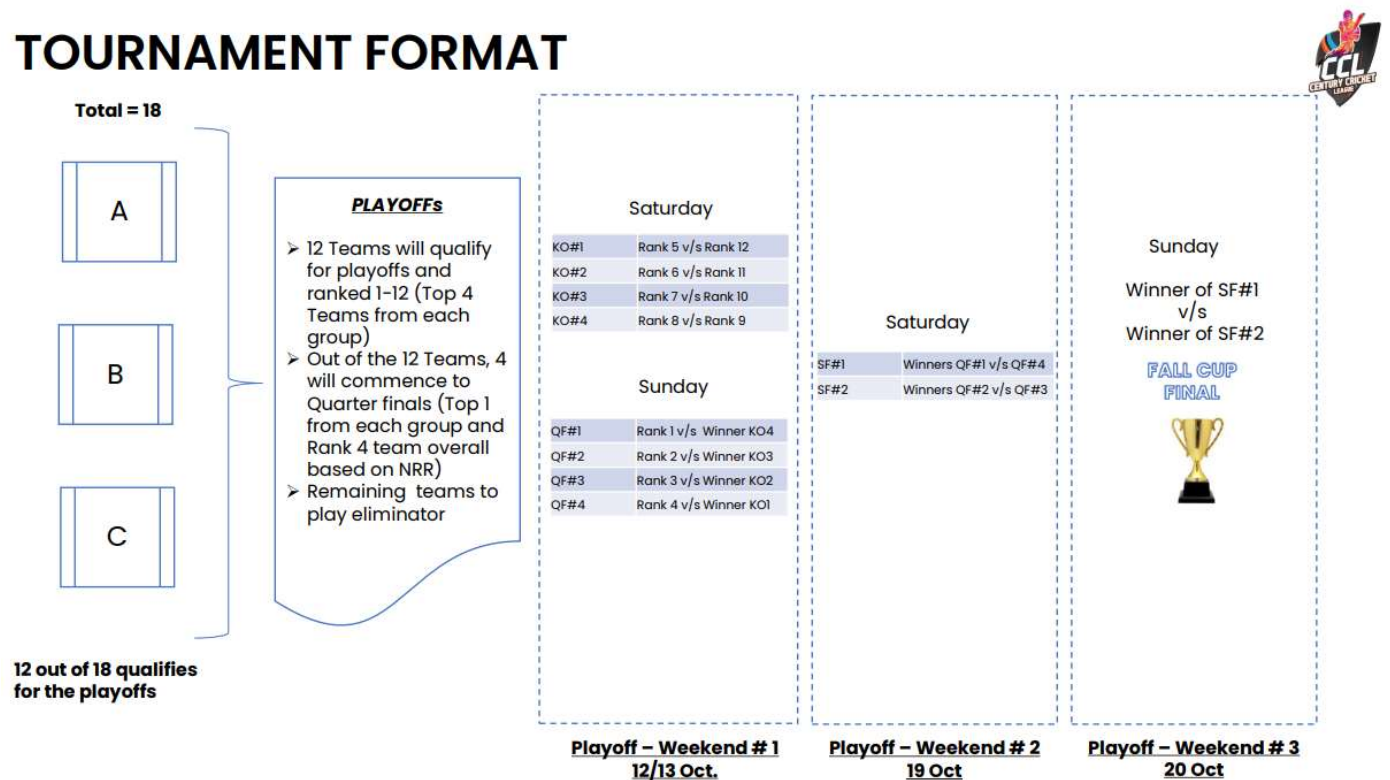
Tournament Format

18 teams are divided into 3 Groups. 6 teams in each group. Groupings are available on our CricClubs page.

Group League stage

- Each team in a group will play 5 league games.
- All games will happen against team within same group.
- At the end of league phase, Top 4 teams from each group will move to playoff stage.
- All teams will be ranked based on their points and NRR, top 4 will go to quarter final directly.
- Remaining teams will play one eliminator game to qualify for the quarter final.

TOURNAMENT FORMAT





Playoff stage:

Eliminator:

Eliminator 1	Rank 5 v/s Rank 12
Eliminator 2	Rank 6 v/s Rank 11
Eliminator 3	Rank 7 v/s Rank 10
Eliminator 4	Rank 8 v/s Rank 9

Plate Quarter Finals:

Quarter Final 1	Rank 1 v/s Winner of Eliminator 4
Quarter Final 2	Rank 2 v/s Winner of Eliminator 3
Quarter Final 3	Rank 3 v/s Winner of Eliminator 2
Quarter Final 4	Rank 4 v/s Winner of Eliminator 1

Plate Semi Finals:

Semi-Final 1	Winner QF 1 v/s Winner QF 4
Semi-Final 2	Winner QF 2 v/s Winner QF 3

Plate FINAL: Winner of Semi Final 1 Vs Winner of Semi Final 2

Winner of Finals match will be awarded the first-ever 'FALL Season Championship' Trophy.

NOTE: Eliminator and Quarter final games will be played on same weekend. Eliminators will be played on Saturday and Quarter final will be played on Sunday. Semi-final and Final will be played on separate weekends, unless weather interruption.





Fall Special Rules

1. Impact player Rule

- a. Team can use 1 impact player during the game.
- b. After the toss, each team is allowed to name up to three possible impact players in addition to their playing XI. At any time during the game, **one of them**—referred to as the Impact Player—can replace a member of the playing XI.
- c. **Can the Impact Player be brought in at any time?**
There are a few options. A captain can nominate the team's Impact Player and bring them in before the start of an innings; at the end of an over; and at the fall of a wicket or when a batter retires. However, if the bowling side brings in an Impact Player during an over - at the fall of a wicket or if a batter retires - then that player will not be allowed to bowl the remaining balls of the over.
- d. **What happens to the player who is replaced by the Impact Player?**
The replaced player will take no further part in the match. Not even as a substitute fielder.
- e. **How does it work for the bowling team?**
When the bowling team brings in their Impact Player, they will be allowed to bowl their full quota of four overs irrespective of the number of overs bowled by the player they are replacing. For example, say a team has a powerplay specialist and bowls them out at the start of the innings. In theory, they could then replace the powerplay specialist with a death-overs specialist - their Impact Player - who can still bowl four overs. But remember, if the bowling team brings in their Impact Player in the middle of an over, they will have to wait till the end of the over before that player can bowl.

2. Fall Booster Rule

- a. We have 4 power play overs in each inning, first “Legal” delivery of each power play over, score will be doubled. Batting team either can double those runs and add in scorecard or use penalty option to add runs to the scorecard.
- b. If first ball is a no-ball or wide-ball, score will not be doubled instead next legal delivery will be considered to double the score.

3. Fall Twister Rule

- a. When a bowler bowls a maiden over, team will get one over bonus where they are allowed to keep 1 additional fielder outside the inner circle.
- b. Bowling team can pick any over to use bonus fielder restriction.
- c. If bowler is bowling another maiden over, bowling team will get one more such over where they can keep additional fielder outside inner circle.
- d. **Note:** It is MUST to notify umpire about which over they are using extra fielder outside.



General Rules

1. Each team can have up to **30 players** in their squad and must maintain players' details in CricClubs. Once the names of the team members are submitted.
2. **Team Roster will remain open until end of league phase.**
3. Player must play a **minimum 1 league games** – **Rained out will not be considered as game played.**
4. Any Player must play only for one team during the entire tournament.
5. Tournament fee is non-refundable once paid and tournament started.
6. Match playable/unplayable conditions will be determined by Steering Committee with inputs from match umpires.
7. Teams will have to declare playing 11 and 3 impact players before match begins. Captains are responsible to ensure opponent team declares the squad.
8. **If a player plays a game who is not part of roster, then umpire and opposition team captain can report this to committee and the opposition team will be awarded points for the game.**
9. If a player is playing a game without a profile picture, then umpire and opposition team captain can report to committee and player will not be allowed unless photo is updated on CricClubs profile.
10. It is playing captains' responsibility to start game on time. Captains have right and must start their match on scheduled time even if preceding CCL match is still in progress, by asking them to leave the field.
11. For day games or night games, any rain-interrupted match (Where D&L rule is not applicable) will be deemed as points-shared, unless both teams agree to finish match before a timeframe that will be determined by CCL Steering Committee considering overall tournament schedule. Timeframe decided by CCL Steering Committee cannot be questioned or challenged. Both Captains are responsible for coordinating logistics (scheduling, ground reservations, fees, stumps, balls, Cones, score sheets, umpires etc). Steering Committee will not coordinate any logistics for rescheduled matches.

Note:

If on-going game is interrupted by rain:

- both teams **MUST** wait on ground for 15 minutes at max. In case, rain continues then umpires can call off the game.
 - If rain stops within 15 minutes, based on ground condition umpire must direct teams to resume the game. In a situation when we have following game on the same ground, CCL committee will take a call based on situation to reduce overs from all the subsequent games to cover up the lost time.
 - In case, when game is not possible and if each team decides to play game later on their arrangements, they need to confirm with committee and decide on very same time when their game is rained out. CCL Committee will give timeline and both captains need to agree on a single date within that timeline. Future date **MUST** be decided and both teams need to agree to that otherwise point split will be the result.
12. **Duckworth-Lewis** rule is applicable when second batting team completed 5 overs.
Link of D&L calculation (If needed):
<http://www.boltoncricket.co.uk/DLcalc.html>



13. It is “Home team” responsibility to get match kit (new & used match balls, wickets with base, Bails, Outer cones, Inner Cones etc.) to the ground. Both teams should get one new ball for the game.
14. Once schedule is communicated, no change requests from teams will be entertained (even in case of conflicts with other leagues that teams may play). CCL reserves the right to change schedule for valid reasons (ex: things beyond their control etc).
15. Each team is responsible to remove water bottles, Gatorades, napkins, gums etc from ground and throw them in garbage cans located nearby. Any penalty by park district will be applied to playing teams on that day.
16. **Substitute** (Either player late or player getting injured during the game): If a team is using a substitute fielder (**Should be part of Team Roster**), when regular player arrives, he cannot bat / bowl the number of overs he was absent. (**Example:** If player is out of the field for 4 overs while his team is bowling first, once he comes in, he cannot bowl for next 4 overs. If player is out for all 14 overs while his team is bowling first, he can only play as a last player)
17. Substitute only allowed in case of player injury or health related issues, tactical substitution is not allowed unless approved by opponent captain and umpires.
18. Host team is responsible to set up the ground and measure boundary line. For your convenience below are dimensions of the ground. You can refer to this while marking boundary lines.

Inner circle – **26-28 Yards (78 – 84 feet)**

Outer boundary line – **57-60 Yards (170 – 180 feet)**





Rules of the Play

All the rules are as per the ICC code, with the below mentioned exceptions. The latest ICC rules and regulations can be found at <https://www.icc-cricket.com/about/the-icc/publications/playing-handbook>
Specific rules for T20 Cricket can be found at <https://www.icc-cricket.com/about/cricket/rules-and-regulations/playing-conditions>

The exceptions are listed below.

1. No LBW.
2. No runs for Leg Byes. But run outs apply as normal in this case even if run is not counted. No over-throw runs in this scenario.
3. **Some clarification about no-ball rules:**
 - a. If any point of time there are more than 5 fielders (Excluding Bowler and wicketkeeper) on the leg-side, then it is a no-ball and next ball will be free-hit.
 - b. At any point of the game, a no-ball shall override wide-ball call. (As per MCC rulebook rule 21.13)
 - c. If the ball is pitching outside the mat area, it will be called as a no-ball.
 - d. The umpire shall call and signal a no-ball, if a ball which bounces more than once or roll along the ground before it reaches the popping crease. (without touching striker or his bat) as per law 21.7
 - e. Free Hit for all no-balls. Stump-out does not apply during free-hit. Return crease (Side crease) no-ball also applicable. Bowler backfoot should not touch or cross side crease. Details given in link here: <https://www.lords.org/mcc/the-laws-of-cricket/no-ball>
4. As per new ICC Rule, if a batsman is out caught, new batsman will take strike irrespective whether he crossed the other batsman or not.
5. 14 Overs per innings. Maximum 4 bowlers get a maximum of 3 overs per inning.
6. Mandatory Power play for first 4 overs. Only 2 outfielders allowed (Outside the inner circle).
7. **During non-power play, maximum 4 fielders can be allowed outside inner circle.**
8. No more than 2 players behind the popping crease excluding wicket keeper on leg-side.
9. If any point of time there are more than 5 fielders (Excluding Bowler and wicketkeeper) on the leg-side, then it is a no-ball and next ball will be free-hit.
10. For league matches, if it is determined by Steering Committee that match is unplayable, either before the start of match or during match, points will be equally shared between two teams. No re-match. D&L rule will be applied if second inning has completed 5 overs.

For Playoff matches it will be continued from the point where it stopped (for valid reasons approved by Steering Committee), in the next available time slot (Similar as per ICC guidelines). Same squad will have to continue when match resumes. If Steering Committee approves a substitute for valid reasons, the substitute won't be able to bat or bowl. No D&L rule will be applied for play-off games.

Match playable/unplayable conditions will be determined by Steering Committee with inputs from umpires. Unplayable conditions include but not limited to rain, severe cold etc. If match is interrupted by rain or other factors when it is close to concluding a winner, Steering Committee will ask for match continuation. Scenarios related to rain wash-out, points-sharing, reschedule-matches etc. may become subjective and Steering Committee's decision is final in this regard.



11. For playoff matches, 'Super Over' will be applied if a match is tied. If super over is also tied, as per new ICC rule, The Super Over will be repeated until a winner is determined.
12. Playing teams should be at the ground ***at least 20 minutes before the scheduled start*** of the game. If not, consequences will be at the discretion of the steering committee.
13. For a game to start, there should be at least 7 players on the ground. If a team has less than 7 players 10 min before start time, then the first team that has 7 players on field will win match toss by default. Umpires will take a call on such scenario; hence it is MUST for umpires to be on ground on time.
14. Match toss will be done by the host team and the visiting team will call for the toss.
15. If the game start is delayed by a team, then umpire can enforce penalty on the team that caused this delay by reducing overs during their batting. There will be a 5 min grace period and then there will be each over reduced for every 5 min delay. If the game is delayed by both the teams then the penalty will be applied to both the teams.
- 16. No break in between 14 overs in a single inning.**
17. There will be a 5 min break after 1st innings.
18. No Mankading (running out batsman when he is leaving or attempting to make a run at bowler's crease). Umpires must call it as 'no-run' if non-striker leaves the crease early after first warning.
19. No Third Umpire, hence on field umpire decision must be respected.

Follow below guideline and make sure umpires and team captains are aware of these rules.

You can use below table to understand how delayed start / end can be adjusted. Use a table below, as an example, on how to handle delays and consequences. Umpires must be at the driving seat for decision making.

Hours of play	Toss Time	Delayed start accepted	Delayed end acceptable	Penalty (Beyond accepted delayed start)	Inning break in delayed game
8 AM – 10.15 AM	7:50 AM	8:05 AM	10.20 AM	1 over deduction each 5 min	Mid inning break - 5 min.
10.15 AM – 12.30 PM	10:05 AM	10:20 AM	12:35 PM	1 over deduction each 5 min	Mid inning break - 5 min.
1:30 PM – 3:45 PM	1:20 PM	1:35 PM	3:50 PM	1 over deduction each 5 min	Mid inning break - 5 min.
3:45 PM – 6 PM	3:35 PM	3:50 PM	6:05 PM	1 over deduction each 5 min	Mid inning break - 5 min.
8.30 PM - 11 PM	8:20 PM	8:35 PM	11:00 PM	1 over deduction each 5 min	Mid inning break - 5 min.



Conflict resolution on ground and off ground

The final decision for any conflict on the field is made by Umpires. Umpires have the flexibility to refer the situation to steering committee for its (SC) final decision.

Umpires

All teams share responsibility of performing umpiring duties throughout the tournament. Umpires will be from non-playing teams in that match. Umpiring schedule will be published in advance. It is the responsibility of the captain to **send 2 umpires** from his team for the match as per the schedule. In case one or both umpires fail to show up on the ground on time or completely absent, a penalty will be applied to the team that the umpires represent. **Penalty is a deduction of 1 point** Penalty is applied separately for all matches where there is a no-show/late-show from umpires. No reasons for umpires' no-show will be entertained. Playing captains must start the game on time even if neutral umpires don't show up, by deploying umpires from within playing teams.

Umpires are the decision maker on the field, captains are requested to send umpires who are completely aware of cricket rules to avoid on-field discussions.

There will be no reason to deny the decision of umpires on field. Committee will be contacted only by the umpires if conflict cannot be resolved by the umpires themselves. Captains of both teams responsible for working with umpire and resolve on field conflicts during the game. Captain must ensure their team obeys Umpires decision.

For above waist height no-ball, main umpire MUST wait for leg umpire to give a no-ball signal, avoid any kind of hurry to take decision in such scenario. Leg umpire (must be neutral umpire) holds priority for a height no-ball.

Scoring

It is the responsibility of playing captains to arrange for recording live scoring in CricClubs app. However, captains should plan for a temporary manual score sheets in case CricClubs app does not respond momentarily due to technical issues. At end of match day, teams are expected to record scores in CricClubs app. No manual score sheets will be entertained. 1 point penalty will be applied to a team for each inning where scores are not updated to CricClubs on time.



League Table Ranking and Points System

The positions shall be determined by the number of points gained with points being awarded as follows:

- 2 points for each match won.
- 1 point per team taking part in a match which is tied.
- If both teams do not show up, then both get 0 points.
- If only one team (Playing XI) shows up, then that team will get 2 points.
- The team with the highest number of points shall be at the top of the table and the team with the lowest shall be at the bottom.

Playoff Ranking

- Where teams have an equal number of points their relative playoffs lineup shall be determine as:
 1. The team with the most wins in matches in the League during the season will be placed in the higher position.
 2. If there are teams with equal points and equal wins during the season, then in such case the team with the higher net run rate (as calculated in clause below) will be placed in the higher position.
 3. If following the net run rate calculation above there are teams which are still equal, then the team with the higher number of wickets taken per balls bowled in the matches played that season in which results were achieved will be placed in the higher position.
 4. If still equal at the end of the regular season, then the team position will be determined by drawing lots.

Net Run Rate Calculation

1. A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the season, the average runs per over scored against that team throughout the season.
2. 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.



Injury & Accident Waiver and Release of Liability Form

Every player must assume his own responsibility for any injury or accident that happens to him per the 'Injury & Accident Waiver and Release of Liability Form' shared with team captains. CCL Steering Committee asks all captains to make sure that they share this form with all players in the team squad, get signed (manual or digital) copy of this form from all players in the team squad and share scanned copies (in case of manual signatures) of the same with CCL Steering Committee. It is captain's responsibility to communicate and get signed copies to CCL Steering Committee before tournament begins. **Player without signed waiver form will not be allowed to play.**

In case of any new player addition to team squad during the tournament, it is captain's responsibility to get signed copy of that player to CCL Steering Committee before player's first match. Under any circumstances, CCL Steering Committee or Park Districts (Ground Owners) or Sponsors are not responsible for players' injuries, accidents etc.

The Steering Committee Members

1. Naresh Chauhan | 773-970-2197
2. Palak Limbachiya | 414-526-8073
3. Vinod Parhad | 425-615-5119

Important Note

It is not possible to document all rules and all scenarios that would be applicable to this tournament. Steering Committee will be the final decision-making authority on any issues and conflicts arising as part of this tournament. This includes but is not limited to rules, logistics, players/team's behavior, disciplinary actions etc. All decisions are final and binding on all teams. Steering Committee will have the final say in the following as well:

1. Interpretation in understanding the rulebook.
2. Any situation/rule that is not explicitly mentioned in the rule book.
3. Any deviations from written or unwritten rules as deemed necessary.

All captains must share this rule book with all their players. If a player would like to participate in CCL tournament, he must read, understand, and agree to all points in this rule book. By playing a match in CCL tournament, it is understood that a player has read, understood, and agreed to all points in this rule book.



Clarifications / Additional rules for CCL 2024 Season

1. Game Forfeit scenario:

In normal situation, DL rule will be applicable for the game result. However, if due to any circumstances one team decides not to continue the game disobeying umpire verdict, please follow guidelines below.

- According to laws of cricket Rule # 15, *A captain may forfeit either of his/her side's innings at any time before the commencement of that innings.* A forfeited innings shall be considered as a completed innings; however, it doesn't clarify a mid-inning forfeit scenario hence we are clarifying in the rule book as below.
- Whether game is playable or not, is a decision for both umpires including opinions from both teams. ***We fully expect umpires to be responsible enough to understand game playable or not for any unforeseen events.*** Due to rain, snow or any interruption, if both teams decides that it is not safe to continue, game can be called off with umpire consent.
- If one Team disobeys umpires and discontinues the game, irrespective of any stat the game is at, team forfeiting the game will lose all points and opponent will be declared a winner. Committee will decide final score updates on CricClubs in this scenario.
- If game has not started at all and citing any reason if one team is opposing to start the game, final call will stay with umpires. As per umpires, if game/ground is playable then team must obey umpire direction. Umpire shall give 15-minute wait time to team and failing to start by then means a forfeit. If both teams agree not to play, umpire should accept. ***Umpire role becomes crucial in such scenario, they MUST remain unbiased in this situation. If ground condition is a concern, umpire MUST inspect entire ground along with both captains and make suitable call.***
- ***There must be no committee interference unless umpires call and look for the help in conflict resolution. There may be rare exceptions such as no umpires on ground, umpires ask to do so, serious stop due to any major issues, police on field etc. where only Captain of the team can reach to the committee along with umpires.***

2. Home team: Ground set up:

During league stage or playoff, home team has the rights to decide batting end except following grounds where batting end is fixed either due to park district guideline OR ground dimension limitation.

- **Nike Park:** Batting end is fixed where batsman is facing opposite side of the uphill area.
- **Buffalo Grove:** Batting end is fixed where batsman is facing towards tennis courts area.
- **Dee Park:** Batting end is fixed where batsman is facing towards the kids playing ground.



3. Team giving walkover to the opponent:

- If a team is giving walkover to opponent, CCL will allow opponent team to provide a probable playing XI to be considered against a playoff qualification. **Team who gave walkover, their playing XI will not be counted in this case.**

4. Playoff qualification scenario:

- Minimum 1 completed games, Rained-out game cannot be counted as played.
- Player must be present on ground, otherwise team cannot count player as played. Umpire and opposition team MUST keep a check on such situation.
- CricClubs app allows selecting less than XI to start the game. If less than 11 players playing the game only those must be selected.
- Walkover scenario – Only the Team receiving walkover will be eligible to give playing XI.

5. Game reschedule/Ground Change requests:

- Committee tries to address most of the concerns from all the team around scheduling conflicts, other league conflicts, closer ground etc. to the best of their ability before publishing the schedule, however all concerns cannot be addressed due to may underlying factors and team must accept the same.
- Once schedule published committee will not be able to honor any schedule change request in the league stage as it impacts 3 other teams.
- Committee may allow maximum 1 schedule change request during playoff phase for the team who has direct conflict with other leagues or entire team is unavailable (very rare case). Teams are responsible for managing their player conflicts if playing in different leagues.
- Committee reserves all the decisions regarding ground and team must obey the same.
- Ground change requests will not be allowed once Schedule published on CricClubs.
- Team may need to travel longer distance few times based on schedule and ground availability. To keep up the Home / Away game concept.