

# TABLE OF CONTENTS

1. Introduction .....	3
2. Laws of Cricket .....	3
3. CSL General Rules .....	3
4. League Format .....	4
5. Point System .....	4
6. Super Over .....	4
7. D/L Method .....	4
8. League Roster Size .....	4
9. Manage Your Team .....	10
10. Players .....	5
11. Playing 11 .....	5
12. Toss .....	5
13. Match Start .....	5
14. Minimum Player Rule (MPR) .....	6
15. Forfeiture .....	6
16. Umpires .....	6
17. Player Absent .....	6
18. Field Restrictions .....	6
19. Height No-Ball .....	7
20. Overstep No-Ball – Free Hit .....	7
21. Out/Runs – Free Hit .....	<b>Error! Bookmark not defined.</b>
22. Wide-Ball .....	7
Reverse Sweep: .....	8
23. Mankading .....	8
24. Retired Hurt .....	8
25. Substitutions .....	8
26. Catches on Boundary Lines .....	8
27. Caught Behind Decisions .....	9
28. Umpires Reversing their Decision .....	9
29. Breaking Stumps during Run-Outs/Stumping Appeals .....	<b>Error! Bookmark not defined.</b>
30. Non-Playing Field Condition .....	9
31. Ineligible Players .....	9

32. Match Scoring.....	9
33. Parking.....	10
34. Trash.....	10
35. Man-of-the-Match (MOM) Awards.....	10
36. Captains Responsibilities.....	11
37. Umpires Responsibilities.....	11
38. Player/Team Conduct.....	12
39. Player Safety.....	13
40. Conduct and Penalties.....	13
41. Adherence.....	13

## PRIZES & AWARDS

BEST BATSMAN

BEST BOWLER

BEST FIELDER

BEST PLAYER

3000\$ PRIZE MONEY



### Official Sponsors:



**EXECUTIVE**  
 CONTACT YOUR MORTGAGE EXPERT TODAY!

**Alex Austin**  
 MORTGAGE & FINANCIAL SERVICES  
 M.B.A. - 2003  
 M.P.M. - 2005  
 E-alex.austin@bala-sure.com  
 M - 202-957-4797

Contact:  
 Kalyan (202-957-4797)  
 Beradwaz (513-302-5235)  
 Vikram (203-816-3992)

## 1. Introduction

Challengers Super League hosts Hard Tennis Cricket League in Charlotte Area.

## 2. Laws of Cricket

International Cricket Council (ICC) Twenty20 rules are followed.

## 3. CSL General Rules

1. Matches are played with a Red hard-tennis ball supplied by CSL.
2. Protective gears are recommended but not required. If the temperature falls below 55-F fielders are allowed to wear gloves (umpires can check and reject if the gloves doesn't meet the regular standards).
3. Leg-Before-Wicket (LBW) dismissals are not supported.
4. **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 contacted the body/clothes.
5. 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.
6. If the ball pitches on the crack/outside the pitch, then the delivery is considered as "DEAD BALL" and no additional runs will be awarded.
7. If a batsman moves before the bowler comes into his delivery stride then the WIDE line moves with the batsman else it stays the same.
8. Captains need to ensure that their bowlers do not have any "suspect" bowling actions. Umpires will issue a warning to the bowler if his bowling action seems "objectionable". If there is a repeated occurrence the umpire can prohibit the bowler from bowling in the match. Another bowler will have to make up the bowling/over quota.
9. The Wicketkeeper is allowed to bowl anytime. He does not need to wait for any time period.
10. A player should be played at least 2 league games to qualify for the playoffs.
11. All Substitutions must be from the roster itself, no outside person can substitute a player in the match.
12. 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.
13. Sledging is strictly NOT ALLOWED. Umpires will have the authority to call off the match incase the Sledging goes out of hands.
14. Umpire decision is the Final one. Main umpire can override the decision made by the leg umpire.
15. In a 15over game each bowler gets to bowl 3 overs max, in a 20 over games the max limit per bowler would be 4 overs.
16. Every game will have 2 Mandatory batting power plays of 2 overs each for a 15over game and 3overs each for 20 over games.
17. During the mandatory power play overs only 2 fielders are allowed outside the inner circle. Whereas in the second power play 3 fielders are allowed outside the inner circle.
18. Batting team gets to decide on the power play.
19. 15 over games
  - a. 1 and 2 overs are mandate power play. Other power play overs should be used before 12<sup>th</sup> over else 10<sup>th</sup> and 11<sup>th</sup> over will be a mandate power play.
  - b. Power play overs cannot be split and used.
20. 20 over games

Official

PULIVARTHI GROUP

EXECUTIVE

Get your mortgage report today!

• Mortgage Lending Services  
• 2013 - 2014  
• 100% Satisfaction  
• Free Consultation  
• Call Us Today

Kalyan (202-957-4787)  
Baradwaj (513-302-5235)  
Vikram (203-816-3982)

- a. 1,2 and 3 overs are mandate power play. Other power play overs should be used before 12<sup>th</sup> over else 13, 14, and 15<sup>th</sup> over will be a mandate power play.
- b. Power play overs cannot be split and used.

#### 4. League Format

1. All League games will be of 15overs per innings.
2. Each innings is expected to last for **45 - 60 mins**
3. The top 2 teams from each pool will go to the playoffs and the other 2 will be decided from putting over all the remaining teams together.
4. The top 4 will be Ranked 1 to 4 depending on the points/NRR.
5. While picking the 7<sup>th</sup> and 8<sup>th</sup> teams from the broader pool first the points will be taken into consideration and then NRR.
6. Quarter finals will be 15 over game, Semi Finals and Finals will be a 20 over games.

#### 5. Point System

1. **Winning:** 2 points are awarded to the winning side. The side having the highest score after the completion of the game wins the game.
2. Rain washed out games in the league stages points will be split. Play Off Games will be rescheduled in case of rain or weather washout.
3. **Tie:** If the total scores are the same, then there will be **SUPER OVER** conducted to decide the winner of the game.

#### 6. Super Over

1. Each team will select 3 batsmen and 1 bowler to play the Super-Over.
2. Team batting second in the regular match will bat first in the Super Over.
3. The team scoring most runs at the end of the Super-Over will be deemed winners of the match.
4. If the batting team loses 2 wickets in the Super-Over, they will be considered 'all-out'.
5. If a league game's Super over is also a TIE then it will be a points split between the teams. Whereas in Play offs, the super overs will be continued until there is a winner.
6. Innings ball will be used for the super overs.
7. General fielding restrictions will be applied for super over (4 fielders inside the inner circle)

#### 7. D/L Method

1. D/L Method(<http://www.boltoncricket.co.uk/DLcalc.html>) will be used for rain/bad light/any other reason interrupted games and hence the games won't be re-scheduled if any one of the following conditions is met.
2. If more than or equal to half of the overs have been completed.
3. Batting second team has scored more than or equal to 50% target runs or
4. Fielding second team has taken more than or equal to 5 wickets.

#### 8. League Roster Size

1. Each team can have maximum of an active of **25 players** per season.
2. Player management can be done only before start of each season as per the deadlines.
3. **Here are the guidelines to add a new player after the roster management deadline for each season.**
4. Only a player who is not part of any team in the current season is eligible to add in the current season.

5. A player cannot play for more than a team in the same league, in case of any violations the player and the teams will be banned from the league for that season.
6. Captains should send an email to the group and organizers with player full name and email Id

## 10. Players

All teams need to upload their team player rosters to the CSL (CRIC CLUBS) website prior to the provided deadline.

## 11. Playing 11

1. Each team captain must make sure that they have got the playing 11 (**including late arrival players**) of the opposition team players name (first and last name) entered in the mobile app.
2. All names of the Playing XI players need to be listed legibly on the mobile app, even if just 2 batsmen bat during the match.
3. Captains are responsible for ensuring that the proper names are entered on the electronic score cards (mobile app) and there is no discrepancy. Opposite captains should verify the submitted scorecard to confirm its accuracy.
4. **The playing 11 (including late arrival players) is locked only after the first ball of the match is bowled.** If any change in the playing 11 after the names are exchanged between the teams before the first ball of the match is bowled, then the change has to be informed to the umpires as well as the opposite captain.
5. **There is no provision for the 12<sup>th</sup> member to be included in the active player list for the current match.**

## 12. Toss

1. The toss is done **10** mins before start of the game. i.e., start of the game is the actual start time of the game not the scheduled start time of the game.
2. If umpires are not present at the time of toss, the teams can do the toss and start the game.
3. Each team should have minimum 8 players at the time of toss.
4. Captains should pro-actively identify the present players to the umpires.
5. Umpires should pro-actively ask each Captain to indicate if their players are visibly in-sight.

## 13. Match Start

1. The match should start only if both the teams having minimum 8 players at the time of scheduled start.
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 15 overs.
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.
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.**
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.
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.
7. Umpires will ensure that teams do not waste time by frequent huddling/discussing strategies especially during tight games.

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.
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.
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.

#### 14. Minimum Player Rule (MPR)

1. The minimum # of players at least 8 that a team should have to play a match.
2. A 10-minute grace period is allowed from the scheduled start time (not actual start time of the match) of the match for late-arriving players.
3. If any delayed players do not arrive before the grace period expires, then the player can't play the game.
4. If one team doesn't have 8 players after 15 mins of scheduled start time, still they can complete the match with the available players present in the ground.

#### Exceptions:

1. MPR does not apply to dismiss batsmen from a team that is batting second.
2. MPR does not apply to batsmen that may have temporarily stepped away for refreshments, medical emergencies, and/or bathroom breaks.
3. The MPR rule only applies to the league phase. Playoff matches are not subject to the MPR rules.
4. 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.

#### 15. Forfeiture

A match will be considered as a 'Forfeit' when

- A team is a No-Show for the match or refuses to play the match.
- A team decides not to play the game and have the organizers informed before the start of the game.
- No NRR allocation will be applied for the forfeited games.

#### 16. Umpiring

1. All the League games will be self umpiring.
2. The play offs will be conducted under Neutral Umpires supervision.

#### 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

##### Power Play:

1. Only 2 fielders can be outside the 30-yard circle during First Powerplay.
2. 3 fielders are allowed to be outside the inner circle during second Powerplay.

3. 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.

#### **Non-Power Play:**

4. For the remaining 12 overs a minimum of 4 players needs to be inside the 30-yard circle (not including the bowler and wicketkeeper).
5. Only 5 fielders can field on the leg side at any point of time which exclude bowler.
6. There is no limit of fielders on the offside. All the 9 fielders can field on the offside.

## 19. Height No-Ball / Beamers

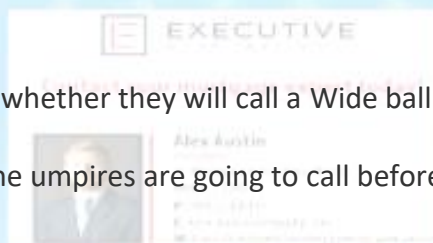
1. Any bouncer over the head or beamer above waist will be called a No-ball. For bouncers and beamers, the batsman's movement in the crease right before the delivery is bowled will be taken into consideration (i.e., a bouncer above the head becomes a legal delivery for batsman charging down the wicket)
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.
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.
4. A batsman will be ruled OUT, even if they get bowled on a full toss.
5. The bowler can't bowl in remaining of the match if he bowls 2 beamers in the match.

## 20. Free Hit and Outs on Free Hit

1. **Free Hit after a foot-fault no ball not for height no balls** - the delivery following
2. A no ball 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.
3. 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.
4. Field changes are not permitted for free hit deliveries unless there is a change of striker.
5. Batsman can be out as follows only on a free hit: **Run out** or **obstructing the fielder** while running out.
6. 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.
7. 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

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.
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.



EXECUTIVE  
ALEX AUSTIN  
ALEX AUSTIN  
ALEX AUSTIN  
ALEX AUSTIN

Official Sponsors:  
Bala Sura  
Vikram (202-857-6287)  
Baradwaj (513-302-6235)  
Vikram (203-816-3982)

### Reverse Sweep:

1. 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 will be given for that hand style batsman. i.e., if he is a right-handed batsman, then he will be considered as left-handed batsman and the wide call is applied for the left-handed batsman and vice-versa.
2. 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

1. Bowler is permitted, before entering his delivery stride, to attempt to run out the non-striker. The ball shall not count in the over.
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.
3. Warning the non-striker is recommended but not mandatory, the bowler can Mankad the non-striker.

## 24. Retired Hurt

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.
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.
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

1. Substitute fielder can only be used for injuries sustained during the game.
2. Umpires and the opponent Captain need to be approached for all fielding substitute requests. Umpires and the opponent captain get to make the decisions on all the above scenarios based on their best judgment of the on-field circumstances.
3. Teams may only use players from their 24-person roster as substitutes. However, prior to doing so they need to get the approval of the umpire.
4. Players cannot be provided substitutes for getting tired on the field unless it's a sunny day.
5. Players cannot be provided substitutes for player leaving the field for non-injury reasons while bowling second.
6. In any scenario, a player leaves the field after batting or bowling, the respective team should play with 10 players. No substitute will be allowed in that case.
7. By-runners for a batsman **are not allowed** under any circumstances including injuries, cramps, fatigue etc. during a match.

## 26. Catches on Boundary Lines

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.**
2. Batting team/Fielding team players should not interfere in this situation nor should they charge towards the boundary line or into the field.



3. Captains should instruct their players to hold their position for any controversial catches/fielding attempts near the boundary prior to the match.
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

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.
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

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.
2. Umpires should take their time in making a final and correct decision and not feel pressured from either of the teams.

## 30. Non-Playing Field Condition

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.
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.
3. If there is no chance of play that day points will be split.
4. Washed out games for leagues stages points will be split. Knock out games will be rescheduled.
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.
6. The final decision with regards to rescheduled games for the Knockouts will rest with the organizers.

## 31. Ineligible Players

1. 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.
2. Player who are not in the 25 member's team roster.

### Penalties:

3. The opposition team will be declared as match winner and the winning points will be awarded to them if the player is not from the existing roster.

## 32. Match Scoring

1. Batting team should announce the score at the end of every over to avoid any discrepancies with the fielding team.
2. Scorecard entry on the website **will be locked** as soon as the scorecard submitted in the mobile app.
3. Please email the organizers if any correction needs to be done after the scorecard is locked.

### 33. Parking

1. Players and Umpires are asked to park only in the permitted parking spaces.

### 34. Trash

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.
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.
3. If any trash/debris left over by a team, then the team will be **penalized for \$20**.
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 Knockout games and the winning team will decide it.

## 9. Manage Your Team

1. Captain and Vice-captain are default admin to the team. They can login and manage their team. Use "Forgot Password" to reset your password if you don't remember.
2. Once you have your password, then login to website.
3. Then navigate to your team, Teams->View Teams->Change Series to "season 2", then click on your team's name. It will take to your team page which has 3 buttons "Add Players", "Update Team" and "Upload your Team Logo".

#### Add Players

1. It will allow you to add all players at once. Enter First Name, Last Name and Email Address and click the Validate button.
2. It will show valid records and invalid records. You can ignore invalid records and click the Submit button.
3. Invalid records usually show an error message as "Email already in use". That means the player profile already exists in CSL and the player might be part of some other team's current roster or might have played for a team before. So please use the player search option (Players->Player Search) to identify the player either with First Name, Last Name or email Id (preferred).
4. If the player is part of any other team's current roster, then follow the player transfer process.
5. If the player is not part of any other team's current roster and played for some team before, then use the "Update Team" option (refer 3.2.3).
6. After uploading all players, make sure the player profile is completed.

#### Update Team

1. You can update Team Name, Team Code, Captain, Vice-Captain, Add and Remove Players and Team Information.
2. To Add an Existing Player - Select the player from Available Players(Left Side List) and move to Selected Players(Right Side List).
3. To Remove an Existing Player - Select the player from Selected Players(Right Side List) and move to Available Players(Left Side List) .
4. Team Information - It's mandatory. So please make sure your team POC is entered in below table format.

#### Contacts

**Captain** Name Mobile Number Email Id

**Vice-Captain** Name Mobile Number Email Id

### Live Scoring

1. CSL uses only live scoring. So, it's recommended that all players of your team have logged at least once on the CSL website. Because a player who claimed his profile (green circle with a tick after player name) can only do live scoring.
2. It's the scorer responsibility to choose correct batsman and bowler and fielder name (for catch and run out).
3. The scorer must ask the bowler and fielder name to the fielding team and enter it correctly.

## 36. Captains Responsibilities

1. One player from each team will act as team Captain for the duration of the match.
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.
3. They should control the behavior of all his team players. (Conduct of his team.)
4. Ensure the team players respect the umpire's opinions and decisions.
5. Captains are responsible for ensuring that the boundary cones/flags are measured and setup before the match start time.
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.
7. They will be responsible for going over the CSL Rules and Regulations with their players.
8. 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 CSL with regards to leftover debris.
9. The umpire should not be pressurized in any circumstances. It will be captain's responsibility to make sure nobody crowds or threatens the umpire.
10. 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
11. declared as a forfeit.

## 37. Umpires Responsibilities

1. Umpires 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.
2. 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.
3. Umpires will be the authority to grant a fielding substitute to the fielding side if the situation merits it.
4. They will keep track of the number of overs during which a fielder has left the field.
5. Umpires will keep time of all breaks and notify the captains as to when to resume.
6. They should file a complaint about any misconduct by a player or a team on the field with the CSL Organizers.
7. 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.

8. The main umpire will have authority to over-ride leg-umpires decision except on stumping, run-out, and no-ball (due to height) decisions.
9. The leg umpire's jurisdiction covers decisions on run-out/stumping/no-balls due to height decisions at the striker's end. Additionally, from his vantage point, a leg umpire can opine on whether a wicketkeeper/fielder has cleanly collected a catch, ball crossed the boundary, fielder placements inside/outside the circle, and on leg/offside fielder counts.
10. 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.
11. 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. If a player is dismissed but it is discovered or brought to the umpire's 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).
12. Umpires should direct all in-games issues, concerns to captains/stand-in captain only.

### 38. Player/Team Conduct

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

PULIVARTHI GROUP

A SURE WAY TO YOUR NEW HOME



Alex Austin

7701 10th Street, Suite 100  
 Dallas, TX 75243  
 Phone: (214) 343-1211  
 Email: alex.austin@pulg.com

Contact:

Kalyan (202-957-4787)

Baradwaj (513-302-6236)

Vikram (202-816-3982)

### 39. Player Safety

1. CSL takes player safety very seriously! If any player(s) engages in physical or verbal abuse of another player, umpires, or spectator, then CSL reserves the right to take disciplinary actions against any of the involved player(s).
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

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.
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 games, etc.

### 41. Adherence

1. All teams and their players must abide by the rules and regulations of the venues being used for cricket e.g., public misconduct, trash removal, etc.
2. The CSL 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.
3. The Organizers holds the right to remove any participating team for their misconduct and reserves the right to withhold the security deposit.
4. Organizers takes input from the Captains and players involved and will make a final decision on all controversies, rule infractions and disciplinary issues.
5. Organizer’s decision is final, and no further deliberation or negotiations will be entertained.
6. By participating in the CSL league, teams hereby agree to abide by the CSL Rules and Regulations.

#### Official Sponsors:



**EXECUTIVE**  
Contact your mortgage expert today!



**Alex Austin**  
Mortgage & Real Estate Advisor  
MBA, M.A., M.S.  
P. 202-857-4797  
E. alex.austin@executive.com  
10000 Old Branch Road, Suite 1000, Dallas, TX 75243

Contact:  
Kalyan (202-957-4797)  
Beradwaz (513-302-5235)  
Vikram (203-816-3992)