



CHAMPIONS PREMIER LEAGUE

Established: July 2016

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Schedule, Venue and Entry Fee

1. Matches will be played on Saturday/Sunday only on grounds assigned by Prairie View or Katy Hockley. In rare cases venue might change.
2. Match start time – As per the schedule.
3. Matches will be played starting as per the schedule published by the org committee.
4. Each team will be given option to choose 3 blackout dates. The committee assures to accommodate one blackout date. Committee will do their best to accommodate the other 2 blackout dates.
5. After the schedule is published, if any captain wants a change in the schedule, he should make sure that he has two other teams willing to play at his slot with the umpiring slot covered as well. It is the responsibility of the captain seeking a change to the schedule to coordinate with other captains and make sure that there is no empty slot for the match and the umpiring. If he canNOT manage it, then the team should either play on their slot or forfeit the match. Organizers should be involved only at the end to make and publish the changes. They will NOT be coordinating the changes for the change in schedule or the umpiring slot.
6. For all practical purposes, the schedule of the Pre Quarter Final, Quarter Final, Semi Final and Final should be treated as “subject to change” due to hard conflict of playoff games in other tournaments and weather. The ultimate decision of the playoff dates will be with org committee.
7. Washed out matches will NOT be rescheduled even if it means most of the matches for a team will be washouts. Exceptions will be playoffs. Teams will NOT have choice to pick the dates and times for the washed out playoff games.
8. Matches will be published in Cricclubs at the beginning of the tournament and the matches for the upcoming weekend.
9. Entry fee for this season is \$400 per team if NOT subscribing to annual membership for 2019. Fee for annual membership is \$1000. It must be fully paid by the deadline set by the Org Committee.
10. Each team will be given 10 balls during the league stage. The teams are required to return the old balls in case they need to use more than 10 balls during the league stage.
11. Season Fee Refund Policy: In case a team decides to pull out of the season after paying the fee:
 - a. Fee will be refunded if the season’s first schedule has NOT been published.



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Scorecards, Team Roster Size and Player Eligibility

1. CRIC CLUBS is the official online scoring app for CPL games but teams should always have a paper backup scoring just in case of any issues with the APP during the game.
2. Captains will have the ability to login and edit scorecards to complete their team details. In addition, each team can have one or more additional players with the ability to enter scorecard details.
3. First Wednesday after the match is latest and whatever details are entered will be locked down.
4. Both captains need to review the other team's scorecards as well to ensure everything is in order. Any concerns must be raised before the scorecard is auto locked on Wednesday.
5. All teams must record all details on their scorecards including fielders catching catches and involved in run outs. Since the batting team records the fielding team details, it is the fielding team captain's responsibility to ensure at the end of the innings or match that all their fielding details are recorded accurately or risk their players losing their points that will count toward MVP of the tournament. Same goes for the batting team. All batting details, including 4 s and 6 s (which carry extra points) need to be recorded.
6. Captains should make sure that the players have NOT played for any other team in the current tournament. If the players had played in other team, then the results of such match will be forfeited and awarded to the opposing team.
7. Teams are required to make sure that the playing eleven is in cricclubs before the match is played and in the worst case by the end of the day of the match and make sure that names in the score card can be clearly understood and are matching the names in cricclubs. The only exception will be at the beginning of the tournament if teams are NOT set in time and the login information is NOT provided to the teams in time to add the required information.
8. Teams are required to verify the score card by EOD Tuesday for a Saturday match and by EOD Wednesday for a Sunday match.
9. Both teams can enter the playing 11 for the washed out games. The playing 11 should be only the ones that have played the game if the game has stopped mid-way. If the game is washed out before the game starts, the teams are allowed to enter any 11 on the scorecards.
10. In cases of walkover the team that has given walkover will NOT be allowed to enter players on the scorecard. The team that is on the opposite side can enter 11 players on the scorecard.
11. CanNOT add players who have NOT played after the match. Teams will forfeit match if this is observed (-2 for the offending team and +2 for the other team), if they won the match. If they lost the match and made such a change, they will lose 2 points. Organizers are allowed to



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implement these fines if the offence is verified even after the scorecard lockdown date has passed.

12. A team's roster shall NOT be limited. Teams shall be allowed to bring in players NOT listed in the roster for any matches other than playoffs and their names should be updated in cricclubs beforehand.
13. There will be no restriction on number of players on roster. There will be no lock on the roster until playoffs start. If teams substitute undeclared players with declared players, that team will forfeit the game.
14. Eligibility to play in playoffs is 3 games if the team plays more than 7 games, 2 games if a team plays 7, 6 or 5 games in the league stages.
15. If it is found that the minimum eligibility was NOT met for players for the play off matches, points will be forfeited for the defaulting team even after the match is completed. Players who do NOT meet the eligibility for the playoffs can do the fielding if the team falls short of required players for playoffs.
16. Names of the players used for Playoff games should match the names of the eligible players published by the Organizers. Teams can NOT change the first name or last name of the player for the playoff games. Such players will be considered as ineligible players. Any changes to the names can be done at the beginning of the tournament.

Game Rules

1. Any rules that are NOT defined in this rule book are considered standard rules from ICC rule book.
2. <https://www.icc-cricket.com/about/the-icc/publications/playing-handbook/>
3. All matches are 20 overs per team matches. The organizers may change few matches to 18 overs when required to accommodate schedules and for different purposes.
4. Home Team is required to show up at the ground at least 30 minutes prior to match start time to prepare the ground, mark any boundaries etc. Setting up the ground before the match and removing all cones and flags after the match is the responsibility of the home team.
5. A minimum of 7 players is a must for the fielding team to start any game. However, a player shall be allowed to enter the play field in between overs or after the fall of a wicket.
6. If the match starts with less than 11 players on the field, the other players can join after the match starts but need to wait until the current over is completed.
7. If the team without the minimum of 7 players does NOT have at least 7 players 15 minutes after the scheduled match start time. From the match start time, till the other team has the minimum



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players, overs will be deducted as a penalty at the rate of 1 over per 5 minutes for the team that has less than 7 players until they meet the 7 player's criteria. If for any reason the team canNOT get 7 players by 45 minutes from the scheduled match start time, the other team which met the minimum criteria will be declared the winner and awarded 2 points.

8. If both teams do NOT have minimum number of players by the end of grace period 45 minutes, match will be cancelled and both teams will get 0 points.
9. In cases of bad weather or ground conditions, both Captains should agree to CANCEL, umpires don't need to be involved in this decision; each team will get 1 point.
10. When there is bad weather, if one captain doesn't agree to call off the match as he sees playable weather conditions even though weather is NOT perfect, and shows up at the ground with minimum 7 players, if the other team does NOT show up and the umpires validate this, the team at the ground will get the 2 points. It is considered a forfeit by the other team. Once both teams are on the ground, match should start if conditions permit.
11. Once Both Teams are on the ground with min 7 players each and both captains disagree on playable conditions whether due to safety reasons or just weather related or any other issue, neutral umpire's decision is FINAL whether to play the game or call it off. If the game is called off, both team will split the points and will get 1 point each.
12. Rain out games will be considered as split points and will NOT be replayed unless it is a Playoff game.
13. Any walkover will be fined \$75 for the team giving the walkover. This \$75 will be awarded to the opposite team.
14. If Match is ABANDONED Midway due to BAD Weather or any other reason:
 - a. If first innings is completed and minimum 10 overs bowled in Second innings: Winner is determined by Simple Run Rate.
 - b. In the case of games started but NOT finished due to inclement weather, where the second side bats full 10 overs/9 overs or more when the game is called off, then the game will be decided on the better run rate at the stop of the play. The comparison is between run rate of 1st innings (20/18 or all overs) vs. run rate of the 2nd innings at the stop of the play. Only completed overs will be considered for run rate.
 - c. EX: 1st Innings team scored 100 runs in 20 overs. With a run rate of 5. Game stopped after
 - d. 11.5 overs 55 runs however at the end of 11th over the 2nd innings score was 45. In this particular case 2nd innings run rate will be calculated on 11 overs only g. The decision to call off play shall be made by the Neutral Umpire. In the absence of an appointed Umpire, the decision will be made by the mutual consent of the two Captains.



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15. If a team batting first completes its innings and the overs has to be shortened for the second innings, the target shall be adjusted based on the run rate of the first team. Rolling up decimal points: any decimal value equals 0.5 or greater than 0.5 shall be rounded to the next higher whole number and decimal values less than 0.5 shall be rounded to the lower whole number. In addition, only the first 2 decimal places shall be considered, the rest shall be truncated.
16. For example, say Team A batting first scores 100 runs in 20 overs. Because of weather the overs are reduced to 15 for team B. Then based on team A's run rate 5.00/over (100 runs/20 overs) the target shall be reduced by 25 runs (5 runs * 5 overs) to 75 runs.
 - a. Say Team A scores 99 runs in 20 overs. Then Team A's run rate is 4.95/over. Team B's target shall be approximated to 74 as $4.95 \text{ runs} * 15 \text{ overs} = 74.25 \text{ runs}$.
 - b. Say Team A scores 101 runs in 20 overs. Then Team A's run rate is 5.01/over. Team B's target shall be approximated to 76 as $5.01 \text{ runs} * 15 \text{ overs} = 75.75$.
 - c. Say if the match is played only for a max of 17 overs. Team A scores 99 runs in 17 overs. Then Team B's max overs are reduced to 15 overs. Then Team A's run rate is 5.82/over (NOTE: actual value is 5.823... and is truncated to 5.82). Team B's target shall be approximated to 87 as $5.82 \text{ runs} * 15 \text{ overs} = 87.3$
17. If the Match is abandoned during the first innings or NOT meeting the criteria as NOTed in above, teams will split the points and there will be NO re-match.
18. In case of a draw where both teams score exact runs, winner will be determined by super over.
19. In the playoffs, the lower ranked team will be the home team.
20. If team walk off the field because of disagreement on umpire decision, they have forfeited the game and 2 points will be awarded to other playing team.
21. It is the joint responsibility of the playing teams to clean up the trash after the game. Both captains need to work with each other to make sure there is no trash left behind either in the ground or the park benches. Teams are expected to treat the grounds as their own grounds. Both the teams will be considered as offending teams if the trash exists after a match. Teams NOT cleaning up the trash will be warned once. If the offence is repeated, it will result in suspension of the team with no refund of the tournament fee.
22. Smoking is NOT allowed in the ground (Matzke or Katy) at any time. Under the shade or park benches or rest rooms are NOT designated smoking areas. Players need to go back to their car for smoking. Please make sure that each and every team member knows about this.
23. There will be a 10 Minutes break between the innings.
24. There shouldn't be any objects like bottles and such on the ground. If the bowling team leaves anything and the ball hits it, the ball is dead immediately and batting team gets 5 free runs. Batting team shouldn't leave anything on the ground. If the ball hits these objects of the batting team on the ground, the ball is dead immediately. Any runs scored in that ball will be cancelled.



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The ball is counted as a dot ball. No objects of any sort should be kept by the wickets. The same rule about ball becoming dead when it hits such objects applies there too. The intent of this rule is to avoid any controversies. Penalty of 5 runs is a standard rule. It is understandable that teams want water while playing. Players can quickly get water in between overs (recommended) or by keeping bottles close by their fielding positions. But do NOT keep them by the wickets to avoid the penalties where there are higher chances of the ball hitting them. Anywhere else, there is likely less than 5 % chance of the ball hitting such bottles etc. you leave on the ground. The rule is to cover such very rare occasions and NOT have any ambiguity. Also remember that having bottles on the ground can trip fielders on rare occasions.

Batting

1. Total Six (4 +2) overs of power-play in each inning. First four overs are mandatory power-play. The batting team can choose the remaining 2 -overs power play anytime during the match by giving a gap of 2 overs after the first 4 overs power play. Last two overs (19th & 20th) are mandatory if second 2 -overs power play is NOT taken till end of 18th over.
2. No Leg-byes and No LBWs.
3. Short runs (NOT making to crease) are called no run and NOT counted.
4. Batsman may choose 'Retired Hurt' Option if he is tired or exhausted and canNOT continue batting. Batsman can take 'Retired Hurt' Option if he is hurt or exhausted after batting for at least 3 overs. Batsman has to inform the umpire before he leaves the field. He can come back to bat again any time after the fall of 3 wickets from the time he choose ' Retired Hurt' or as the last batsman.
5. If the batsman just walks out for no reason or walks out without informing the captain, he will declared 'Retired Out' and he canNOT come back to the batting.
6. No runner will be allowed for an injured batsman.
7. Batsman hitting the ball twice: A batsmen is allowed to hit the ball twice with the bat provided he is ONLY attempting to keep the ball from hitting the wicket (and NOT interfering with a catch, run-out, etc).
8. For switch hit (when batsman changes his stance), eg. from RHB to LHB, the rule of wide will apply as if to a LHB. For a reverse sweep (when stance does NOT change, only grip changes), the rule for wide does NOT change.



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9. If the batsmen are wasting time by having midwicket conferences even after the fielding team is ready, the batting team will be penalized with 1 run deducted from the score and will have one less ball to play for every such instance. No discussion will be entertained in this regard and umpire's decision will be final.
10. There is no requirement for a batsman of a team to be present at any time on the game during the game to be eligible for batting. This is applicable irrespective of whether the team bats first or second.

Bowling

1. Maximum 4 overs per bowler, no limit on number of bowlers. The resting player/late comer wants to bowl he needs to field for 2 overs before taking up bowling. Keeper can bowl anytime if he wants to.
2. One bouncer over the Shoulder but below the Head is allowed with a warning to bowler per over. All such Subsequent balls in that over are called No-ball. Full toss above the waist is also called a No-ball.
3. First ball in an over that goes above head is called WIDE with a warning.
4. All No-Balls will be a free hit provided there are 2 neutral umpires and it is a playoff game.
5. All over stepping No-Balls will be free hit.
6. Missing guard, Overstepping, over the head bouncer balls are all valid No-balls. When main umpires change, bowler must let the umpire know their guard. Bowler doesn't have to repeat the same guard if umpire does NOT change unless bowler changes guard midway thru an over.
7. Bowler may bowl (release the ball) anywhere from behind the wickets without stepping into the box if he wants. It is considered a valid ball and NOT to be called a No-Ball.
8. Any ball pitched outside/edge/corner on either side of the pitch will be called wide if batsman doesn't touch it. If the ball deviates hitting the edge of the pitch and results in additional runs, they will be counted as wides too.
9. **Bowling team will use the balls given to them by the organizers which means that the team which is bowling has to use the match balls given by the Organizers.**
10. Underarm bowling is illegal.
11. Bowler attempting to run out non-striker before delivery (Law 42.15): The bowler is permitted, before releasing the ball and provided he has NOT completed his usual delivery swing, to attempt to run out the non-striker. Whether the attempt is successful or NOT, the ball shall NOT count as one of the over. If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal Dead ball as soon as possible.



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12. Bowling action deemed to be throwing by the Neutral Umpire (in coordination with the leg-umpire, if necessary) will result in a no-ball being called, AND a warning to the bowler and his Captain. Second such instance in the same game will result in a second and final warning (in addition to a no-ball being called). Third such instance in the same game by the same bowler will result in the bowler being disqualified for that game, and his over will be completed by aNOther bowler who has NOT bowled the previous over [Law 24]
13. The umpire shall ascertain whether the bowler intends to bowl right handed or left handed, over or round the wicket, and shall so inform the striker. It is unfair if the bowler fails to NOTify the umpire of a change in his mode of delivery. In this case the umpire shall call and signal No ball.
14. Definition of fair delivery – the arm: A ball is fairly delivered in respect of the arm if, once the bowler's arm has reached the level of the shoulder in the delivery swing, the elbow joint is NOT straightened partially or completely from that point until the ball has left the hand. This definition shall NOT debar a bowler from flexing or rotating the wrist in the delivery swing.
15. If the bowler breaks the stumps (if any of the bails are dislodges) as a part of the bowling action, the ball will be declared as a No Ball.
16. In an event when a player from fielding side leaves the field due to any reason and comes back to field after 'x' number of overs bowled, the player will have to wait the amount of overs that he sat out before he can bowl in the innings. Also if any player comes late after the game has begun, the same rule will be implemented.
17. If the ball bounces more than once after being delivered by the bowler and before it reaches the popping crease of the batsman, it will be called a no-ball.

Fielding

1. Maximum 2 fielders in outer circle during the first power play and maximum of 3 fields in outer circle during the second power play.
2. Semi-circle of 30 yards will be used to control field restriction. Apart from power play restriction at any time there canNOT be more than 5 fielders allowed outside this 30 yard circle.
3. Substitutions are allowed per team during fielding. Substitute players canNOT bat or bowl or do Wicket Keeping.
4. At the instant of delivery, there may NOT be more than 5 fieldsmen on the leg side [Law 41.2.1] (NOTE: this rule is NOT enforced for offside field setting). If the bowler is bowling on the leg side of the batsman, the bowler and keeper does NOT add to the count of the maximum number of



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allowed fielders on the leg side. In addition, no more than 5 fieldsmen shall be permitted outside the fielding restriction area (30 yards circle/single saving positions) [Law 41.2.4]. The spirit of this rule is that there should be at least 4 fielders on the offside and at least 4 fielders inside the 30 yard circle.

5. If a team is fielding with less than 11 players, then it should still satisfy the condition of minimum 4 fielders within the circle and a minimum of 4 fielders on the off side which means that the number of maximum fielders allowed on the leg side/ outside the circle will come down proportionately depending on the number of players which are less than 11.
6. When a batsman is run out, if one bail was dislodged accidentally (before the run-out was attempted) and the fielder removed the remaining one bail, the batsman will be ruled out. Law 28, clause 2 states the following: "If one bail is off, it shall be sufficient for the purpose of putting the wicket down to remove the remaining bail or to strike or pull any of the three stumps out of the ground.
7. Players who do NOT meet the eligibility for the playoffs can do the fielding if the team falls short of required players for playoffs.
8. Players attending to cell phones should leave the field and shall be allowed to enter only when the ball is dead.
9. The field setting should NOT to be changed for a free-hit if the batsman is the same.
10. Wicket keepers and other close in fielders shall NOT talk in a manner of distracting the batsman once the bowler starts his run-up. If the umpires feel the batsman is distracted they shall call it a "No-Ball".
11. In the Winter tournament, for the first game of the day and other games of the day if the weather is really cold, fielders are allowed to wear gloves (other than cricket batting gloves and wicket keeping gloves). This is to reduce the injuries in cold weather. For games other than the first match of the day, umpire's decision is final on if the weather is cold enough to allow fielders to wear gloves. Organizer is NOT to be contacted for this.
12. If the fielding team is wasting time by having team huddles or huddles between groups of players between every over, the team will be penalized with an additional run and a free hit offered to the batting team for every such instance.
13. The teams/players outside the boundary shall NOT distract the opposing team fieldsmen at the boundary in the act of fielding.
14. In an event when a player from fielding side leaves the field due to any reason and comes back to field after 'x' number of overs bowled, the player will have to wait the amount of overs that he sat out before he can bowl in the innings. Also if any player comes late after the game has begun, the same rule will be implemented.



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15. If a substitute player is used for more than or equal to 10 overs in a 20 over match or for more than or equal to 09 overs in an 18 over match, that player will become the regular player and canNOT be treated as a substitute for aNOther player. Other player will NOT be allowed to enter the field in his place.
16. In any event, the substitute player canNOT be on the field for more than half of the overs of an innings without being a regular player even if the substitute player is used for more than one player. If the substitute player ends up playing for more than the half of the overs of an innings without being counted as a regular player, the offending team will lose a point. If it is a playoff game, the game will be forfeited by the offending team.

The only exception for point 15 and 16 is a genuine injury which should be approved by the main umpire.

17. The fielding team is free to encourage its team members. Any of that should NOT include any comments related to the batsman. For every instance of a fielding team making comments on a batsman, the team will be penalized with a free hit and one run offered to the batting team. If the batting team in the pavilion sledges a player from the fielding team with comments related to the fielders, the batting team will be penalized with 1 run deducted from the score and will have one less ball to play for every such instance.

Umpiring

1. One Neutral Umpire will be present per match (may be from different teams). The Neutral Umpires will report any issues/concerns. The leg umpire will be from the batting side.
2. The bottom 2 teams after the league stages will have an additional umpiring role during the playoffs.
3. Show up at ground 10 minutes before the scheduled game start. There will be a fine of \$50 if umpire is NOT the ground by match start time. No Exceptions. Captains should communicate umpire's late arrival to the organizers immediately in the WhatsApp group.
4. If the neutral umpire is a no show, the team responsible for the umpiring will be fined 100 \$.
5. Main Umpire decision is FINAL. Main umpire can overrule Leg umpire's decision.
6. Main umpire can consult with captains to resolve any disputes.
7. Main umpire has to complete the TOSS formality to avoid any issues.
8. Understand the rules and enforce them in the match without fail.



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9. Umpires, neutral and leg umpires, please refrain from giving directions to the fielding or batting teams. You are there as a neutral official as long as you are an umpire. Officiate neutrally as required. Any sort of direction from an umpire reported by either of the team captains can lead to a penalty, monetary or points, to the umpiring team.
10. Umpires should warn the captains in case the fielding side is wasting time or Batsmen are delaying the continuation of game for unnecessary reasons. Umpire should make all efforts to complete the game in time. If the fielding team is wasting time by having team huddles or huddles between groups of players between every over, the team will be penalized with an additional run and a free hit offered to the batting team for every such instance. If the batsmen are wasting time by having midwicket conferences even after the fielding team is ready, the batting team will be penalized with 1 run deducted from the score and will have one less ball to play for every such instance. No discussion will be entertained in this regard and umpire's decision will be final.
11. If the fielding team is NOT happy with the umpiring decisions of the leg umpire, they can ask for a change of the leg umpire. The request needs to be made to the neutral umpire and NOT the batting team captain. The neutral umpire will take the final decision on this. Any argument between the leg umpire and the players of the fielding team will be treated as spot conflict and will attract the penalty as per the Discipline section.
12. The leg umpire can only call a batsman out on run-out appeals at the batting end, and on stumping appeals.
13. The Umpires DO NOT need the approval of either team when replacing the ball.
14. Only Captains of the playing teams reserve the right to discuss any issue(s) with the umpire(s) in a respectful manner.
15. If the neutral umpire does NOT show up, the batting team will have its own umpire and complete the game in the league games. In the playoff games or the league games, if the umpire does NOT show up or if the umpire is late, the teams can NOT refuse to start the game. If any team refuses to start the game, the team will be penalized with one over per 5 mins. of delay. Organizers will NOT arrange for an alternate umpire.
16. Semi-Finals and Finals will have 2 neutral umpires.
17. In the playoff games, the batting and the bowling team will have two successful chances to review the decisions related to catches given by the main umpire. If the fielding team or the batsman request a review of the decision of the main umpire for a catch, the main umpire will be required to consult the leg umpire. Based on the feedback of the leg umpire, if the decision of the leg umpire is different from the original decision of the main umpire, the decision has to be changed as per the feedback of the leg umpire. This means a batsman who is declared out can be declared as NOT out and a batsman who has been declared as NOT out can be declared



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as out. The joint decision will be final and there will be no review against this. In addition, the main umpire can always consult the leg umpire to check if the catch has been taken properly. This is regardless of whether a review has been requested or NOT. Other than this the main umpire is NOT required to and should NOT consult the leg umpire for all the decisions that the main umpire is responsible for. The leg umpire is for Run out, Stumping, No Ball on the batting side.

18. Umpires are humans. A big deal should NOT be made of wrong decisions. Appalling mistakes happen even in International matches and the teams just move on.
19. Umpires are required to hold their ground for their decisions and get the game moving. Indecision will only lead to more unwanted discussions in game. The umpires are required to be firm and use all the power effectively.
20. Teams need to understand that their involvement in the tournament does NOT end if they do NOT qualify for the playoff games. They will be required to do the umpiring assignments for the playoff games as detailed in the schedule.

Team Captains

1. The captain shall ensure that each member of his team receives a copy of the tournament rules & regulations and the ZERO LIABILITY POLICY.
2. The captain shall be available for the toss 10 minutes before the start time of the game.
3. Organizers will handover balls to all the captains.
4. Responsible for their team participation in tournament activities like umpiring, ground preparation, cleanup, meetings etc. Lead their teams with right spirit and resolve any disputes within the teams itself and adhere to agreed rules.
5. Captains, we have a charter and all laws are defined there. Anything that is found NOT covered as we go will be added as required. We are all capable of managing ourselves. To prevent the few cases of conflict that are rare exceptions we have our charter. All has been going fine and will go fine. Please relax and enjoy the games.
6. Balls will be handed over at the beginning of the tournament. If the teams do NOT show up on designated ball pick up days, it is the responsibility of the teams to collect the balls from the organizer within a week of the designated pick up day. Every week's delay after that will result in a penalty of \$25 per week.
7. Umpires are neutral and they will do the best they can. Any mistakes are human error. Leave it at that and get on with your match. All decisions by umpires should be respected. If any decision is NOT agreed with, the Captains may each appeal once. Then whatever the umpires decide is



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final. No prolonged appeals/discussions are allowed. The only exception where appealing allowed is by the bowler and fielders for a wicket. Once the umpire makes a call, the match must go on. Do NOT keep appealing hoping for some "magic".

ZERO Liability

1. The Organizers of "CHAMPIONS PREMIER LEAGUE" (also known as " CPL") are NOT LIABLE for any injuries sustained to any Player/Players/Spectators, any things broken and/or lost during the course of the Tournament and also during any related Game.
2. Before the start of any game in the tournament, captains will inspect the pitch and determine whether to play the game or NOT if they think pitch is injury prone. If they decide to play, Organizers are in no way responsible for any kind of injury to any Player/Players/Spectators, any things broken and/or lost.
3. Further the Organizers recommend using Protective Gear and Helmets for batters and wicket keeper to avoid any unforeseen injuries.
4. All players in all participating teams are playing at their own risk and understand the risks involved in playing cricket. If any player thinks it's NOT safe to play, it's entirely up to them to walk away.
5. All players in all participating teams should sign the waver form and it is the responsibility of the team's captain to have the waiver form signed by their players.

Discipline

1. The only authorized people to be a part of any form of discussion on the ground will be the Captains of the team, the scorer (to validate the score), the neutral umpire and the leg umpire (batting team leg umpire can provide inputs as needed and abide the final decision of the neutral umpire. Batting team leg umpire canNOT be a part of any arguments).
2. The Captain can either discuss it with the other Captain or the neutral umpire. If a player has a problem about anything, it has to be reported to the Captain or the neutral umpire on the ground.

Strictly prohibited



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1. Player to player argument and group conflicts or spot conflicts
2. Player to umpire (neutral or batting team leg umpire) argument
3. Abusive behavior towards the umpire (neutral or batting team leg umpire)

Non Physical offences

1. First time offence: Player 2 games suspension, Team penalty \$250, Captain reprimanded
2. Second time offence (within three years): Player get suspension from current tournament and next. Team penalty \$250, Captain reprimanded
3. Third time offence (within five years): Player suspended for two years. Team penalty \$250, Captain reprimanded
4. Second reprimand for Captain in a tournament suspends the captain from that tournament or for 2 games whichever is the maximum

Physical offences

1. First time physical offence: Player get suspension from current tournament and next two tournaments. Team penalty \$500, Captain suspended for three games
2. Second time physical offence (within five years): Player suspended for three years. Team penalty \$500, Captain suspended from that tournament or for 3 games whichever is the maximum if this happens within the same tournament.
 1. All the players involved in a spot conflict or argument will be handed over the penalty. No discussions will be entertained in this regard on who started the fight or argument. If the player participates in the argument or conflict, the suspension will be applied and the captains will also get the penalty.
 2. The umpires of the game are required inform the captain of the offending team about the incident on field before reporting to the organizer Captains of the offending team (s) will receive the penalty as stipulated irrespective of whether the captain is directly involved in the arguments because if a team misbehaves, the ownership of the team is with the captain.
 3. Any player shall NOT indulge in unacceptable gestures or actions on the ground to show his discontent or frustration. If the umpire observes any player in doing so, he will be warned and the concerned captain shall be intimidated. If the behavior is continued despite warning, the



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corrective action on the player/team may include/up to suspension for a match depending on the intensity of the offense. Committee will have the final word on the action.

4. Except the batsmen, no player from the batting team shall enter the field when the match is in progress (Exception: the leg umpire is from batting team). They can enter the field during break times or to attend to the batsmen. If such an incidence occurs the team or player shall be warned once by the umpire. Subsequent incidence shall warrant suspension of the player(s) or the team. Based on the gravity of the incident the organizers shall take further action that could lead to the suspension of the player(s) or team for the entire tournament.
5. **Sledging is prohibited.** Especially no comment may be made on the batsman by the fielding team. Umpire or captain should warn the players who engage in this activity. Respect other teams and players. The escalation in case of disputes is always as follows: Player → Team Captain → Umpire. In case of any disputes, the main umpire will consult with team captains and leg umpire and make a decision. **Main Umpire decision is FINAL and undisputed.** Main umpire can overrule leg umpire's decision.
6. Unruly behavior from any player and/or team may yield to disciplinary actions including disqualification from the tournament. If Neutral Umpire reports about any player being unruly/ indulges in sledging/ use bad words or anything that disrupts the game, organizers will take disciplinary action against that player. Resp. Team captain may or may NOT be contacted for explanation.

Additional Rules to facilitate 3 games per day

1. Match start time – As per the schedule.
2. There will be no grace time for the match to be started after the scheduled time. The team which does NOT take the field after the scheduled time will be docked one over for every 5 mins delay. Toss for the match has to be done 5 mins prior to the scheduled time for the match. If the captains are present and the umpire does NOT show up, the toss should be done without the umpire. If the umpire is on time and both the teams do NOT show up, both teams shall be deducted 1 over each for every 5 minutes delay. If a team canNOT take the ground with minimum number of players one hour after the scheduled start time of the match, the match will be considered as forfeited and the team unable to take the ground will be fined \$ 100 as penalty in addition to losing the points.



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3. If a team does NOT show up or does NOT have the minimum team members to start the match one hour after the start time for the match, the game will be awarded to the team present on the ground with the minimum required number of players to start the match.

4. Each match will be limited to 3 hrs. 15 minutes or 3 hrs. 30 minutes. Therefore each innings will be limited

	3 hour 15 minute games	3 hour 30 minute games
Each Innings	90 Minutes	92.5 Minutes
10 Over Break	No	5 minutes
Innings Break	10 Minutes	10 minutes
Over Completion	4.5 Minutes	4.5 Minutes
Transition Time	5 Minutes	5 Minutes
Total Time	3 Hours 15 Minutes	3 Hours 30 Minutes

5. At the beginning of the match, if both teams are present and the time is less than scheduled time, then the overs per innings will be reduced per team at the rate of one over per 4.5 mins.

6. At the end of the first innings, umpire will assess the remaining time in the match and the overs for the second innings will be decided based on that. If there are less than 90 mins remaining for the second innings, the overs will be reduced for the second innings at the rate of one over per 4.5 mins and the target will be reduced proportionately based on the run rate of the first innings multiplied by the reduced overs of the second innings.

7. The bottom-line is that each match canNOT exceed the allotted time. Any delay within the match time has to be managed by cutting the overs for the innings of that match only. Each match will have less than 20 overs if the overs per innings canNOT be managed within the given time.

Umpires are required to strictly enforce the rules related to timeliness per match.

Captains need to NOTE that no discussion or persuasion will be entertained with the umpire on this.

8. The above rules will be required only if one over is NOT completed within 4.5 mins which is a lot of time to bowl one over.

9. Penalty for teams NOT showing up on time will NOT change and will be applied as per current rules.

10. There will be no drinks break within an innings if the match time is 3 hrs. 15 mins. If the match time is more than 3 hrs. 15 mins, teams can take one drinks break within an innings when half of the overs for



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the innings are completed. However the teams need to make sure that the game is completed within the allocated time for the game.

11. The responsibility of completing the matches within the allocated time is with the two participating teams and the neutral umpire. If the match is NOT completed within the allocated time, the two participating teams and the umpiring team will be fined. The details of the fines are given below.

12. If the delay is less than or equal to 2 overs, all three teams will be fined \$25 each. If the delay is greater than 2 and less than or equal to 4 overs, all three teams will be fined \$50 each. If the delay is greater than 4 overs and less or equal to 6 overs, all three teams will be fined \$75 each. If there are more than 6 overs to be bowled when the duration of the match ends, the match will be stopped immediately and will be treated as an invalid match and the playing teams will NOT get any points from the game. The scores of the game will be deleted and the playing teams will NOT be allowed to put in their playing eleven for consideration of the players for eligibility in the play-off matches. Basically the playing teams will lose one match.

13. If the first match of the day is delayed, the teams and umpire of the second match have two options. They can reduce the overs of their match to complete the match in time so that the third match of the day starts on time. If they do that, then the fine from the morning match gets distributed to the teams of the second match of the day. The other option is for them to play their full overs and complete the match within their allocated time. If they do that, the fine of the first match will be distributed to the teams of the third match as they will be forced to play a reduced over match due to the delay of the first match carried over by the second match of the day. If the teams of the second match further delay the third match of the day, they will be fined as explained in point n and the teams for the third match will get the benefit of the delay in the first match and the second match. Every delay has to be reported to the organizer by the affected teams. A text message or an email will suffice. Calling the Organizer should be the last option in case of disputes.

14. If none of the teams play a reduced overs match (it does NOT matter even if the team completes the game within the allocated time with full overs even though there was a delay due to the previous match), the teams which caused the delay will be still penalized and penalty will go to the tournament organizers.

15. Example. First match of the day gets delayed by 2 overs. Teams of the second match of the day can reduce the overs of their match so that the third match of the day gets started on time. If they do this, they will be get an incentive of \$25 each which was the fine for the teams of the first match of the day. If they do NOT do this and play their full overs such that the third match of the day is delayed by 2 overs, the fine from the first match will be distributed to the teams of the last match of the day. If the teams of



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the second match add to the already existing delay of the first match, say now the third match is delayed by 4 overs (2 from first match and 2 from second match), the teams of the second match will be fined with \$25 each and the teams of the 3rd match of the day will be given an incentive of \$50 per team for playing a reduced overs match due to the delays of the first and the second match of the day. The responsibility for the delay of a match will be equally shared by all teams involved (two playing teams and umpiring teams), therefore it is in the interest of the teams to complete matches within the allocated time. If none of the affected teams did NOT play a reduced over match, the erring teams will still be penalized and the fine will go to the organizers.

16. If time is lost due to injury in second innings of a match, the overs for the second innings are to be reduced based on the time lost for injury @ an over per 5 mins lost

17. If the game time is completed and if the overs of the second innings are NOT completed and if the both the playing teams are in agreement, they can end the game at the completion of the game time to avoid penalty of NOT finishing the game on time. If any one of the playing teams is NOT in agreement, this canNOT be done. The run rate for the first and the second innings would be based on the runs scored/over bowled for each innings at the end of the innings.