

Charlotte Elite Cup (CEC)  
Winter League Rulebook Season-1

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# 1. Introduction

This rulebook draws together the main rules and regulations that governs **Charlotte Elite Cup (CEC)** League and Code of Conduct which regulate the behavior of players. We hope that the handbook provides necessary information regarding the rules and regulations within CEC.

**Charlotte Elite Cup (CEC)** league is a limited over's Hard Tennis ball (Red) 2 innings format league games. Each team will play 2 innings of batting and bowling with maximum of 10 over per innings.

Special Thanks to all our sponsors and teams who are participating in this league and providing your support and encouragement Please encourage and support our local sponsors.

Organizing Committee & Sponsors(if any) are not responsible for:

- Any accident or injuries that may occur to a player/spectator during the game
- Any accident or injuries that may occur to a player/spectator during travel (both to & from) for the game
- All players are responsible for their own safety including COVID-19 or any virus/antibacterial infection

# 2. League Format

- CEC League Season 1 league consists of 16 Teams grouped into 2 groups.
- Each team will be playing the league stage matches within the group in round robin format with 6 league games for each team.
- Top 4 teams from each group would directly qualify for the Quarter Finals/knockouts stage.

Group A	Group B
A1	B1
A2	B2
A3	B3
A4	B4
A5	B5
A6	B6
A7	B7
A8	B8

- Quarters Format
  - QF will be played against opposite group
  - A1(A1 vs B4), A2(A2 vs B3)
  - B1(B1 vs A4), B2(B2 vs A3)
- Semi Final Format
  - Semi Final 1 : A1 Vs B2
  - Semi Final 2 : B1 Vs A2
- Final Format
  - Winner of Semi Final 1 & 2 will play each other

- Teams in each group will be ranked based on below order:
  - Points
  - NRR
  - Head-to-Head comparison
- In each game a team will be required to play 2 innings of batting and bowling and each innings will be for 10 overs. Each innings will be considered as new innings and required to complete in 45 mins.
- No Follow-on and every innings have to be sequentially played out by Team Batting 1st innings will be batting 1st and 3rd innings and bowling 2nd and 4th innings. Team Bowling 1st inning will be bowling 1st and 3rd innings and batting 2nd and 4th innings of the game.

### 3. Points System

- Teams will be awarded 2 points for a win, 1 point for Tie/washout, 0 points for a loss.
- Super-over will be applicable during league and knockout stages if the scores are Tie at end of game after both teams have played 2 innings.
- Rain washed out first game during league matches will be rescheduled on the next week only based on the ground availability. Teams have to play the regular match and rain washed out game on the rescheduled weekend. If teams are not willing to play 2 matches on that rescheduled weekend, then points will be split between the teams for the rain-washed game
- Duckworth-Lewis Method will be implemented for rain interrupted games to decide the result if 4 over's have been completed in fourth innings if not it will be point split.
- Super Over
  - Team batting 4<sup>th</sup> innings in the regular match will bat first
  - Each team will select 3 batsmen and 1 bowler to play the Super-Over
  - Team scoring most runs at the end of the Super-over will be considered as winners
  - If the batting team loses 2 wickets in the Super-over they considered 'all-out'
  - If scores are tied after the Super-over, then another Super-over has to be played until a winner is identified.
- Walkovers: Match points will be awarded to winning team. Teams will be expelled from the league upon forfeiting 2 games in one season.
  - Last game out of the 6 league games no walkover is allowed. NRR -1.00 will be deducted and from total points 1 point will be deducted from team which is giving walkover as penalty. This is to avoid any teams taking advantage of NRR to qualify for playoffs.
- Knockout qualification:
  - Team group rank will be based on awarded points during the season
  - In case of same points to more than one teams, their Net Run Rate will be considered
  - In case of same points to two teams only, their match result will be decision factor

### 4. Pre-Match Rules

- Each team's Captain/Coordinator is responsible for informing all his teammates about their team's match schedule and venue and making sure the team is present at ground 15 mins before Game start.
- Toss is supposed to happen 15 minutes before the match scheduled time. Both team representatives have to be present for the toss. The first ball of the match should be bowled at scheduled time.
- Playing-XI list should be submitted to on field umpires at the time of toss by the team captain. It's the responsible of opponent team captain to verify the opponent players name

- Rain affected scenarios : If rain is predicted over the weekend including Friday OR if it is drizzling during the early morning of match day OR it has rained heavily during the days before the match day there by making the ground conditions unplayable, then following steps must be taken
  1. Both captains, umpires and organizers to communicate by 8 PM the day before the match day and agree to a) either reschedule the match to a later time but no later than an hour from the originally scheduled time OR b) to reconnect by telephone on the morning of the match day, by 7:15 AM (for the early morning game). The umpires and the team captains must make themselves available for the call.
  2. If the decision to review the ground and playing conditions on the game day morning is made in the “Previous night” call, the team captains along with the designated umpire must inspect the ground for playability on or before 8:30 AM on the day of the match and inform the organizers. The match can only be cancelled in the above scenario if both the captains and umpires have discussed with each other and have agreed for the cancellation and points will be shared between both the teams
  3. After the inspection, if the decision to play the match is made on the morning of the match day, then the two teams and the designated umpires shall mutually agree to delay the start of the game.
- Minimum of 8 players per team must be present during the time of the toss. Otherwise the team with less number of players (<8) will forfeit the match. We have a very tight schedule to complete matches and no delayed starts are allowed.
- Players will be allowed to join the team till after 15 mins from the game start time, after that each team will have to play with the existing number of players.
- The fielding team late comers have to field for at least 2 overs before they can bowl.
- The batting team's late comers have to wait for at least 2 overs before they can bat.
- Example timelines for matches with 8:45 AM start time for illustration purpose only

Time	Event
8:30 AM	Teams Reporting time
8:30 AM	Toss with Min 8 Players
8:45 AM	Match start time
9:00 AM	Lock down of players

## 5. Match Start

- Match has to be started and completed during the allocated time. Any delay in match start will lead to over cut by umpires. Both captains should agree to play a reduced-over match based on the time lost. This will ensure all teams to play out their allocated time.
- 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 over's.

Time	Event
8:45 AM	Match Start time
8:55 AM	Buffer time. Any delay beyond this will reduce to over cut
9:00 AM	1 Over reduction for both the teams
9:05 AM	2 Over reduction for both the teams

- If one team arrives on time and opponent team comes late then over reduction will be applied to late coming team as per above table. Team arriving on time will Bat the full allocated overs irrespective of first batting or chasing.
- Teams not reporting within 30 mins of the start time will be disqualified and their opponents will get a bye. At least 8 players should be there to start the game.
- If there is no show from opponent teams - Match will considered as 'Forefeit'
- Umpires will ensure that teams do not waste time by frequent huddling/discussing strategies especially during tight games.
- 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.
- 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.
- If the game haven't started on time and teams are still playing their full quota overs without reducing the overs and match duration crosses their allocated time will be considered as abandoned and no points will be assigned to both teams.

## 6. Match - Power Play and Field Restrictions

- CEC league will have 2 power play for each innings :
  - Power play 1 – Mandatory first 2 overs. Only 2 Fielders outside the 30 yards circle.
  - Power play 2 – Mandatory 3<sup>rd</sup> over. Only 3 fielders outside the 30 yards circle.
- Power play: Even if team is playing less than 11 players during the Bowling PP1- 9 fielders(includes keeper and bowler) has to be inside the 30 yards circle and for Batting PP2 – 8 fielders(includes keeper and bowler) has to be inside the 30 yards circle.
- Non power play: Minimum of 4 players to be inside the 30 yards circle not including wicket keeper and bowler. Even if you have less than 11 players minimum of 4 players have to inside the 30 yards circle
- Each innings one bowler can bowl max of 3 overs and remaining max of 2 overs
- Only 5 fielders can field on leg side at any point of time and bowler bowling around the wicket is not considered as the 5th fielder. No limit on the offside field
- Maximum of 2 fielders behind the square leg or leg umpire if 5 fielders are fielding on leg side. If more than 2 fielders are fielding then it will be considered as No-ball with no-free hit.
- New Batsmen comes to crease for batting except runout and over changes.
- Breaks between innings shall not exceed 10 minutes. However, both captains may agree to make them shorter.
- Drinks intervals shall not be taken if both captains agree to forego a drinks interval, or if an innings has been reduced to fewer than qualified over's because of unfavorable weather conditions.

## 7. Wide-Ball, No-Ball, Chucking and Free Hit

- 7.1 Wide Ball:** A ball bowled shall be deemed a wide by the umpire, at a point it crosses the batsman (in normal batting stance and has not touched the ball).

- **Leg Side Wide Ball:** If a ball pitches outside the leg stump and passes down the leg side of the striker without touching any part of the person or equipment of the striker, the umpire shall call and signal 'wide ball' (even if the striker makes an attempt to play the ball).
- **Off Side Wide Ball:** If a ball, not being a no ball, passes outside the "wide marker line" or crosses this line during its flight after having pitched outside the off-stump, the umpire shall call and signal wide ball. Whether the batsman attempts to play the ball or brings it within reach is immaterial. The umpire has the final word on each call. No questions or arguments on that Even if it's a tight call.
- **Wide line:** If the batsmen moves sideways and trying to play the ball before the bowler reaches bowling crease then the wide line doesn't move and stays the same.
- **Reverse Sweep:**
  - If the batsman makes changes to his batting action to do a reverse sweep before the bowler reaching the bowling stride, then the batsman will be considered as opposite hand style batting and the wide be given for that hand style batsman. i.e, if he is a right handed batsmen, then he will be considered as left handed batsman and the wide call is applied for the left handed batsman and vise-versa.
  - 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.

**7.2 No Ball:** A ball shall be deemed a no-ball if the bowler has over-stepped the popping crease. Bowler should bowl the ball within the box.

- Exception : On the bowler landing area if mat is ripped then for those games/ground alone no side line no ball but bowler cant bowl outside of concrete.
- The ball is a full-toss above the waist height of the batsman - in normal stance.  
**Imp Note:** One Short pitched (ball going over batsman shoulder) per over is allowed. No-ball will be called from second short pitched ball in an over irrespective of whether batsmen has made any contact with ball or not. Umpire should warn the Bowler about first bouncer. Bouncers over the head can be called as wide in addition to counting as 1 bouncer per over.
- Bowler can't bowl in remaining of the match if he bowls 2 bouncers/beamers in the match
- If a batsman makes contact with a ball that is even above his head, it cannot be a 'wide'. And as bowler has not been warned for 1 bouncer per over(i.e. it is the first ball of the over which is over the shoulder height), it can't be declared as 'no ball' for height. So, it would be a legal delivery.
- Bowling Guard is umpire responsibility to check with bowlers and shouldn't call as no-ball if bowler fails to inform him about Guard
- A batsman can be run-out off a no-ball. Chucking is considered as No Ball when confirmed by both main &the leg umpire.
- No Ball cannot be called if there is a change in Wicket keeper wasn't informed to umpire.
- After the bowler starts his run up fielders are not allowed to talk or move sideways. Such action will result in the umpire signaling a No-Ball.

**7.3 Chucking:** Only the batsman can initiate his concern to his umpires if he feels that the bowler is chucking. Then both the main and leg umpire would notice the bowler's action. If the bowler is found chucking then he will not be allowed to bowl any more in that match and the particular delivery will be deemed to be a No Ball with no Free hit.

**7.4 Free Hit:**

- No Free hit for No-Balls during league games. No fielding change during the next ball delivery if the same batsmen is on crease.

- Only for Over-stepping No-Ball free hit is applicable. Other type of No-Balls doesn't have Free hit during league games. No fielding change during the free hit ball delivery if the same batsmen is on crease
- Batsman can be out as follows only on a free hit: Run out or obstructing the fielder while running out.

## 8. Run outs and Mankading

- If the stumps have been broken once i.e. bail(s) have been dislodged, or stumps been hit (if playing without bails) during the course of an on-going play, then to successfully appeal for an ensuing run-out / stumping, the fielding side will have to manually uproot at least one of the standing stump(s) with the ball in possession.
- If none of the stumps are standing up due to an earlier displacement, then the fielding side needs to re-insert one stump and then uproot it again with the ball in possession in order to successfully appeal for a dismissal.
- Mankading is permitted before entering his delivery stride, to attempt to run out the non-striker.
- No warning is required to dismiss the non-striker batsmen

## 9. Retirement and Substitution

### 9.1 Retirement

- A batsman will only be allowed to retire due to a physical condition or exception situation. A batsman cannot be retired by teams based on their batting performance.
- 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.
- Its considered as retired hurt and they are permitted to return to batting at the end. Also, if more retired batsmen then they have to come in the same sequence order of retirement.
- If the bowler loses control and struggling to bowl he can be replaced with alternate bowler. But alternate bowler can't bowl more than the maximum allocated 2 overs.

### 9.2 Substitution:

- Substitute fielder can only be used for injuries sustained during the game.
- Umpires need to be approached for all fielding substitute requests. Umpire's get to make the decisions on all the above scenarios based on their best judgment of the on-field circumstances.
- Teams may only use players from their 30-person roster as substitutes. However, prior to doing so they need to get the approval of the umpire and opponent captain.
- Players cannot be provided substitutes for getting tired on the field.
- By-runners for a batsman are not allowed under any circumstances including injuries, cramps, etc. However if the fielding team agrees then only by-runners can be allowed



## 10. Players Transfer and Penalty

- Player transfer from one team to another is allowed if the player haven't played 1 match from their current team in the league.
- Only one transfer allowed per team for throughout the season. Transfer of player is not allowed after mid way of tournament - Before the 3rd league match only transfer can happen. Both the captains and organizing committee has to approve for transferring the player.
- Players cannot play for two teams during the same tournament. It's the responsibility of Captain, Vice-captain to ensure their new players have not played earlier for any other team in the same tournament. If they did play for a different team they have to seek the approval with organizer prior to the game. If the player has played for more than one team and if it was found out on the game day or after the game day.
- Player will be banned from rest of the tournament
- If it was identified before or during or after the match then the match points will be awarded to opponent.

## 11. General Rules

- ICC Cricket rules are followed in CEC league. Any rules not addressed in handbook can be applied based on ICC rules and decisions made by umpires should prevail.
- One Impact player per match is applicable. Captain have to announce the impact player to the umpires at the start of the game and can't be changed later point of time.
- Captain: Captain of the team is responsible for his players' behavior on and off the field of play. It is the duty of the captain of a team to resolve all problems on the field in an amicable manner.
- Umpires: Umpires are required to have high moral grounds in doing their officiating duties. Personal prejudices or their own team benefits should never come into play in any of their decisions. There needs to be a basic trust in the umpires and their decisions by both the teams on the field. Fielding teams should resist excessive appealing, and the batsmen should resist from trying to show up the umpire in case of a mistaken decision.
- During the tournament all participants are expected to behave professionally. On the field, avoid using abusive language/gestures, smoking, alcoholic beverages disrespect towards other players
- Team roster will be open till the completion of league games and will be locked before playoffs. Players outside of roster are not eligible to play and opposition team will be declared as match winner. For knock-out stages a player will be eligible if he has played minimum of 2 league matches. If the player hasn't played 2 matches and if he still plays in knock-out then opposition team will be declared as match winner and no rematch will be scheduled.
- All playing members must be registered in Charlotte Elite cup Cricclubs. Batting team will be responsible for live scoring in Cricclubs app and captains to ensure that scores are captured accurately.
- Protective gears are recommended but not required. If the weather drops below 55 F then fielders can wear hand gloves for protection.
- Sledging is strictly not allowed.
- LBW and Leg-byes are not supported.
- Wicket Keeper is allowed to bowl anytime. He doesn't need to wait for any time period.
- Man of the match awards are given only from Quarter/Semis/finals games and the winning team will decide it.
- The Organizers can call off games ahead of time based on the weather. Such decisions will be communicated to the playing teams and umpires.

- The final decision with regards to rescheduled games for the Knockouts will rest with the Organizers.
- If any player engages in physical or verbal abuse of another player, umpires or spectators, then CEC reserves the right to take disciplinary actions against the player by suspending from league.
- Any teams 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 get banned from future games etc.
- CEC 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.
- The Organizers holds the right to remove any participating team for their mis-conduct and reserves the right to withhold the security deposit.
- Organizers take input from the Captains and players involved and will make a final decision on all controversies, rule infractions and disciplinary issues.
- Organizers decision is final and no further deliberation or negotiations will be entertained.
- By participating in the CEC league, teams hereby agree to abide by the CEC Rules and Regulations.
- All teams participating must sign a waiver indicating that any damaged caused to the Ground property or neighboring personal property of any one while playing is their responsibility and that CEC will not be held responsible for that.
- All players participating in CEC league to carry medical insurance that covers individual's injury.
- Each player, team members, umpires will bind them not to claim anything against anyone associated with the league and CEC organizers.
- By paying the registration fee, all teams are confirming that they agree to all these rules and regulations of tournament and registration fee will not be returned at any cause.

## 12. Umpiring Assignment, Responsibilities and Conduct

### 12.1 Umpire Assignment :

- Neutral umpiring will be assigned to all playoff matches. For league matches will be self-umpiring to start with and subjected to change based upon the issues reported.
- Umpire of the previous/next match will be assigned to the current match. For knockout matches losing teams have to plan to send neutral umpire for next rounds (For ex: Losing team of Semi final have to do Final match umpiring) .
- Games which are not having previous/next match those will be considered as self-umpiring.
- Team is responsible for sending the umpires without any exception. If for any reason the team is unable to provide/send the umpire, a fee of \$50 should be paid as fine and it will be splitted and given to the team who performed self umpire.
- If only 1 umpire is available, leg umpire should be taken care of by the batting team and he should be responsible only for run out/stump out decisions but not for height no ball. Main neutral umpire will be responsible for all other decisions and it is final.
- For Umpire swap umpiring teams captains are responsible to discuss with the other team captains to swap their Umpiring duties. Umpires should not be from playing teams.
- Games need to start on time. If there is any delay in games because of teams unavailability Umpire are responsible for deducting the overs for the teams. 1 over for every 5 minutes delay will be deducted from the teams if both the teams are late. If one team is on time and other team doesn't have enough players to start the game then the overs will be deducted for the team without players. Buffer time between the scheduled time and start is 10 min. After the buffer time above point comes into play after the buffer time.

- If any player is late by more than 15 minutes after the game started they are not allowed to play the game. Umpires responsibility to check and make the games run smoothly.
- Captains need to ensure that the umpires which are sent for assignments know the rules and have gone through the CEC Handbook.

### **12.2 Umpires Responsibilities and Conduct:**

- Umpires' decisions are final during the game. Arguing or intimidating the umpire is NOT ACCEPTABLE and could lead to suspension of player(s) and team(s)
- Umpire(s) are encouraged to consult with each other for any doubtful decisions. They can reverse the decision if they think it was wrong. Umpires' priority is to give the right decision.
- Umpire(s) will remain impartial at all times on the field.
- 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 two points will serve as the boundary to mark against.
- The main umpire will have authority to over-ride leg-umpires decision except on stumping, run-out, and no-ball (due to height) decisions.
- 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 wicket-keeper/fielder has cleanly collected a catch, ball crossed the boundary, fielder placements inside/outside the circle, and on leg/off side fielder counts.
- 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.
- 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.
- In the event that 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).
- Umpires should direct all in-games issues, concerns to captains/stand-in captain only.
- Any unprofessional behavior of any player for umpiring decisions will lead to the match being suspended and points will be given to the opposite team.
- Umpire(s) should file a complaint about any indecent behavior by a player or a team on the field to the organizing committee.
- Both umpires should do line umpiring every other over or however it is decided upon. Never should it be that 1 umpire stays as line umpire for 1 innings and the other for the next. This is to avoid inconsistencies.
- Umpire(s) will keep track of the number of overs during which a fielder has left the field (for whatever reason) - applies mostly to bowlers.

## **13. Team Conduct**

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

- 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.
- 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.
- 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.
- 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.
- 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.

## **14. Parking and Trash**

- Teams are requested to park only in the permitted parking spaces.
- Teams are asked to carry out their team's trash/debris after end of their match. **DO NOT THROW** any trash outside the field.
- 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.
- If any trash/debris left over by a team, then the team will be penalized for \$25.
- Teams are advised to report the organizers (possibly with picture) if any team didn't remove their trash/debris.

## **15. COVID Guidelines**

- Players should not play if they are sick or have/had close contact with someone with Covid
- If any player has symptoms or tested positive for COVID, even without symptoms they should not come to game until tested negative.
- Face mask are required to protect yourselves and please follow the state, county & city restrictions guidelines.
- Captains should inform the CEC organizers immediately if any of their team player tested Covid positive.