

CHICAGO LANKAN PREMIER LEAGUE

TOURNAMENT RULES

GENERAL PLAYING CONDITIONS

1.1. CLPL Cricket broadly adopts the '*ICC Standard Twenty20 International Match playing conditions*' and The Laws of Cricket (Code 6th Edition – 2016) and these rules apply except as varied hereunder or advised by CLPL management.

CLPL CRICKET TOURNAMENT RULES

2.1 CLPL Cricket reserves the right to change or modify the rules/playing conditions as deemed appropriate before or during an event. Any changes made will be conveyed to all team captains and umpires.

2.2 All players and officials taking part in CLPL Cricket events agree to the rules & regulations outlined. Any player or team in breach of the rules, spirit of cricket or bringing CLPL or the game into disrepute will be terminated from participating in the CLPL Cricket Tournament.

2.3 main , square leg umpire will have a consultation before making any conservational decisions . Note the main umpire may at their absolute discretion over-rule an incorrect or unfair decision made by the acting square leg umpire.

2.4 Show respect to opposition players, teams and umpire .Insulting, intimidating behaviors will not be accepted on or off the field.

2.5 Umpire decision is final.

2.5 Unruly , bad behavior will not be allowed on or off the field by anyone. CLPL management reserve the rights remove the player/individual immediately from the field.

FIXTURES AND TOURNAMENT STRUCTURE

3.1 Already determined by CLPL management and may change during the event. Any changes made will be conveyed to all team captains and umpires; however it is the responsibility of the team captain to check the tournament facebook page, whatsapp group

PARTICIPATION OF TEAMS, PLAYERS & SUBSTITUTES

4.1 The minimum number of players required to register a team is 11 players. Under special circumstances (eg injury, emergency) a request can be made to CLPL management to register a replacement player/s.

4.2 No additions can be made to the team after the stated cut-off date and/or commencement of the tournament – save for exceptional circumstances. Captains need to state any special requests in writing to CLPL management.

4.3 All teams must have their registration fees fully paid **before** the commencement of the tournament. Should a team have an outstanding balance owing once the tournament begins, penalties may apply including fines, loss of points, and ineligibility to progress any further in the competition.

4.4 A player can represent only **one team** in the CLPL Cricket tournament.

4.5 Wicket keeper allowed to bowl if he fields as a regular fielder for an over (not behind the stumps).

4.6 A runner can be allowed for on field batsman with the permission of the opposing team captain.

4.7 Retire hurt batsman will be allowed to bat as the last batsman for the team.

4.8 Bowler should be in the field for 3 overs to bowl if he goes for a break out of the field.

4.9 The duties of the captain are outlined below:

- Ensure that the team has paid its registration fee in full
- Ensure that the team arrives at the match on time
- Fills out and hands a copy of the team sheet to the umpire and opposing captain and notifies CLPL Management of any players that are playing and are yet to register themselves.
- Toss the coin
- Hands the game ball to umpires at the conclusion of the match
- Has a copy of the scorecard and designates the responsibility of scoring to a player if there is no official scorer and ensures it is filled out accurately
- Ensure that the team and all players play within the *CLPL Spirit of Cricket* and adhere to the rules and regulations outlined
- Approach the umpire for any clarification
- Ensure that the team maintains over-rates and good behavior of the team in the field

DURATION OF THE MATCH

5.1 Matches will consist of one innings per side with each innings being limited to 8 overs per side.

5.2. Bowling captain must ensure they maintain a reasonable over rate

5.4 If there is time wastage by the fielding or batting side, the umpire should take necessary steps to take things under control.

5.6 All captains and umpires should ensure that matches start on time. It is the responsibility of the captain to ensure that all players in the team report to the ground well ahead of the official start time. The toss should ideally take place 15 minutes prior to the start of the match. This is the guidelines that should be followed for all matches:

HOURS OF PLAY

7.1 Refer to the 'Fixtures' section of CLPL Cricket facebook page or whatsapp group for up to date start times for matches.

INNINGS INTERVAL

8.1 Each innings interval shall be no more than 5 minutes in duration for all group matches.

8.2 There will be an innings interval of 10 minutes for all finals matches.

DRINKS BREAK

9.1 There will be no formal drinks break. However in extreme heat conditions , under the discretion of umpires, players may be permitted to take a drinks break. An individual may be given a drink either on the boundary edge or at the fall of a wicket, provided that no playing time is wasted. In certain limited cases, batsmen can call for drinks between overs with the approval of the umpires.

THE RESULT

11.1 When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be declared the winner.

11.2 A match shall be lost by a side which

- i) concedes defeat
- ii) forfeits the match (due to arriving late, not being able to play, late withdrawal from the tournament, disciplinary reasons or any other reasons deemed fit by the umpire and CLPL Cricket management)

TIE AND SUPER-OVER

12.1 In the group stage or 'knock-out' stage of the tournament, in the event that there is a tie, a 'Super Over' will be played.

12.2 If the 'Super Over' are tied, the winner is decided by coin toss

POINTS, PROGRESSION

14.1 A team that wins will be awarded 2 points.

14.2 A team that loses will receive 0 points

14.3 The format of the CLPL tournament will be: Group Stage, Grand Final.

14.4 The top 2 teams from groups will automatically progress to the finals.

14.5 Net run rate will be calculated if teams have equal number of points to advanced to the final

14.6 If Net run rate is equal , there will be a 'Super Over ' to decide who goes in to the final.

14.7 if 'Super Over ' and points are tied , coin toss to decide the winner.

NET RUN-RATE & ITS CALCULATION

15.1 Refer the Net Run-Rate calculation document

BOWLING

18.1 No bowler is permitted to bowl more than 2 overs in an innings.

18.2 Only 2 bowlers allowed to ball maximum of 2 overs.

18.3 If a bowler cannot complete an over due to injury or being penalised, the remaining balls in the over will be bowled by another bowler.

18.4 Bowling is allowed inside the return crease only .

18.4 Throwing is not considered as bowling , the bowler will be taken out immediately

18.5 a) A bowler is limited to **one** short-pitched delivery per over. A short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the popping crease.

b) A high short-ball may be called a wide.

c) Repeated short-pitched deliveries in an over will be called a no-ball and the bowler warned.

d) If after two warnings, the bowler continues to bowl short in an over, the umpire shall call and signal no-ball and when the ball is dead direct the captain to take the bowler out of the attack and not be allowed to bowl again in that innings.

Waist high full toss

Please note we are using a variation of ICC Standard Twenty20 International Match Playing Conditions and Laws of Cricket Law 42.6 18.6

a) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is deemed a no-ball.

b) This includes both fast and slow bowlers.

c) The decision to no-ball the bowler rests with the main on-field umpire (upon consultation with the square leg umpire) or by mutual agreement with the square-leg umpire

d) If the ball was bowled with a view to inflict injury, the bowler should be cautioned (automatically in the case of a fast bowler and on discretion for a slow bowler) and any repeat of the delivery will ensure that the bowler cannot bowl again for the remainder of the match.

FREE HIT FROM A FRONT-FOOT NO-BALL & DISMISSAL OFF A NO-BALL

19.1 Refer to Law 24.2 in the 'ICC Standard Twenty20 International Match playing conditions'.

19.1 Only front line no-ball will be called by the umpire – as per ICC rules mentioned

19.2 Free hit is awarded to the front line no-ball

19.3 If the delivery for the free hit is not a legitimate delivery (a no-ball or a wide), then the free hit will apply to the next ball.

19.4 Field changes are not permitted for free-hit deliveries unless there is a change of striker.

19.5 For any free hit, the striker may only be dismissed under circumstances that apply to a no-ball, even if the delivery for the 'free hit' is called a wide ball. When a 'no-ball' has been called, neither batsman can be out except the following ways: a) Handled the ball b) Hit the ball twice c) Obstructing the field and d) Run Out

WIDE BALL

20.1 CLPL management advises umpires to apply very strict and consistent interpretation of this rule to prevent bowling wide of the wicket.

20.2 The leg-side wide will apply.