

C P C L T 2 0

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FORMAT & RULEBOOK



PREAMBLE

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its laws but also within the spirit of the game. Any action which is seen to abuse this spirit causes injury to the game itself causing further issues. The responsibility for ensuring the spirit of fair play rests with each player playing the game.

Responsibility of captain: It is the responsibility of the captain to ensure that the match is played according to the rules and traditions of the game. The captain is responsible for ensuring that the Spirit of Cricket is always upheld by all players in the team. Umpires' decisions must not be questioned. Opponents must not be abused either by word or action. In such an event, and in the event of any kind of unsporting conduct by members of his team, it is the captain's duty to intervene immediately. In terms of attitude and sportsmanship, the captain must give the best possible example to all his players during the game.

Players Conduct Guide

| Rule | Guideline |
|--|---|
| <p>Use language or gestures that offend, insult, humiliate, intimidate, or threaten. Use language that is obscene, offensive, or insulting and/or the making of obscene gestures of a seriously insulting nature to another player, official or spectator.</p> | <p>This includes swearing and offensive gestures which are not directed at another person such as swearing in frustration at one's own poor play or fortune.</p> <p>The extent to which such behavior is likely to give offense shall be considered when assessing the seriousness of the breach.</p> |
| <p>Use language or gestures that offend, insult, humiliate, intimidate, threaten, disparage, or vilify another person based on that person's race religion, color, descent or national or ethnic origin.</p> | <p>This includes mimicking another player with the intention to insult, belittle, denigrate, intimidate, threaten, disparage, or vilify them based on that persons' race religion, color, descent or national or ethnic origin.</p> |
| <p>Point or gesture towards the players den, or behave aggressively or derisively towards either batsman, upon the dismissal of a batsman.</p> | <p>Includes charging or running towards any batsman and getting "in his/her face".</p> |
| <p>Threaten to assault another player, umpire, team official or spectator. Engage in inappropriate and deliberate physical contact with other players, umpires, or officials during play.</p> | <p>Without limitation, players will breach this rule if they deliberately walk or run into, or shoulder another player, official or match official.</p> |
| <p>Deliberately and maliciously distract or obstruct another player or official on the field of play.</p> | <p>Players will breach this rule if they deliberately attempt to distract a striker by words or gestures while a bowler is running in, or deliberately shepherd a batsman while running or attempting to run between wickets.</p> |

Umpire Specific Rules and Guidelines

| Rule | Guideline |
|---|---|
| Show excessive dissent at an umpires' decision by action or verbal abuse. | <p>Includes excessive, obvious disappointment with any umpires' decision and obvious delay in resuming play or leaving the wicket.</p> <p><i>This rule does not prohibit a bowler or team Captain involved in the decision from asking an umpire to provide an explanation for a decision. Further, it does not prohibit the Captain from commenting on the umpires' performance in the Captains' feedback.</i></p> |
| Show serious dissent at an umpires' decision by action or verbal abuse. | <p>Dissent should be classified as serious where the dissent is expressed by a specific action such as the shaking of the head, snatching cap from the umpire, pointing at pad or bat, other displays of anger or abusive language directed at the umpire or excessive delay in resuming play or leaving the wicket.</p> |
| Engage in excessive appealing. | <p>Excessive shall mean repeated appealing when the bowler/fielder knows the batsman is not out, with the intention of placing the umpire under pressure.</p> <p><i>This rule is not intended to prevent loud or enthusiastic appealing. However, the practice of celebrating or assuming a dismissal before an umpires' decision may also come within this rule.</i></p> |
| Intimidate an umpire whether by language or conduct. Charge or advance towards the umpire in an aggressive manner when appealing. | <p><i>This rule is not intended to prevent loud or en appealing. However, a player should not aggressively approach an umpire on appeal.</i></p> |

To Summarize:

1. **Fair and unfair play:** According to the Laws the umpires are the sole judges of fair and unfair play. The umpires may intervene at any time and it is the responsibility of the captain to act where required.
 2. The umpires are authorized to intervene in cases of time wasting, dangerous or unfair bowling, tampering with the ball or any other action that they consider to be unfair.
 3. The Spirit of the Game involves RESPECT for your opponents, your own captain and team, the role of the umpires and the game's traditional values. There is no place for any act of violence on the field of play.
 4. It is against the Spirit of the Game:
 - a. To dispute an umpire's decision by word, action, or gesture
 - b. To direct abusive language towards an opponent or umpire
 - c. To indulge in cheating or any sharp practice, for instance: To appeal knowing that the batsman is not out
 - d. To advance towards an umpire in an aggressive manner when appealing
 - e. To seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side
 5. **Violence:** There is no place for any act of violence on the field of play.
 6. **Players:** Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution towards this
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Tournament Format

In 2023, CPCLT20 Edition 1 is a 40 team league. Teams participating in the league this year are grouped as below as shared in the captains meeting –

| GROUP A | GROUP B | GROUP C | GROUP D |
|------------------|-------------------------|------------------|--------------------|
| RAGING TIGERS | AURORA WARRIORS | CHICAGO CENTAURS | SHARKS |
| TITANS | YORKERS | HEADSTRONG XI | OH GAWD |
| SILLY SLOGGERS | FALCONS | BEARS | STONEBRIDGE CC |
| TEAM ROYALS | APOLLO XI | CHICAGO TIGERS | WRECKING WOLVES |
| CHICAGO BULLS | CHARGERS | STARS | FALCONS CC |
| ROOKIES | VICTORS | KERALA STRIKERS | SHORELINERS |
| CHICAGO WARRIORS | PHOENIX | ILLINOIS THUNDER | WILDCATS |
| CHICAGO LIONS | SUNRISE 11 | STAMPEDE | NAPERVILLE KNIGHTS |
| CHENNAI WARRIORS | CHICAGO BROTHERS | CHICAGO UNITED | CHICHA's XI |
| DECCAN CHARGERS | SCHAUMBURG CHAMPIONS | WAGNER WARRIORS | MAVERICKS |

The tournament is designed to have 2 phases

1. League phase:

In the League phase, each team will play a total of 10 matches. Since each group has 10 teams; Each of the teams will play matches within their own group. Additionally they will play one of their opponent twice, which makes it 10 league matches for each team. The teams playing each other twice are selected based on the team rankings and reflect in the schedule published on Cricclubs.

The team with the highest number of points within each group shall be at the top of the table and the team with the lowest shall be at the bottom. If 2 teams have the same number of points, run rate per CricClubs will be used to decide the order of ranking.

Each win will get 4 points, while a match with no result will get 2 points each for both teams. In case of a team forfeiting the winning team will get full 4 points. If a match is tied after the regular innings, a super over comes into play to decide the winner of the game.

The schedule along with the Home/ Away as well as Umpiring assignments is uploaded in CricClubs (First team in the schedule is the home team i.e., if the schedule is A vs B, A will be the home team).

Top 2 teams from each group in the League phase based on points will progress to the Playoff phase. The remaining teams in the groups will be ranked based on their points & run rate and Top 16 from this list will also make it to playoff

2. Playoff phase:

<The organizing committee reserves the right to publish any additional rules for the playoff matches - before the first playoff match – to ensure the teams participating are held accountable to enhanced standards>

Playoffs Model will be as below. Total 24 teams will reach playoff. Top 2 teams from each group will be given a bye for the first round of playoffs and they are ranked 1-8 based on points & run rate in that order, and all will get a match bye in playoff phase. Rest all Playoff teams are ranked from 9 to 24 based on number of points/NRR during the league phase.

Teams ranked 9 to 24 will play qualifiers in the following order

| | Home team | | Away team |
|----|-----------|----|-----------|
| Q1 | 24 | vs | 9 |
| Q2 | 23 | vs | 10 |
| Q3 | 22 | vs | 11 |
| Q4 | 21 | vs | 12 |
| Q5 | 20 | vs | 13 |
| Q6 | 19 | vs | 14 |
| Q7 | 18 | vs | 15 |
| Q8 | 17 | vs | 16 |

Winners of each of these matches will progress to make it to quarterfinals

Pre-quarterfinals matchups will be as below

| | Home team | | Away team |
|------|--------------|----|-----------|
| PQF1 | Winner of Q1 | Vs | 8 |
| PQF2 | Winner of Q2 | Vs | 7 |
| PQF3 | Winner of Q3 | Vs | 6 |
| PQF4 | Winner of Q4 | Vs | 5 |
| PQF5 | Winner of Q5 | Vs | 4 |
| PQF6 | Winner of Q6 | Vs | 3 |
| PQF7 | Winner of Q7 | Vs | 2 |
| PQF8 | Winner of Q8 | Vs | 1 |

Quarterfinals matchups will be as below

| | <u>Home team</u> | | <u>Away team</u> |
|-----|------------------|----|------------------|
| QF1 | Winner of PQF1 | Vs | Winner of PQF8 |
| QF2 | Winner of PQF2 | Vs | Winner of PQF7 |
| QF3 | Winner of PQF3 | Vs | Winner of PQF6 |
| QF4 | Winner of PQF4 | Vs | Winner of PQF5 |

Semifinals matchups will be as below

| | <u>Home team</u> | | <u>Away team</u> |
|-----|------------------|----|------------------|
| SF1 | Winner of QF1 | Vs | Winner of QF4 |
| SF2 | Winner of QF2 | Vs | Winner of QF3 |

Winners of both the semi-finals will play the **CHAMPIONSHIP FINAL**

| Week | Date | Day |
|---|------------|------------------|
| League matches – Week 1 | April 22 | Saturday |
| | April 23 | Sunday |
| | April 29 | Saturday |
| | April 30 | Sunday |
| League matches – Week 2 | May 6 | Saturday |
| | May 7 | Sunday |
| League matches – Week 3 | May 13 | Saturday |
| | May 14 | Sunday |
| League matches – Week 4 | May 20 | Saturday |
| | May 21 | Sunday |
| League matches – Week 5 | Jun 3 | Saturday |
| | Jun 4 | Sunday |
| League matches – Week 6 | Jun 10 | Saturday |
| | Jun 11 | Sunday |
| League matches – Week 7 | Jun 17 | Saturday |
| | Jun 18 | Sunday |
| League matches – Week 8 | Jun 24 | Saturday |
| | Jun 25 | Sunday |
| League matches – Week 9 | Jul 8 | Saturday |
| | Jul 9 | Sunday |
| League matches – Week 10 | Jul 15 | Saturday |
| | Jul 16 | Sunday |
| Playoff Weekend: Qualifiers weekend | Jul 22 | Saturday |
| | Jul 23 | Sunday |
| Playoff Weekend: Pre-quarterfinals weekend | Jul 29 | Saturday |
| | Jul 30 | Sunday |
| Playoff Weekend: Potentially Quarters weekend | Aug 5 | Saturday |
| | Aug 6 | Sunday |
| Playoff Weekend: Potentially Semi-finals & Final's weekend | Aug 12, 13 | Saturday, Sunday |
| | Aug 19, 20 | Saturday, Sunday |

General rules

1. Match balls will be provided by the CPCL organizing committee
2. The team roster can have a max of 25 players for this tournament and a player to be eligible to play in the knockout stage should have played a minimum of 3 games played during the league phase.
 - * For a rained-out game, the captain should publish what his playing 11 would have been to the CPCL committee for the purpose of counting a player for his availability towards the knockout game. The rained-out game roster should be emailed to the committee by close of same weekend.
 - * If a team forfeits their game/ gives walkover, the team will not be provided the opportunity to add their playing 11 for the match.
3. The last date of adding player to the team roster is before the June 16th 2022 matches. CPCL is allowing 25 players to be added to the roster. There will not be any modifications allowed after the last date, unless there is an extraneous reason (this will be determined by the CPCL Organizing team based on a case-to-case request by the required teams).
4. Once a player has played for a team then he cannot play for any other team during this edition of CPCL T20. If a player is found to have violated this rule, then the team that used the player will lose 2 points and the player will be prohibited from playing this edition of CPCL t20. It is the Captain's responsibility to ensure that any player he adds to the roster is not part of any other teams' roster.
5. Any player who is in the playing 11 should be part of the team roster before the specific game is played.
6. Teams can decide to relocate and play their scheduled match at another location on the same day (due to rain or any other interruption). This requires that match to start before 9.30AM at the new location. Additional rules related to rain interruption is listed below. Points will be shared if the game cannot continue or rescheduled prior to the reschedule window.
7. To give chance to teams to reschedule the interrupted matches, CPCL will allow the impacted teams to reschedule and play the interrupted match before end of the following weekend. Umpiring for the rescheduled matches has been a challenge and there may be instances where there may not be neutral umpiring available for these matches and the playing teams will have to manage the umpiring in this scenario.

Rules pertaining to rain interruptions

1. A minimum of 8 players from each team and both the umpires should be present in the ground before 8AM on game day before any decision is made to reschedule the game by both the teams, if a prior reschedule arrangement was not made or approved by CPCL committee. If one of the team does not meet the minimum players availability requirement by 8.30AM on the game day, the umpires can forfeit the game and award 2 points to the team who meets the minimum player requirement. If both teams fail to meet the minimum player requirement then the game will be considered abandoned, and points will be shared. Time will not be extended beyond 8.30AM just because both the teams does not meet minimum player requirement.
2. In case of incessant rain and/or forecast is bad for the game day, then both the captains should come to an agreement about rescheduling the game prior to game day and inform the CPCL committee and umpires.

3. League Match playable/unplayable conditions will be determined by the on-field umpires. If there is rain, the umpires need to do all things necessary to make the match happen. Umpires need to wait at least till 9 am to call off the match for the day.
4. Both the teams must agree for a reschedule and the rescheduled game must be played before close of day following Sunday, if not both the teams will share points by default. **This will not be applicable to the last league game.**
5. To give chance to teams to reschedule the washed-out matches, CPCL will allow the impacted teams to reschedule and play the interrupted match before the following Sunday. All results should be updated in Cricclubs for all matches by Sunday night. **This will not be applicable to the last league game.**
6. Duckworth-Lewis method will come into effect once the team batting second has completed a minimum of 10 overs. (<http://www.boltoncricket.co.uk/DLcalc.html>) or download the iOS app - Duckworth -Lewis Calculator
7. If there is rain after the 10 overs of the chasing innings, the on-field umpires will need to decide on playable/unplayable conditions. Umpires should wait at least for 30 minutes from the stoppage of play/ 11:30 (whichever is earlier) to make the decision on playing/ not playing.
8. Overall, the effort is to ensure the match happens as much as possible (and it is a 20-20 aside match)

Any other Interruptions.

1. In case of any interruptions (like rain, baseball interruptions etc., other than dispute between the teams); if the match is interrupted after 10 overs of chasing team's innings; and the umpires determine that match cannot be continued, we will use Duckworth Lewis method to determine the winner of the match. We would request umpires & the teams to try as much as possible and ensure the match happens rather than resorting to use of Duckworth Lewis.
2. For any interrupted match (due to rain/ baseball interruption), that is played less than 10 overs in second innings, we will allow teams to replay the match afresh and provide us the results by end of next match Sunday. We're extending this from Thursday per earlier rule to provide an opportunity to replay the game on the next weekend. Teams may have to play an additional match over and above their regular scheduled match and CPCL committee will not modify the original schedule to accommodate such cases.
3. We have found, it is difficult to get neutral umpires for such rescheduled games. Please note and work with the organizing committee wherever you need a new match to be set in CricClubs for this purpose.
4. If the match is incomplete due to a dispute between the teams, organizers will work with the umpires to get the facts and decide best alternate course of actions.

Any matches scheduled on July 8-9/ July 15-16 cannot be rescheduled. If any of these matches are rained out or has any kind of interruption, then points will be shared by both the teams (assuming the minimum overs required to identify a match as completed are not bowled).

Toss, Minimum players availability and Umpire availability rules to start game on regular days without rain interruptions at start of game.

1. A minimum of 8 players from each team and at least one umpire should be present in the ground before 8AM on game day for the toss to happen.
2. If any one team does not have 8 players available by 8AM that team will lose the toss by default and the opponent team, if they meet the minimum player availability requirement, will be declared to have won the toss. There is no grace time to this rule.
3. If umpires are not available by 8AM, the captains can go for the toss if both teams have met the minimum player requirements and be ready for the game.
4. The team that has umpiring responsibility will have to make sure the umpires are available on time (8 AM) for the game day.
5. The umpiring team will lose 0.5 points if the umpires don't show up for the game by 8.30AM on the game day.
6. If any team that cannot meet the minimum player requirement by 8.30 AM on the game day will have to forfeit their game and points will be awarded to their opponents. There is no grace time allowed.

7. The game can start at 8AM if both the teams meet the minimum player requirement for the game. Even after meeting the minimum player requirement, if any team wants to wait for additional players to be available to start the game, then the umpires can wait until all the players arrive or 8.30AM whichever is earlier but the team that is causing delay will lose one over each for every five minutes of delay caused from 8AM. The game will have to start at 8.30AM.

On field umpiring decisions

Umpires are requested to read the CPCL T20 rules and exceptions before standing in as an umpire for the game. There will be two neutral umpires assigned by the CPCL committee for each game. Additional points to be noted

1. Umpires are requested to check your assignment location and teams that you will be officiating on the game day.
2. It is a good practice to switch umpiring location after each over to give sense of fairness to the playing teams.
3. Any final decision pertaining to caught behind should be ruled by the main umpire standing at the bowler's end. The leg umpire should not decide on caught behind unless the main umpire consults the decision when in doubt. After the consultation the main umpire will make the final decision based on feedback received. The benefit of doubt should always go to the batsman.
4. Both the main umpire and leg umpire should abstain from using mobile devices during the game and be ready to make decisions quickly.
5. Leg umpiring is also very important especially in providing stumped and run out decisions and therefore should pay equal attention while the game is played.
6. The umpires should always be on top of the game and try to manage heated situations between teams and try to deescalate tensions immediately.
7. Umpires are empowered to take decisions, in consultations with captain, to remove players who show verbal dissent or through action after the first warning.
8. When warning players ensure to warn the player and provide the reason for warning and then inform about the warning to both the captains and reason for warning.
9. Umpires, being the custodian of the game, should also restrain from using any foul language or aggressive behavior during the game.
10. On appeal by the fielding team, the umpires are empowered to determine whether a bowler chucks (instead of bowling) the ball. Such a delivery will be termed a no-ball. After two such warnings Umpires can determine that the bowler cannot bowl in that match anymore.
11. Umpires are encouraged to consult each other before providing a decision, in case they are doubtful about a specific appeal. Doing such consultation before deciding will help

take into consideration any details necessary in making such decisions rather than go back and forth on their decisions.

12. Umpires decision will be the final decision. While there could be human error at times, both teams are required to respect the umpiring decision in all circumstances. Teams can report any untowardly incident to Organizing committee with details for future reference.

All the rules are as per the ICC code, with the below mentioned exceptions. The latest ICC rules and regulations can be found here. (<https://www.icc-cricket.com/about/the-icc/publications/playing-handbook>)

Specific rules for T20 Cricket can be found here

(<https://www.icc-cricket.com/about/the-icc/publications/playing-handbook>)

The exceptions are listed below.

1. Batsman cannot be given out for LBW (Leg before Wicket).
2. There will not be any runs awarded for leg byes. However, a batsman can be made runout while attempting to score a run of leg byes.
3. There will be no overthrow extras allowed for any runout attempt made while batsman tries to score runs of leg bye.
4. A free hit will be awarded to a batsman for any no ball called made by the umpire. The fielding team cannot make a field change if the same batsman faces the free hit ball.
5. A batsman can be out in a free hit ball only by
 - i. runout
 - ii. handling the ball
6. 20 Overs per innings. Each bowler gets to bowl a maximum of 4 overs.
7. First four overs will be a mandatory power play. The batting team can take batting power play any time after the first four overs are completed. If the batting power play is not taken until the beginning of 19th over, then the umpire will enforce the batting power play in the 19th and 20th over of the innings.
8. A maximum of 2 fielders are allowed during the mandatory power play and once the powerplay is done, the fielding team can have 5 fielders outside the 30-yard circle. A maximum of 3 fielders are allowed by the fielding side during the batting power play. At no point, more than 5 fielders will be allowed to field on the legside. Bowler (when

bowling round the wicket against a right-hand batsman will not be counted as a fielder for the above 5 fielder calculation)

9. The field restrictions for mandatory power play, overs outside power play, and batting power play are based on the fact that fielding team has 11 players available on the field during the game. If the fielding team has less than 11 players on the field, then it will have to be compensated by the number of players they can have outside the 30yard circle.

a. If a fielding team has only 10 players for the game, they can only have 1 fielder outside the 30-yard circle during mandatory power play and they can only have 4 fielders outside the 30-yard circle during the non-power play overs and 2 fielders outside the 30-yard circle during the batting power play.

b. If a fielding team has only 9 players for the game, they cannot have any fielder outside the 30-yard circle during mandatory power play and they can only have 3 fielders outside the 30-yard circle during the non-power play overs and 1 fielder outside the 30-yard circle during the batting power play.

c. If a fielding team has only 8 players for the game, they cannot have any fielder outside the 30-yard circle during mandatory power play and they cannot have more than 2 fielders on the leg side inside the 30-yard circle. They can only have 2 fielders outside the 30-yard circle during the non-power play overs and no fielder is allowed outside the 30-yard circle during the batting power play.

d. A team cannot go in for a toss or field a team for a game if they have less than 8 players on the game day.

10. League Match playable/unplayable conditions will be determined by the on-field umpires. Unplayable conditions include but not limited to rain, severe cold etc.

11. If a match is tied after the regular innings, a super over comes into play to decide the winner of the game. The team batting second will have to bat first during the super over. Both the teams will have to decide their 3 batsmen and 1 bowler before the super over starts.

12. No Third Umpire.

13. No Mankanding (running out batsman when he is leaving or attempting to make a run at bowlers' crease). Umpires must call it as 'no-run' if non-striker leaves the crease early and completes the run. But run outs apply as normal in this case even if run is not counted.

14. If batsmen get out caught then the batsman coming in will take strike irrespective of whether the batsman have crossed or not

Conflict resolution on ground and off ground

The final decision for any conflict on the field is made by Umpires. Umpires have the flexibility to refer the situation to Organizing team for its final decision. The final decision for any conflict out of the field is made by the Organizing team. Decisions made by Organizing team are final and there are no further discussions entertained.

Umpiring responsibility:

All teams share responsibility of performing umpiring duties during the tournament and it is the most important task to have a successful tournament. Umpires will be from non-playing teams in that match. Umpiring schedule is published well in advance. It is the responsibility of the captain to send the umpires from his team for the match as per the schedule. CPCL committee request umpires to plan you day with the assumption that the match will go on at least till noon on matchdays. Umpires are requested to read the CPCL T20 rules and exceptions before standing in as an umpire for the game.

Penalties for missing umpiring duties:

1. The team that has umpiring responsibility will have to make sure the umpires are available on time for the game day
2. Team missing first umpiring assignment will be charged with a fine of \$50.
3. Team missing subsequent umpiring assignments will be charged with \$75 for each game thereafter until the \$200 umpiring deposit is exhausted, whichever is earlier.
4. 2 points will be deducted from the team's overall points for each umpiring assignment missed after the first one.
5. The umpiring team will lose half a point if the umpires don't show up in the ground by 8.30AM on the game day.

Umpiring work for Rescheduled games

This is still voluntary, and we will let teams decide whether they can make it to those matches at revised date/timing.

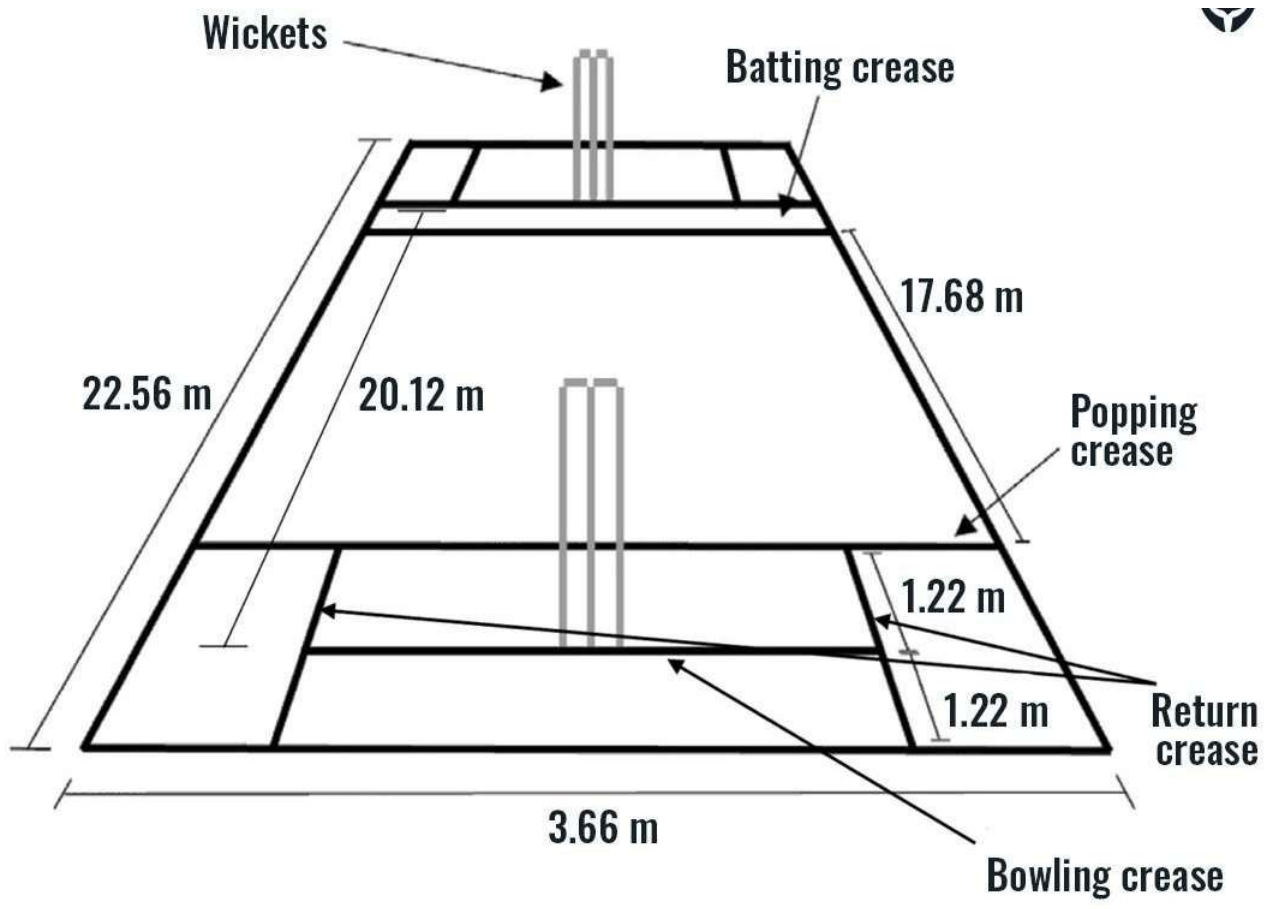
Scoring

It is the responsibility of playing captains to arrange for recording live scoring in CricClubs app. However, captains should plan for a temporary manual score sheets in case CricClubs app does not respond momentarily due to technical issues.

Net Run rate Calculation.

1. A team's net run rate is calculated by deducting from the average runs per over scored by that team during the matches they have played in this edition of CPCL, the average runs per over scored against that team within this CPCL edition.
2. In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

The recommended cricket pitch size should be of following dimensions



Chuckling or Throwing:

As with other illegal deliveries such as underarm bowling, a throw shall be called as a no ball by the umpires. In general, the umpire standing at the batsman's end will have a better view of the delivery and the onus is, therefore, on this official to call and signal the no ball. However, the law states that either umpire can call a no ball if they are satisfied that the delivery has been thrown. The human eye can only detect a throw if the bowler exceeds the 15-degree mark, and anything less is not detectable to the naked eye.

To keep it simple for umpires, if you see and can notice the chucking (That is, once the bowler arm has reached the level of shoulder when ready to deliver the bowl the elbow cannot be straightened from that point until the ball has left the hand), it is only because the bowler has flexion of elbow more than 15degrees or else it is hard to notice. **Either umpire can call a no-ball for chucking.**

ICC law

For those that like to look things up, Law 21.2 is the relevant ruling in this case. It states that the elbow must not be partially or completely straightened until the ball has been delivered. The law does make allowance for flex of the wrist.

Penalties and warning

One run will be added to the batting team's score and that delivery must be bowled again. A no ball for throwing will also result in the next delivery being a free hit.

After calling a no ball for chucking on first instance, the umpire will have to officially warn the bowler for chucking, update the fielding team captain immediately. If the bowler is called for chucking again by **either of the umpires**, he will be not allowed to ball again in the match and the captain of the fielding team will have to use another bowler to complete the over.

Calling No-Ball:

A no-ball is an illegitimate delivery in cricket. The ball will have to be delivered again to have a complete over of six legitimate deliveries. When a no-ball is delivered, the bowling team is penalized with one run and the next ball is a free-hit for the batsman.

Different Ways a No-Ball be Delivered:

The below list are the most common ways in which a delivery may be called a no-ball in a cricket match:

1. The most common type of no-ball happens when the bowler oversteps the popping crease. The bowler must have some part of his foot behind the popping crease at the time of delivering the ball.
2. A no-ball may be called if the bowler's back foot is on or outside the return crease. The bowler's back foot must remain within the return crease at the point of delivery.
3. A ball delivered underarm is called a no-ball unless there is a prior agreement between the teams allowing such deliveries.
4. A ball delivered with the wrong arm is a no-ball if the bowler has failed to notify the umpire before changing the bowling arm. The player must also notify the umpire about which side of the wicket he plans to bowl from.
5. A full toss above waist height (beamer) will be considered a no-ball.
6. A bouncer that goes over the head of the batsman is considered a no-ball. The umpire may also call a no-ball if the bowler bowls a bouncer that the umpire considers dangerous and unfair.
7. If any fielder encroaches the pitch before the ball reaches the batsman, the umpire is likely to call a no-ball. This would include a wicketkeeper, whose body (any part of it) encroaches the area in front of the wicket before the ball hits the bat or passes the batsman. If the fielding side violates any fielding restriction at the time of delivery, the ball will be considered a no-ball. An example of such fielding

restriction is placing two fielders behind square or exceeding the permissible number of fielders outside the inner circle in a limited-overs game.

8. A “throw” ball is a no-ball. If at the point of delivery, the bowler bends his elbow by more than 15 degrees, the delivery is considered a no-ball.
9. If the bowler breaks the stumps at the runner’s end during his delivery stride, the umpire will call a no-ball.
10. If a ball delivered by a bowler bounces more than once on its way to the batsman, it will be called a no-ball.

The main umpire always has the right to overrule any no ball decision after discussing with the leg umpire. Especially in scenarios (5) and (6). The main umpire can gather input from the leg umpire for any decision, but the final say on any decisions during the game rests with the main umpire with exception to (8). **Either umpire can call a no-ball for chucking.**

Injury & Accident Waiver and Release of Liability Form

Every player must assume his own responsibility for any injury or accident that happens to him per the 'Injury & Accident Waiver and Release of Liability Form' shared with team captains. CPCL Organizing team asks all captains to make sure that they share this form with all players in the team squad, get signed (manual) copy of this form from all players in the team squad and share scanned copies (in case of manual signatures) of the same with CPCL Organizing team before the player plays their first game in CPCL. It is captain's responsibility to communicate and get signed copies to CPCL Organizing team before their first game. Under any circumstances, CPCL Organizing team or Park Districts (Ground Owners) or Sponsors are not responsible for players' injuries, accidents etc.

The Organizing Team Members

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- Jaydeep Devareddy
- Rohit Yalavarthy

Important Note.

1. It is not possible to document all rules and all scenarios that would be applicable to this tournament. CPCL Organizing team will be the final decision-making authority on any issues and conflicts arising as part of this tournament. This includes but is not limited to rules, logistics, players/team's behavior, disciplinary actions etc. All decisions are final and binding on all teams. CPCL Organizing Team will have the final say in the following as well
2. Interpretation in understanding the rulebook.
3. Any situation/rule that is not explicitly mentioned in the rule book.
4. Any deviations from written or unwritten rules as deemed necessary.

Read, Understand & Agree to this Rule Book

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