**CPL 2016 (Cincinnati Premier League 2016)**

1. Each team can have maximum of 12 players in the team roster and only 8 will be playing in a game. No player can play for more than 1 team at any time during the course of the tournament.

2. The league will start on Sunday June 12th 2016 and will run through for the next 6 weeks. Please see the schedule for more details.

3. Due to recent changes in the format, this time in the league round each team will play only 12 other teams just once picked on the basis of a lottery held on May 2016 in the presence of all the teams.

4. At the end of the league round, the top 8 teams will qualify for the QF ~~knockouts with the top 2 (1~~~~st~~ ~~& 2~~~~nd~~~~) directly gaining a pass to the semi-finals and the next 4 teams will battle out in the quarter finals.~~

5. Quarter Finals will be 1st vs 8th (1st quarter-final)

2nd vs 7th (2nd quarter-final)

3rd vs 6th (3rd quarter-final)

4th vs 5th (4th quarter-final)

Winner of QF1 and QF4 – 1st Semi-Final

 Winner of QF2 and QF3 – 2nd Semi-Final

6. There will be trophies for winner, runners-up, best batsman, best bowler of the tournament and finals player of the match.

7. All the matches will be played only on every Sunday. If need be, due to bad weather or unavoidable circumstances, we will consider a Saturday or any alternative day per the availability of both the teams involved.

8. All the matches will be played at Heritage Oak Park baseball fields and Cottell Park baseball fields.

9. It is acceptable if the two playing team’s captains decide and agree on a different schedule or playing ground as long as the change in schedule does not affect any other team in the original schedule. In case, if one of the teams does not follow the regular schedule and the opponent team wants to follow the schedule, team that wants to follow the published schedule has every right to get 2 points as if the other team did not show up for the game.

10. Ground preparation (cleaning the pitch area), reservation, stumps, setting the pitch as per the attached layout and the boundaries will be the sole responsibility of the teams scheduled to play in that slot.

11. The schedule, scorecard summary and the point’s table will be maintained online. The teams are requested to carry printouts of the schedule and scorecards during every match. Try to update scoring live in cricclubs to avoid manual updates.

12. **It is the responsibility of team captain to update the score in cricclubs before Thursday EOD of the following week after the game day.**

**13. The captain from the playing teams must assign two volunteers from each team to umpire the game. Neutral umpires are not available but any special request can be looked into and accommodated based on the availability of the organizers/volunteers.**

14. The accepted schedule should be strictly followed and teams falling behind will be penalized. There can be a possible deduction of stipulated overs of any team arriving late for any of their scheduled match.

15. Sledging is strictly not allowed. Verbal abuse, use of profanities etc. directed at players of the opposing team will result in suspension of one or more players for one or more matches. Under no circumstances will the safety of the players be jeopardized.

16. If the umpires are unable to resolve any issues then the organizing members will intervene and solve the dispute. Whatever the organizing members decide will be considered final.
17. The organizing members are not responsible for any injuries to the players during the games.

18. Teams are responsible to keep the grounds in generally clean condition after a match is over. No garbage and other items can be left on the ground.

19. The pitch length will be 21 yards or 22 steps.

20. The boundary lengths will be 45 yards or 47 steps each side from the middle of the pitch.

21. A player has to play a minimum of 3 matches during the league stage to qualify playing for the knockouts.

**Cricket Gear and equipment:**

The balls used will be NIVIA hard tennis balls for cricket. 12 balls will be provided to each team for the league games (a new ball MUST be used in each innings) and for knockouts new ball for each innings will be provided. Teams are expected to bring their own bats, gloves, keeping gloves and other cricket gear as appropriate.

**Points & Knockouts:**

1. Each winning team will be awarded 2 points and losing team will get 0 points in league round matches. In case of an abandoned or tied game in the league round matches both teams shall receive a point each. No super over in league games.

2. In the knockouts, if a game is tied then Super-over will be used to decide the winner. In the unlikely event of a tied super-over, team with higher boundary count will win. Super Over will be one over a side game with 3 batsmen allowed to bat(No single batsman). Next criteria will be the NRR if before- mentioned points couldn’t decide a winner.

Below items are not required as they are already covered above and cric clubs will take care of run rate, etc.

~~3. In the league round each team will play only 12 other teams just once picked on the basis of a lottery held on 31~~~~st~~ ~~May’14 in the presence of all the teams.~~

~~4. At the end of the league round, the top 6 teams will qualify for the knockouts with the top 2 (1~~~~st~~ ~~& 2~~~~nd~~~~) directly gaining a pass to the semi-finals and the next 4 teams will battle out in the quarter finals.~~

~~5. Criteria of seeding in the league is: (1) Points (2) NRR (3) head to head they played each other 4) Super-Over~~

~~6. Definition of Net Run Rate = (Total Runs Score For)/(# of overs faced) – (Total Runs Scored Against)/(# of overs bowled)~~

~~In case a team plays 7 overs and 2 balls then number of overs faced is 7.33overs.~~

~~If a team gets all out before the quota of 10 overs then also number of overs played is 10.~~

**Game Rules**

1. The games will be played under the normal rules of cricket except the LBW laws and leg byes. There are no leg-byes, so a batsman cannot be given run out in the event of a leg-bye. However, if the batsman was genuinely out of the crease after the ball touches him and goes to the keeper, and keeper does the stumping; the stumping would still be valid.

2. There will be ten (10) overs per side for the league matches and twelve (12) overs per side in the knockouts.

3. In the league matches – Two bowlers per team can bowl a max of 3 overs.

Knockouts – Four bowlers can bowl a max of 3 overs.

4. Both teams should report to the selected ground field 15 minutes before the start of each game. Teams reporting late could be penalized with 1 over for every 10 minutes up to 3 overs penalty. If more than 30 minutes late, the game will be called off and 2 points awarded to the opposition team. As an alternate option, the team causing the delay will be allowed to start with less number of players in order to avoid being penalized. They can elect to bat if they win the toss in spite not having all their players present. However, they will have to field with less players if they end up fielding first.

5. There is no break between the innings.

6. The innings will conclude when either all the overs have been bowled or Seven (7) Batsmen have been dismissed. No last man batting allowed. After 7 wickets are lost, it is considered “All Out”.

7. Each team has the option to retire active batsmen, so that others can participate. The retired batsman can resume batting after fall of a wicket.

8. NO Balls and WIDE Balls shall incur a penalty of one (1) run. There are no bouncer rules and any ball over the batsman's shoulder height while the batsman is standing at the crease will be deemed a No-Ball except when the batsman has advanced down the pitch.

Extra Balls shall be awarded for either infringement. (Over) Lines will be marked to assist the umpire in the calling of wide ball

9. The following qualify for “No-balls” :

* Ball clearly above the shoulder height (square leg umpire will call but the main umpire can overrule)
* Ball clearly above the waist on full
* Overstepping by the bowler (front and side creases)
* Back foot crossing the side crease for the bowler
* There is a NO free hit for a No ball resulting from over stepping the crease.
* The bowler fails to give the side (despite 1 umpire warning)

10. Balls will be called wide under criteria of “playableness”. Anything down the leg side is a wide, unless the batsman has moved to the offside and the ball just missed the stumps or sailed over the stumps. Umpires will make the best decision in such case.

11. The LBW law will be negated (not applied). No Leg Byes.

12. Wicket keeper can bowl at any time during the match without any wait period.

13. In case of injury a substitute fielder will be allowed. The substitute must be drawn from the 12 players registered.

14. The only way a batsman can be ruled out in case of a no ball or a free hit is by the way of run-out .

15. Only 1 run will be declared irrespective of the ball touching the keeper and crossing the line/fence (orange/red flags) behind the keeper and the batsman will retain the strike. However if the ball touches any fielder(other than keeper) and the ball goes behind the line/fence, batsmen can run in addition to 1 run declared.

16. The batsman is still out if the fielder catches the ball outside the side line/fence behind the keeper.

17. If the ball hits the side fence and stays in the field, the batsman has to run between the wickets to score runs.

18. If a catch is taken by the fielder who is in contact with the side fence the striking batsman will be given out. However, the ball should not be in direct contact with the boundary fence during the event of the catch.

19. If a bowler walks out of the field for 1 over, the bowler need to stay on the field for at least 1 over before bowling the next over.

20. If a fielder leaves the field for the last 2 overs in the innings, he will not be allowed to bat for the first 2 overs.

21. A player may not make any significant lateral movement after the ball comes into play and before the ball reaches the striker. If this happens, an umpire will call and signal 'dead ball'. Taking a start while the bowler is running into bowl is acceptable. If the ball pitches twice before reaching the batsmen, it will be signaled ‘deal ball’

22. Forfeit of a game in league stages means that the team has played 10 overs without scoring any run, which will reduce the Net Run Rate (NRR)

23. In case of rain, the playing captains along-with the umpires will decide the continuity of the game based on the playing conditions. Here are some of the cases and suggested guidelines for each case-

a. Total wash-out or at least one inning is not complete- Playing captains have an option of scheduling an alternate day/time. The game will start afresh. Teams are not required to comprise of same players that were included in the washed-out game. If the game cannot be amicably rescheduled within a reasonable duration, points will be equally shared. b. One innings completed, second innings is < 5 overs – Start fresh on the rescheduled day.

C. One innings completed, second innings is > 5 overs – Continue the game on the rescheduled day. Do not start fresh.

~~Both playing teams will be allowed to make one change in their team in case of unavailability of players for the rescheduled game. If multiple players are not available, the teams will have an option of playing with less number of players.~~ If the game cannot be amicably rescheduled within a reasonable duration, points will be equally shared.

24. Cottell Park field 2 has short offside boundary. Move the stumps far off or declare 2 runs on the offside over the fence instead of 4 runs.

25. All the games except the last weekend games should be completed before the last weekend. All teams should exactly know what their position in league is and what they should do in their last week’s game to proceed to knockout stage. For the games that are still outstanding (except for last weekend games), the points will be shared and teams just have to play their games scheduled for last week. NO EXCEPTIONS

26. Six runs will be declared based on where the ball pitches outside the boundary line and not based on where it crosses the boundary line in air.

27. If the bowler hits the stumps on the non-striker end during his run up to bowl unintentionally by coming too close to the stump, the ball will be deemed dead. Umpire will signal “Dead Ball”

28. Mankading out is allowed after one warning.

29. In the event of overthrow when the ball goes behind the fence/line, 1 run will be declared in addition to the number of runs that batsman had run at that point in time.