

Collierville Cricket League (CCL)

The Collierville Cricket League was established to allow every participant to demonstrate his aptitude and skill in a competitive and mutually supportive cricketing environment. Therefore, let us all participate in this event with spirit, enthusiasm, and an attitude befitting this gentlemen's game. Let us enter the field with an appreciation for the game and better players and come to make new friends every day.

ICC rules will be implied if the rules are not covered within the CCL guidelines.

Tournament format will be announced during captains meet.

BYLAWS:

1. PARTICIPATION FEE & WAIVER

- a. The tournament fee will be communicated to the teams at the start of the tournament.
- b. The core team size allowed is 12 players. Additional 8 players are allowed to be added to the roster to allow for player availability issues during the league round. (Player Playoff qualification - Minimum 2 league games)
- c. The roster needs to be finalized before the team's last two league games.
- d. If you want to add a player to the roster, let the committee know by Thursday of that week.

2. KIT

- a. The home team will bring their KIT
- b. Usually, the balls are distributed to the teams ahead of time. Once the balls are distributed to the teams, each team's responsibility is to bring the new ball provided when fielding. If the team cannot give a new ball, a 2 over penalty will be levied, and an appropriate ball in playable condition will be used. The umpire will decide if the ball is in a playable state.

3. Live Streaming:

- a. Live streaming for league games is optional.
- b. It is mandatory for playoffs.

4. **OVERS**

- a. A game usually is 15 overs per inning. However, a minimum 8 overs game must be completed for rain-affected games.

b. A game cannot be more than 15 overs per innings.

5. BOWLING LIMITATIONS

a. A bowler can bowl a maximum of 3 overs for a full 15-Over game. Hence, each team will use a minimum of 5 bowlers for a 15-Over Game.

b. In case of a shortened game, here is what a bowler is allowed to bowl:

- For a 12-Over game, 2 bowlers can bowl a maximum of 3 overs each.
- For an 11-Over game, only 1 bowler can bowl a maximum of 3 overs each.
- For a 10-Over game, the bowler can bowl 2 overs.
- For a 9-Over game, the bowler can bowl a maximum of 2 overs each.
- For an 8-Over match, only 3 bowlers can bowl a maximum of 2 overs each.

6. WEATHER

a. Please follow one of the following in case of inclement weather conditions

- i. Check the Captain WhatsApp Group for any updates.
- ii. If there is no update, then games are **on as scheduled**. In any such circumstances, the two teams can coordinate with each other over the phone or decide on the ground based on the condition. If the umpires decide to go on with the game, the umpire can choose to start the game with a reduced number of overs (**Minimum 8 overs**). The neutral umpire will decide based on ground conditions and feedback from both the captains. Umpire decision concerning whether the game should be played or not or played with a reduced number of overs must be honored.

7. RESULT

a. A game cannot be less than 8 overs.

b. If the weather or time does not permit a complete game, the umpire has the right to reduce the number of overs to be played. Despite that, if there is a further interruption and the game cannot be completed in the stipulated time, the umpire has a few options as long as he can ensure that the games following the current match can play their full quota of 15 overs:

c. For League games: DWL will be used for rain-affected games to get results (<http://www.boltoncricket.co.uk/DLcalc.html>) Note: DWL is applicable only after the second innings 8th over. In case of Reduced Over matches DWL is applicable only after second innings Full quota / 2 & rounds to next whole number.

A DWL will come in to play

- 1) For 15 Overs game – at the end of second innings 5th Over
 - 2) For 14 Overs and 13 Overs game – at the end of second innings 5th Over
 - 3) For 12 Overs and 11 Overs game – at the end of second innings 4th Over
 - 4) For 10 Overs and 9 Overs game – at the end of second innings 4th Over
 - 5) For 8 Overs game – at the end of second innings 3rd Over
- d. For Playoffs: We will have a reserve day for playoffs, and the game needs to continue from where it stops. (This will apply only if 1st innings is completed)
 - e. If reserve day washes out – DWL will be applied (If applicable)
 - f. A no result is considered a TIE, and the points will be split.
 - g. A one-over eliminator will decide the winner in a match tie for league games and playoffs with the same number of runs. Each team will play 1 over with 3 batters nominated and all 11 fielding. The bowler will be selected by the teams as well. If 2 wickets are down, the innings end, and the team with the maximum number of runs at the end of the 1 over will win the game. If that is tied, the eliminator will be repeated till we get a winner.
 - h. One Overrule for playoffs guidelines: ICC rule
 - i. NRR Will be used if Head-to-Head results cannot be used to break the tie.
 - j. Forfeit Rule - -4 points plus \$150 fine; second forfeit - out of the tournament
 - k. Forfeit's are not allowed in the last two matches, if it happens - it will result in -6 points and that team will not be considered for the next CCL tournament
 - l. 3 point for a win; 1 point for a point split
 - m. Captains will send umpiring report after their match

8. FIELD RESTRICTIONS/PLAYER SUBSTITUTION

- a. A minimum of 7 fielders needs to be set within 30 yards for the first 3 overs of a complete game. (Only two fielders allowed outside 30 yards for the first 3 overs)
- b. A minimum of 6 fielders needs to be set within 30 yards between 3 and 5 overs of a complete game. (Only 3 fielders are allowed outside 30 yards between 3 and 5 overs)
- c. Minimum 8 players should be available at the ground before the start of the game.
- d. You can utilize substitute fielders from your **team** only, after intimating the same to the umpire and the opponent captain, only in case of a player injury.
- e. If the players from playing 11 are running late, substitute fielders are allowed to field for the first 5 overs, but even after 5 overs, if the original players don't show up, the fielding team will play with available playing 11(8/9/10) players.

- f. If a player sits out for X number of overs, then he can bat or bowl only after the same X number of overs
- g. If a player has to leave the field due to an injury/emergency after batting, a substitute fielder is allowed for full innings but can't bowl.
- h. Substitute players from other teams or outside team rosters are not allowed.

9. TOSS

- a. The toss must be done within 15 minutes of the scheduled start. A minimum of five players needs to be present to do the toss.
- b. If a team has less than 5 players at the scheduled start time, it automatically loses the toss.

10. UMPIRING

- a. CCL set up an umpiring panel (Including 5 to 6 players from each team), and all of them will go through the umpiring assessment process, and whoever qualifies will join the umpiring WhatsApp group allowing only qualified umpires.
- b. Missed umpiring assignment will result in: first time-\$50 penalty for the team and toss loss; second time - Toss loss, \$50 penalty, and - 2 points
- c. Playing teams will pay \$20 each to the umpires
- d. CCL collects an umpiring deposit of \$50 along with the tournament fees. If all the umpiring commitments are met, CCL will return the umpiring deposit or will use it for pitch maintenance.
- e. Two umpires for each Preliminary game and two umpires for each Play-off game are mandatory.
- f. A verbal attack/abuse to the umpire is a severe offense, and the player will be made to sit out at least one game.
- g. No other player apart from Captain can get closer to the umpire by more than 8 feet, except when batting (as a runner), bowling or fielding.
- h. If a player makes physical contact with an umpire, he will permanently be disqualified from the tournament.
- i. The main umpire can overrule the leg umpire. The main umpire's decision is **FINAL**. (this will apply only if the leg umpire is not neutral)
- j. Umpires have to be at the ground 15 minutes before the scheduled game starts. It is the Captain's responsibility to make sure there is an umpire available at the ground. If in a case, an umpire is not on the ground - the captains of the 2 teams scheduled to play should

complete the coin toss and start the game at the scheduled start time. Please do not call the organizers to tell them that the umpire has not shown up. 😊

- k. If the umpire has not shown up 15 minutes after the scheduled start time, the batting team will do the umpiring.
- l. If the umpire shows up more than 30 minutes late than the scheduled game start time, it will be the 2 captains' (of the game) decision if they still want to allow the person to umpire their game.
- m. During Playoffs, if your team misses umpiring, your team will automatically be disqualified from playing any other games in that tournament; even if you have won against your opponent, your opponent will automatically advance to the next level in the playoffs. And if a play-off losing team misses an umpiring responsibility during the play-off, they will not be considered to participate in the next tournament.
- n. We ask 1 of the 2 captains (of the game) to email or communicate with the organizers (within 24 hours) if any of the above Umpiring scenarios has happened.
- o. Please CC or include the opponent captain and the umpiring team captain for any discrepancy.
- p. Again, please email the organizers (colliervillecricketleague@gmail.com) within 24 hours to avoid confusion; we cannot accept emails for an instance that has happened beyond 24 hours and update the same on the captain's WhatsApp group.
- q. The main umpire can check with the leg umpire for a clean catch, but only the main umpire can give out for keeper catches.

11. SCORECARD

- a) Online scoring (CricClubs)

- b) The profile photo is mandatory for CricClubs
- c) The team can object to a player if the profile photo is not matching with the player or no photo

12. BALLS

- a. A new ball will be used for every innings.
- b. If a ball is lost, another ball in a similar condition, if available, will be used. Likewise, another new ball will be provided if a suitable ball is not found.

13. BI-RUNNER POLICY:

- a. Though bi-runner has been removed from international cricket, considering the health and physical condition of the players, a bi-runner can be requested. The bi-runner should be the person who is last out. So the openers cannot have a bi-runner. The bi-runner must stand behind the line of the stumps when the batsman is playing and must not start taking the run unless the batsman has completed his shot. Any attempt to make a start before the batsman has completed the shot should disqualify/nullify that run.
- b. This is a courtesy or privilege and should not be used as an advantage.
- c. The decision to allow a bi-runner is at the discretion of both captains.

14. Mankading:

- a. A warning is **NOT** required.

15. Playoff Fixtures:

- a. Each team will play league games, and a player must play a minimum of 2 games to be eligible for playoffs, and score sheets do the verification. So it is essential that you post the correct score sheets in a timely fashion.

Game Rules:

1. There are no leg byes. Hence, no LBWs. Batsmen are expected to stay inside the crease until play is complete; Umpires must call if the ball has hit the leg or not; If Umpire has not called and the batsmen are standing outside the crease – Fielding team has the right to Stump or run the batsmen out. It is Batsmen responsibility to be within the crease until play is complete.

2. A batter can retire if he is Injured. However, he can return to bat ONLY after the fall of the last wicket; starting with the second retiree, the batsman can be retired out only and will not be allowed to return. If a batsman is retired without Injury, it will be considered Retired OUT.
3. If the ball bounces more than once before the crease, it is a dead Ball. If the ball pitches outside the pitch area, it is a wide ball.
5. In case of conflicts or issues, the organizing committee reserves the right to final judgment. However, all the participating teams must abide by the committee's verdict.
6. Each team can give a maximum of one walkover with negative 6 points. No shows are considered a walkover. The team will automatically be withdrawn from the league with the second walkover.
7. If a team withdraws in between the league, all their played games will be canceled, and they will be penalized \$
8. No walkovers are allowed for the last three games/weekends. (if this happens, it will be considered as withdrawn from the tournament)
9. A Team can object to a player whose name is not present on the Team List posted on the Website, and if the individual is not a registered member of the team, he would not be allowed to participate. The player protest must be made before/during the game. After the game has been completed, the protest will be ignored.
10. The first ball has to be bowled at the scheduled start time. If not, the then guilty team (team arriving late after the scheduled start) would lose 1 over from its batting inning and 1 over for every 5-minute delay.
11. Each innings should finish in 85 minutes (5 minutes per over + 5-minute break time ++ 5-minute break).
12. The drinks break during each innings should not be more than 5 minutes.
13. 10-minute innings break
14. The team failing to finish their overs in time will lose the toss for their next match and lose points for their subsequent offense.
15. When umpires are not present on the ground, and if only 1 team shows up on time, the team captain should message the CCL Captain's group through WhatsApp by letting everyone know that the opponent team is not there within the expected time. There should be a 3rd person to decide on the over reduction for the team, which is not on the ground during this instance when umpires are not present.

16. Umpires reserve every right to declare a no-ball with or without warning" if any bowler delivers underarm or throws a ball.
17. After the power play, four fielders **MUST** be inside the fielding circle.
18. Only 5 fielders can field on the leg side at any point in time (bowler & keeper are not considered a fielder in this regard).
19. Chucking is not allowed. If a player receives two complaints about chucking, the committee may disqualify him from bowling for future games (after getting feedback from umpires).
20. We can allow one warning from the umpire. So that bowler will get one warning for the entire season.
21. 2nd time they do it. It's a no-ball
- 22. If kids are playing baseball/softball at Nikki. No CCL games are allowed to play on NIKKI**
23. Only standard/normal bats are allowed to play (Umpire can obstruct the batsman to play with non-standard bats)
24. Team jerseys are mandatory
25. Shorts not allowed
 - a. Instance of a player wearing shorts, he can continue to play the game but the team needs to pay \$25 as fine to the CCL and he can play the next game only after paying the fine.
 - b. \$25 fine is per person wearing shorts.
 - c. Shorts are not allowed for the last league games and for the playoffs.
26. Any washout out matches will result in a point split.
27. Teams can swap the games within the same weekend slots. It is the team's responsibility to get the approval from 4 teams and umpires and let the committee know by Thursday of that week.
28. Teams can reschedule games on a weekday, but it has to finish before the week and must be communicated to the committee by Monday noon of that week.
 - a. For example, if team A vs team B is scheduled to play on Saturday(04/08) or Sunday(04/09), teams have the option to reschedule their game on a weekday, but it has to be done between (04/03 - 04/07) and they need to let the committee know by 04/03 noon.

Chucking

29. The first chucking call per bowler from an umpire will be declared a dead ball during a match. If the bowler persists in doing the same, it will result in a no-ball and free hit.
30. Since every match will be recorded/streamed, the committee will review the recording if they receive complaints about chucking. In addition, the committee will speak to the umpires and captains and determine the player's eligibility.

31. Hence, every match must be streamed so appropriate action can be taken.

Conflicts on the Ground:

1. Only the captain and umpire should be involved in a discussion on issues.
2. A person causing verbal/physical abuse is immediately disqualified from further participation in the game. Umpires need to enforce this.
3. Nobody is allowed to be disrespectful to anyone for whatever reason on the field. People are not paying to come and get insulted, and they are coming to have fun, just like you, so please treat others like how you would want yourselves to be treated.
4. Report all the issues to colliervillecricketleague@gmail.com within 24 hours - so they can be addressed/resolved.
5. You will only worsen the matter by responding to negative behavior with another negative behavior. If you want the league to help, please report it to the league and do not escalate it yourself.
6. Any conflict/situation not covered will be decided by the committee.

Bats:

The length cannot be not more than 38 in/96.5 cm and the width cannot be more than 4.25 in/10.8 cm, but for size 6 or less it is different, the length from the top of the handle to the bottom of the spine cannot be more than 52% of the bat.

1. if a team is using a bat that doesn't meet the above guideline during a match - that will result in an automatic loss and that team will be suspended from the tournament.

Locations:

Ground Address: Nikki McCray Park, 274 Harris Park St, Collierville, TN 38017