# **CPCL – Game/Ground Rules**

1. 20 overs per innings. 2 bowlers are allowed for a maximum of 5 overs. If a bowler cannot complete an over for some reason, it will still count towards the max count. For example, bowler A bowled 2 deliveries and bowler B completed the over, both would have a count of 1 over bowled.
2. Minimum 7 players per side is required to start a game. The team that does not have 7 players will be given 30 minutes from the scheduled start time to have 7 on the field (with 1 over reduced every 5 minutes). At the end of the 30 minutes, if the team still does not have 7 players, the game will be forfeit and the opponent with at least 7 players will be awarded 2 points.
3. If both the teams fall under situation listed on item #3, both the teams will receive 0 points for the match and the match will be considered to have been conducted and completed.

For more details, Refer the ‘Over Penalty Rules’ document [HERE](https://www.cricclubs.com/ColoradoPremierCricketLeague/document.doc?documentId=3&clubId=5489)

1. 200 feet boundaries measured from the middle of the pitch.
2. No last man batting
3. By-Runners are allowed only if the batsman has an injury that affects their ability to run
4. Super Sub: A Team can have one super sub and the captains should declare the supersub before the toss. The supersub can only be a batsman OR a bowler (but he can field any time).
5. Playing 11 to be declared at the time of the toss.
6. Weather based wash out games (or washouts due to ground unavailability) will result in point split.
7. Interrupted games
8. Matches interrupted before the completion of 10th over of the second innings (irrespective of the match situation) will be declared a split victory.
9. Interruptions any time after the completion of 10th over (of the second innings) will be handled using D\L method.
10. All games will be played only at Dove Valley Regional Park and/or Salisbury Fields and the league will not attempt to play at a different venue (except for drop-in\friendly game)
11. If the interruptions were to happen at 1 ground only, the teams will split the points and the other game will be scored and recorded as normal.
12. Replacements will be handled by CPCL facilitators. Facilitators will decide on the replacements based on the pool availability, team requirement and the player getting replaced.
13. Maximum of 10 players in the field at any given time. At least 3 fielders inside the inner circle (excluding the keeper and the slip) An off-side slip fielder is mandatory.
14. Late arrival by a player will be tolerated under the following rules
15. No impact if the player shows up before 30 minutes after the start time
16. No impact if the player was at the toss but has to leave and come back.
17. Player showing up 30 minute after start can only field but cannot participate in bowling or batting.
18. Full toss no balls (when in doubt or too tight to call) to be called in leniency towards the bowler irrespective of the batsman playing a scoring shot or a defensive shot.
19. Run outs and boundary catches (when in doubt or too tight to call) to be called in favor of the batsman. We very strongly encourage our players to walk out if you edge the ball to the keeper. It is impossible for the umpires to hear the nick under most circumstances.
20. Bowler will be removed from the attack if he ends up bowling 2 beamers in the same over. Bowler can bowl again but has to wait 2 full overs before he can resume irrespective of the game situation. A repeat in the game will prohibit the bowler from bowling again in the game.
21. Agreed upon participants by both the captains only can officiate.
22. If a disagreement occurs and the captains cannot come to a decision during game time, we will refer to professional cricket rules and stick to it.
23. Everyone is expected to be responsible for their conduct and keeping the ground clean. We are at a family park and the following will NOT BE TOLERATED. Captains will be held responsible for members violating the code of conduct.
	1. NO SMOKING in or around the dugout areas.
	2. NO DRINKING
	3. NO OFFENSIVE LANGUAGE
	4. Dug outs must be left clean after the game.

**Let’s not forget to have fun. There is no point in doing this without the fun factor involved.**