

COMMUNITY CRICKET LEAGUE



Community
Cricket
League

A 501(c) 4 Non-Profit Organization

FEIN: 84-3413714

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1. Format

- 1.1 Every team plays all other teams in league. (Top 4 teams of all teams will go to play off)
- 1.2 Matches will be played for 1, 2 and 3 positions.
- 1.3 Scores will be tracked manually
- 1.4 Neutral umpiring will be provided by the CCL committee.
- 1.5 Teams should be available to play more than one game on single day
- 1.6 Matches will be played in baseball grounds in Sharon Park, depending on the weather and availability.
- 1.7 If the game is stopped in between due to inclement weather or ground unavailability.
 - 1.7.1 Match stopped while first innings – rematch from the beginning
 - 1.7.2 Match stopped whole second innings before 4 overs completed – rematch
 - 1.7.3 Match stopped while second innings any time after 4 overs completed – winners will be declared by DL method.

2. Players

- 2.1 Each team can have a max of 11 floating players, with only 8 playing (bowling, batting and fielding) at a given time.
- 2.2 Substitute player – no substitute allowed outside of the 11 permitted players.
- 2.3 Each team should have at least 6 players on field(registered) to begin playing in a match, else the opposing team will be declared winner.

3. Bowling

- 3.1 It will be an 8 overs match.
- 3.2 Medium hard, red ball of 5 ounces will be used.
- 3.3 New ball will be given for every new innings.
- 3.4 Each bowler can have 2 overs max
- 3.5 Each over will be of 6 balls
- 3.6 Both wide and no balls shall count as 1 extra run and extra ball will have to be bowled. Any runs (byes and leg byes) scored off wide or no balls will be counted.
- 3.7 The overs shall all be bowled from one end of the pitch
- 3.8 A batsman can be stumped off a wide ball and run out of wide or no ball
- 3.9 If a bowler bowls a ball that makes two bounces before reaching the batting side stumps, then the ball will be called dead ball by umpire, any kind of batsman dismissal, scoring is invalid for dead ball. A re-ball has to be bowled for dead ball but no extra run will be given for dead ball.
- 3.10 Mankading, umpire can declare the non-striker out, without any warnings, when the bowler breaks the stumps and appeals if the non-striker is outside the crease before releasing the ball, bowler must appeal in this case.
- 3.11 A ball bowled shall be deemed a wide by umpire if.
 - 3.11.1 At the point at which it crosses the batsman (in normal batting stance and hasn't touched the ball) It is more than 36 inches away from middle stump.

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- 3.11.2 Anything on leg side of batsman and away from leg stump
- 3.11.3 Umpire has final say on each call
- 3.12 Ball over the stumps on leg side of batsman is a legal deliver
- 3.13 A ball bowled shall be deemed a no ball by umpire
 - 3.13.1 if the bowler has over stepped the popping crease i.e., entire foot is should be outside or
 - 3.13.2 The ball is full toss above the waist height of the batsman in normal stance or
 - 3.13.3 The ball is over shoulder of the batsman after one bounce
 - 3.13.4 There is no warning of a no ball over the shoulder
 - 3.13.5 The umpire can warn the bowler for crossing his back foot over the return crease (the side lines) if bowler continues then the umpire can call a no ball
 - 3.13.6 There are no free hits on no balls
- 3.14 In the event of a tied match, when both teams have an identical number of runs at the end of the allotted overs, - the winners shall be determined by using super over even in league stages.
- 3.15 A new toss will be done for super over (super over is of 6 balls bowled)
- 3.16 Each team decides two bowler (3 balls ach) to bowl and three batsmen to bat during one over named as super over. The same ball used in the match will be used in super over. the umpire will decide which ball to be used for both innings in super over
- 3.17 Both the teams need to provide the three batsman and 2 bowlers, before the toss for super over.
- 3.18 Team A will score some runs in first over and Team B needs to chase it successfully to win the match. In case it is unable to chase, then team A wins.
- 3.19 In case scores are levelled, the team hitting max sixers in super overs will win, if it is also same, then the team with max fours in super over wins the match. If still the same then the team that got higher number of wickets in super over will be considered winner.
- 3.20 If two batsmen are out, then the team is considered all out in super over.
- 3.21 Super over runs will not be counted towards NRR

4. Batting

- 4.1 Innings is over with the fall of 7th wicket.
- 4.2 One time retired and one time comeback is allowed in an innings for four players max., second time retired will be counted as out.
- 4.3 No single women batting allowed.
- 4.4 There will be no LBW. However, leg byes are permitted, even if shot is not offered.
- 4.5 Bye runners will be allowed, if there is injury to batsman.
- 4.6 Automatic Retirement: a batter must retire not out on reaching a personal score of 30 runs. The batter may complete all runs possible off the shot which takes her to or past the 30, e.g., if on 29 she then hits a boundary, the full score will be added, or if she is able to run additional runs past 30, they will also count. Batsmen who retire because of reaching or passing 30 runs will not be allowed to resume their innings.
- 4.7 If more than player reaches 30 and retired not out, the first player to reach 30 will be the player allowed to come back and play with the last batter.

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5. Fielding

- 5.1 The only field restriction applicable is 2:4 or 4:2. Meaning 2 onside and 4 offside or 4 onside and 2 offside. Violation of this rule will result in a no ball and batting team will be getting 1 extra run
- 5.2 No power play exists.
- 5.3 In situation where all stumps are knocked down and batsman are looking for run an extra run (in over throw situation), if there is possibility of run out again. Fielders have to fix stumps back in an upright position and then knock the stumps down again or carry one of the stumps together with the ball in hand. In case of spring stumps, entire set can be considered as a single stump.

6. CCL Specific rules

- 6.1 All entire 8 overs have to be bowled. Irrespective of the outs. If player 1 is out then again player 1 can only bat after player 7 gets out. Until then player 1 can't bat. As everyone in team has to get chance to bat.
- 6.2 On roster Teams can have 11 players
- 6.3 Only 8 players play a game
- 6.4 8 overs each side
- 6.5 All teams have to bowl full 8 overs
- 6.6 Even if the team gets out, they keep rotating as each player get more chances to bat until full 8 overs are bowled by opponents (will have more details on rules this rule)

7 Field Setup:

- 7.1 Boundaries Rules:
 - 7.1.1 Boundary: The distance from the center of the pitch would be around 100 feet.
 - 7.1.2 Boundary will be marked before the start of the game with cones
- 7.2 Pitch Dimensions:
 - 7.2.1 Pitch Length will be short: 44 ft instead of 66ft.
 - 7.2.2 Wide Mark: 3ft from middle stump (use of bat length is discontinued)
 - 7.2.3 Batting and Bowling (Popping) Crease: 4 ft (use of bat length is discontinued)
 - 7.2.4 Return Crease: 4ft from middle stump - (use of bat length is discontinued)

