

Commonwealth League Rules: 2019

The captains of both teams are responsible for ensuring:

1. League rules are understood by their players, and applied fairly
2. Use CricClub App for live scoring this will avoid all the extra work.
3. CricClubs: All scores (full scorecards, including bowling figures) must be entered in CricClubs by the Tuesday following the game. For example, if your game is on Sunday May 7, your scores must be entered by Tuesday, May 9 on CricClubs. Failure to do so will mean a forfeiture of points. If one team enters scores and the other doesn't, the team that enters scores is automatically awarded the victory, regardless of the result of the game played between the two sides.

Schedule:

4. Based on a randomized round robin system.
5. Teams will have opportunity to play min 14 games.
6. Rained out games count as a valid game
7. Team not showing up on game day or canceling on schedule will forfeit the game.

Ranking:

8. Based on winning Percentage basis.
9. NRR will break a ranking tie. NRR will be calculated based on ICC standards automatically in Cricclubs.

Playoffs & Promotion /Relegation System:

10. 22 team Group/Division will have 16 teams in Playoffs
11. 17 team Group/Division will have 8 teams in Playoffs
12. 14 team Group/Division will have 8 teams in Playoffs
13. Top 2 teams will be promoted to the higher Division at the end of the year. Bottom 2 teams will be relegated.
14. A player will need to play a minimum of 4 games to qualify for Playoffs. Rained out games will not count as a game played for a player – counted only if game is cancelled on the day of and umpire signs off on the player list by the captains.
15. Playoff format will be announced one week in advance. It will be a knockout system.
16. Tied game will have a super over in the playoff stage.

Clothing

17. External clothing should be white/Color cricket clothing (collared white/colored t-shirt, and white/colored cricket pants, no sweatpants allowed, no round neck t-shirts, no shorts, etc...)
18. The umpire will disallow anyone from entering the field of play who does not comply with clothing rules.

Registering Players & Playing XI

19. Players need to be registered on CricClubs with full name and photo which is clearly recognizable.
20. Each captain shall nominate 11 players ("Playing 11") in writing to the match official before the toss. No player (member of the playing eleven) may be changed after the nomination without the consent of the opposing captain.

21. Umpires will carry a blank sheet with them to every game, which each captain will fill in with their respective Playing 11 prior to the start of the game.
22. Playing 11 should be entered in Cricclubs before start of the season. New players can be added to the team's roster until July 22. After July 22, all teams will be locked in Cricclubs.
23. No new player or guest player can be added after July 22
24. If a player is not on CricClubs – then they are not allowed to play the game. Game will be considered to be forfeit if a player who is not registered on CricClubs plays the game. Please issue a protest and play the game. Report the incident to the league and we will look into it.
25. Player in a team cannot be playing in any other competitive league at the same time.
26. Player in a team cannot play in any other team within the Division of CCL.
27. Players in one Division can play in any other divisions within CCL.
28. A team can have a maximum of 3 players from other Divisions in total throughout the season. For example if on week 1 there are 3 players in a Morning Division team from other Divisions like South or afternoon divisions(Not from Premier or Division A), on week 2, the Morning Division team can only have those three players and not any other player. Players need to be registered in CCL and co-ordinator needs to be informed about those 3 players who are playing in 2 Divisions.
29. If you are a registered player in any of the other five official leagues in New York region you are not allowed to take part in any of the Commonwealth Cricket League game
 - a. New York Cricket League
 - b. Brooklyn league
 - c. American League
 - d. Metropolitan League
 - e. East American League
 - f. If a player from any of these leagues wants to leave that league and come to CCL, they need to notify both leagues before making the switch. Only 1 switch is allowed per player per season.
30. Players from the following leagues are allowed to play in Commonwealth Cricket League:
 - . Bangladesh Cricket League
 - a. World Series League
 - b. Kerala Cricket League
 - c. Long Island Premier League (Kamal's League)
 - d. New York National Cricket League
 - e. Leagues in NJ, CT & Regions other than NY

Start time:

31. Late arrival by one or both teams causing a delay of game will result in the loss of batting overs for the delaying team(s): one over for every 5-minutes of delay. However, matches may commence with fewer than eleven players (minimum 7 players) present without any reduction in batting overs.
32. Additionally, if a team does not have 7 players on the field at 10 mins before the start time, the opposition will be awarded the toss (and the late team will be docked overs, as applicable above).
33. 30 overs game cannot be played after 9 am.and 2 pm for Afternoon Games
34. Game can be started any time before 9 am (8 or 8.30 am) but game has to end 1.15 am (Hard end time) for morning teams

Pitch setup & toss:

35. Responsibility for setting up the pitch: Teams listed first on the schedule are the home team. The matting shall be set up by the home side in entirety 15 minutes before game time, for example if the game starts at 1:30PM, pitch should be ready to play no later than 1:15pm. The

league will provide nails for matting wherever possible, so they don't need to be changed in between the morning and afternoon games. But teams are asked to carry hosting equipment with them at all times. Both teams should carry set of stumps, nails, hammer, boundary flags/cones etc. The toss will be completed (in the presence of the officiating umpire) by 15 mins before the game.

36. If the umpire is late, the two captains can mutually agree on completing the toss, and starting the game without the presence of the umpire.

Game length:

37. Games must be 30 overs in length, not longer, not shorter (unless of course a team is bowled out in a shorter period, or a side chases down a total in fewer than 30 overs or in the event of rain during the second innings). Games must commence no later than 9 am for morning and 2 pm on Sunday, with the first innings completed no later than 11. 10 am for morning and 4:10 pm for afternoon , a 10 minute innings break, the second innings commenced no later than 11: 20 pm for Morning and 4:20 pm for afternoon , and completed by 7:00pm.

38. This time allotment already includes a 20 minute buffer when compared to ICC rules for over rates. There will be absolutely no further buffers allowed.

39. The umpire has discretion for docking overs for any offending parties.

40. Enforced over rates:

a. If the allotted overs are not completed within the specified time, the umpire has the option of reporting the captain of the offending team to the league coordinator. Repeated offences will lead to a ban of the offending captain for a number of games.

b. Umpires need to be vocal during the game if they foresee any time wasting on either the batting or bowling side

Bowler over-limit:

41. There will be a limit of six overs per bowler per innings (or pro rata for shortened games).

Fielding restrictions:

42. Fielding restrictions must be in place for the power play(12 overs for 35 over game or 8 overs for 30 over games or 6 for 25 overs game and 4 for 20 over games), with a clearly defined 30-yard inner circle in grounds that are large enough to accommodate the inner circle.

43. During the power play, up to 2 fielders will be allowed outside the inner circle

44. For the remaining overs, up to 5 fielders will be allowed outside the inner circle

44a No more than 5 players allowed to field on Leg side

Batting Time Out:

45. After the fall of a wicket or the retirement of a batsman, the incoming batsman must, unless in the case of a drinks break, be in position to take guard or for his partner to be ready to receive the next ball within 3 minutes of the dismissal or retirement. If this requirement is not met, the incoming batsman will be out, Timed out.

46. In the event of protracted delay in which no batsman comes to the wicket, the umpires shall adopt the procedure of MCC Law 21.3 (Umpires awarding a match). For the purposes of that Law the start of the action shall be taken as the expiry of the 3 minutes referred to above.

Playing games under protest:

47. All the games have to be completed, team walking out will lose the points. Inform umpire and other captain if you are playing under protest and once the game is completed send email to the coordinator, Lesly and umpire. Case will then be discussed and appropriate action will be taken. If coordinator is involved in the issue, then he will be no part of the case discussion.

No-balls for height:

48. For spinners and fast bowlers alike, a ball received on the full by a batsman in his normal stance, above waist height, shall be deemed a no-ball by the bowler's end umpire – especially if there is only one umpire – if there are two umpires then the square leg umpire may assist in the decision.

49. There will be a free hit for front foot no-balls only.

50. A ball that hits the stumps on the full is not automatically a no-ball. The umpire has to rule that the ball passed above the batsman's waist in his normal stance, and then dipped down to hit the stumps, in order for it to be called a no-ball.

Runners:

51. No runners shall be allowed for batsmen injured or hurt during or prior to a game

Rain delays:

52. In the event of rain delays, the number of overs to be played by each team will be determined by the captains. For shortened games, the team with the highest run rate (total runs/overs completed) wins the match. Each team must bat for a overs as mentioned below to be considered official (i.e., for win/loss points to be awarded).

1. MUST BAT 12 OVERS IN A 30 OVER GAME

2. 10 OVERS IF IT'S 25 OVERS

AND

3. 8 OVERS IF WE PLAY 20/20

AND

WINNER IS DECIDED BY RUN RATE.

WE DO NOT USE DUCKWORTH LEWIS

Throwing:

53. Law 24 of the MCC's "Laws of Cricket" Apply here. For a delivery to be fair in respect of the arm the ball must not be thrown. If, in the opinion of either umpire, the ball has been thrown, he shall call and signal No ball and, when the ball is dead, inform the other umpire of the reason for the call.

54. Given there will be two appointed umpires, the leg umpire will watch for throwing, and will report a suspect action to the umpire at the non-striker's end. Two offences in the same game will lead to a bowler being disallowed to continue to bowl.

55. Definition of fair delivery –

a. A ball is fairly delivered in respect of the arm if, once the bowler's arm has reached the level of the shoulder in the delivery swing, the elbow joint is not straightened partially or completely from that point until the ball has left the hand. This definition shall not debar a bowler from flexing or rotating the wrist in the delivery swing.

Mankads (or running a non-striker out before delivering a ball):

56. The bowler is permitted, before releasing the ball and provided he has not completed his usual delivery swing, to attempt to run out the non-striker.

Umpires Fees and Payment:

57. \$100 per umpire if there are two officiating umpires, \$60 if there is one officiating umpire.

58. Umpires need to be paid after the Toss and before the game begins.

Subs:

59. The substitute fielder shall only be permitted in cases of injury or illness...and should not include what is commonly referred to as a 'comfort break'.

60. The substitute fielder shall only be permitted if the player becomes injured after the playing XI is nominated at the start of the game.

61. The substitute may not bat, bowl, keep wickets or act as captain.

62. An injured player may return to the game if they have recovered. But they cannot immediately resume bowling (or batting if their team's innings commences while they are off the field). They will have to spend an equal amount of time on the field – as they spent off the field.

For example – If they are off the field for 5 overs – then they will have to return to the field for 5 overs before they can start bowling. If a batsman goes off the field for the last 5 overs of the first innings – he cannot start his innings in the first 5 overs.

63. If a batsman is retired out – but recovers later – can return to resume his innings.

64. Captain has to get umpire's permission to use the substitute.

65. The substitute would need to be registered member of the team on CricClubs.

66. Exceptions to the above rules are allowed under special circumstances if both the captains and umpires agree on it.

Discipline:

71. League is not liable for any physical altercations.

72. Teams are liable to be suspended for any acts of physical violence on or close to the field of play.

Teams are liable to serious penalties – if the rules are purposely violated. Penalties are at the discretion of the Division Coordinator and the League President

Fair Play Points (Applicable for Morning Division this year)

- Umpires will rate each teams based on the below Points
 1. Team On time in the ground
 2. Toss spun on time
 3. Game started on time.
 4. Team dressed properly: jersey's , pads etc
 5. Team behaves properly: No Fight , Sledging, swearing etc:
 6. Captain manages team properly(Not everyone is setting field or managing team)
 7. Team is using league Ball
 8. Game is completed on time
 9. Complying with Umpire
 10. Ground condition after the game.
- Umpire should send this points to coordinators

[illegible]