

Commonwealth Cricket League

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Team Management

The captains of both teams are responsible for ensuring:

1. League rules are understood by their players, and applied fairly
2. Use CricClubs App for live scoring this will avoid all the extra work.
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 July 12th, your scores must be entered by Tuesday, July 14th 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:

1. Based on a randomized round robin system.
2. Teams will have the opportunity to play min.(10,12 , 14 etc) games based on the teams in your division.
3. Rained out games count as a valid game and points will be split between the teams
4. Teams not showing up on game day or canceling on schedule will forfeit the game and lose the points.

Ranking:

1. Team rankings are based on Points .
2. NRR will break a ranking tie. NRR will be calculated based on ICC standards automatically in Cricclubs.

Playoffs & Promotion:

1. 22 team Group/Division will have 16 teams in Playoffs
2. 16-18 team Group/Division will have 8 teams in Playoffs
3. 14/15 team Group/Division will have 8 teams in Playoffs
4. Top 2 teams will be promoted to the higher Division at the end of the year. Bottom 2 teams will be relegated.
5. 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 the game is cancelled on the day of and the umpire signs off on the player list by the captains.
6. Playoff format will be announced one week in advance. It will be a knockout system.
7. A Tied game will have a super over in the playoff stage only.
8. Regular season ties will have both teams splitting points.

Clothing

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

Registering Players & Playing XI

1. Players need to be registered on CricClubs with a full name and photo which is clearly recognizable.
2. Rosters will be locked on 09/11/2021. After that date, no changes can be made to the team's rosters.
3. Players need to play a minimum of two games to be qualified for the playoffs. Abandoned games do not count in this category.

Start time:

1. 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.
2. Additionally, if a team does not have 7 players on the field at 15 mins before the start time, the opposition will be awarded the toss (and the late team will be docked overs, as applicable above).
4. Game can be started any time before 9 am (8 or 8.30 am) but game must end 1.15 am (hard end time) for morning teams

Pitch setup & toss:

1. 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 always asked to carry hosting equipment with them. Both teams should carry sets 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.
2. 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:

1. This is a T20; 20 over series.
2. Games must commence no later than 9 am for morning and 2 pm on Sunday, with the first innings completed no later than 11 am for morning and 4:10 pm for afternoon. With a 10-minute innings break, the second innings must commence no later than 11: 20 am for Morning and 4:20 pm for afternoon and be completed by 7:00pm.
3. 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.
4. The umpire has discretion for docking overs for any offending parties.
5. 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:

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

Fielding restrictions:

1. Fielding restrictions must be in place for the power play(10 overs for 35 over game or 8 overs for 30 over games or 7 for 25 overs game and 6 for 20 over games), with a clearly defined 30-yard inner circle in grounds that are large enough to accommodate the inner circle. During the power play, up to 2 fielders will be allowed outside the inner circle

2. If a fielder takes a catch on the boundary where their landing spot is in question, the umpire can request the fielder to stay there as the umpire can walk over to confirm if it is a legal catch and not outside the boundary.

3. If a team starts with less than 11 players, they need a minimum of 7 to take the field. They are still allowed two players outside the 30 yard circle during the power play. After the power play, four players are required to be inside the 30 yard circle at all times.

Batting Time Out:

1. 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.

2. 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:

1. All the games must be completed, and the team walking out will lose the points. Please inform the 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 the coordinator is involved in the issue, then he will be no part of the case discussion.

2. If a game is not completed for any reason, and a result is needed. Winners are identified using the Duckworth Lewis method (similar to Rain Delays, See Rain Delay 1.). Games also protested that are not forfeited, are to be finished with a result derived from Duckworth Lewis method.

No-balls for height:

1. 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.
2. There will be a free hit for front foot no-balls only, when there is one umpire.
3. 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:

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

Rain delays:

1. 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 we will use Duck worth lewis method to identify the winner. Each team must bat for a minimum of (12 overs for 30 over game , 10 overs for 25 over game and 5 overs for 20 overs game) for a game to be considered official (i.e., for win/loss points to be awarded).

Throwing:

1. 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.
2. 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.

3. 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.

4. If a ball legally delivered by the bowler lands outside the pitch (or matting surface where applicable), it will be ruled a wide by the umpire.

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

1. 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:

1. \$75 per umpire if there are two officiating umpires, \$50 if there is one officiating umpire for a 20 over game.

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

3. For Playoff games, the league will assign two umpires per game.

4. If a game starts and does not finish due to rain or stoppage, the umpires are still required to be paid.

Subs:

1. 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'.

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

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

4. 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.
5. If a batsman is retired out – but recovers later – can return to resume his innings.
6. Captain has to get the umpire's permission to use the substitute.
7. The substitute would need to be a registered member of the team on CricClubs.
8. Exceptions to the above rules are allowed under special circumstances if both the captains and umpires agree on it.

Discipline:

1. League is not liable for any physical altercations.
2. Teams are liable to be suspended for any acts of physical violence on or close to the field of play.
3. 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 team 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

- Coordinator will keep track of fair play points and for next season teams avg fair play point below 6 points are not eligible to play in Group A
- At the end of the season team with highest fair play points will be awarded

Waiver Form

All Teams participating must sign the waiver form and follow the guidelines provided by the State and the lead.

I acknowledge that I have read these rules and on behalf of my cricket team, accept these rules and will abide by it.

In the game the umpire's decision is final. Management decisions are the final decision.

Any team violating the above rules will be terminated.

Teams & Playoff Format

1. CCL 2021 regular Division structure and format of playoffs
2. The number 1 ranked team in each group moves along to the quarterfinals. Teams ranked 2 and 3 will play a qualifier, where the winner then moves into the playoffs.