

**(CCL) T20 Rules  
CCL Rules and Regulations**

**1. General Rules**

- 1.1. Umpires** are responsible for ensuring that the conduct of the match is strictly in accordance with ICC Laws and CCL rules & regulations. Umpires are sole judges of fair and unfair play, on the field. Umpires will make a final call on the fitness of ground, weather and light for game, before and during the game.
- 1.2. Captains** are always responsible for ensuring that play is conducted within the Spirit of the Game as well as within the Laws. Captains and team members are advised to refer CCL Code of Conduct document for penalties, fines etc. related to Code of Conduct.
- 1.3.** Max 15 minutes or before completion of 5 overs (whichever occurs first), delay allowed for players to be late for games (to be considered as regular players). After 15 minutes or after completion of 5 overs (whichever occurs first), players can only play as substitute, which can't bowl and can't bat. Player(s) can only field as substitute. UMPIRES NEED TO ENSURE SUBSTITUTE RULE IS FOLLOWED AND UMPIRE DECISION IS FINAL FOR SUBSTITUTE PLAYER(s). Same player can also be used for Sub Keeper and all sub keeper rules will be applicable in that scenario.
- 1.4.** If bowler disrupts bail on the bowler's side during delivery that ball is termed as a NO-BALL, provided bowler does not deliver the ball. Mankad can be applicable in this case too.
- 1.5.** NO-BALL stumping NOT ALLOWED. WIDE-BALL stumping is ALLOWED.
- 1.6.** Bouncer above shoulder height is a NO-BALL.
- 1.7. Free Hit, for Front-Foot No-Ball Only.**
- 1.8.** Mandatory ground requirements (Home team responsibility): Boundary rope, Inner circle in CCL is 25-yard circle, Scoreboard. Umpires should enforce it and make sure all Teams/Ground comply with this. Failing to do so should be reported back to CCL on case by case basis.
- 1.9.** In case of any confusion, conflict or interpretation of the Rules is required during a game; any one of Executive committee members can be contacted to resolve it. EC's Decision will be final. EC contact details will be provided on the CCL website in case if it is required. Umpires should be consulted in any scenarios first, their decision should be final, if umpires are not sure, and EC should be contacted as the last option.
- 1.10 Umpires should go through the rules before start of CCL games with captains. Also they should make sure to inspect the markings of the Batting Crease and Wide ball guide lines.
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- 1.12 The bowler's end umpire makes final decision and umpires word is final.

**2. Game Start Timings**

Match Type	First Innings	Interval <i>* In reduced over matches, the interval will be cut to 10 minutes</i>	Second Innings
T20 –Morning	10.00 am-11:30 am	11.30 am-11.45 am	11:45 am-1:15 pm *(1.45 PM Cutoff)
T20 – Afternoon	2:00 pm – 3:30 pm	3:30 pm-3:45 pm	3:45 pm – 5:15 pm *(5.45 PM cutoff)

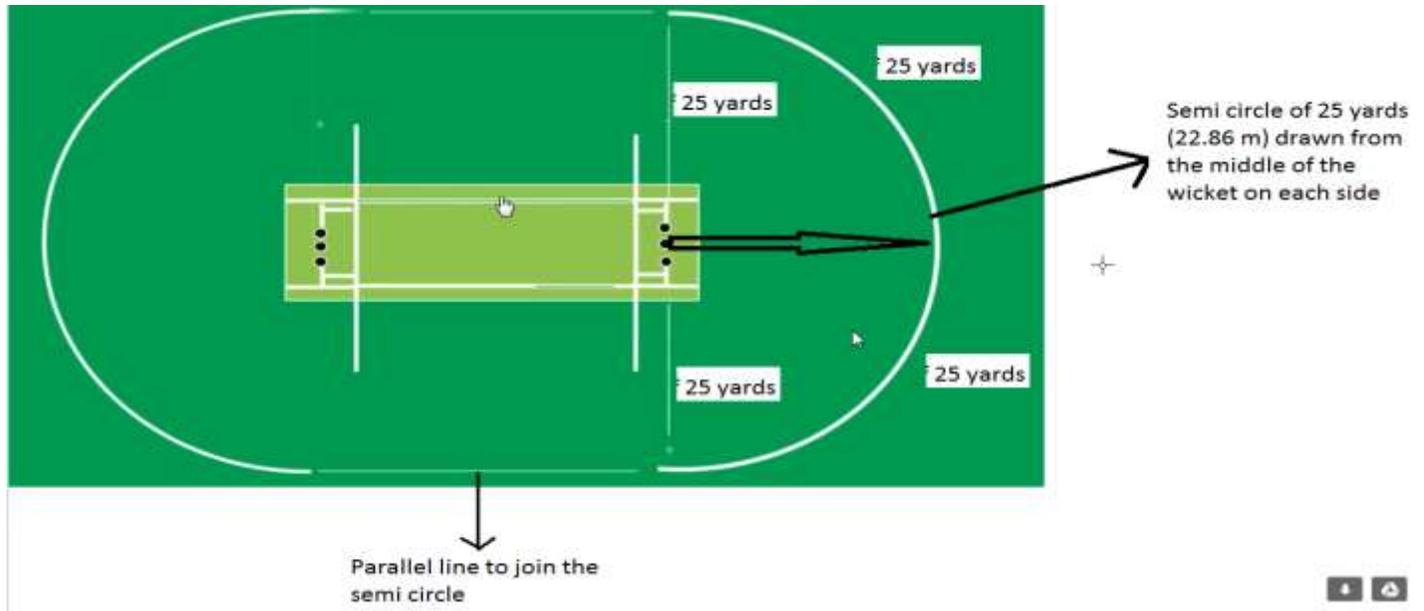
**\* In reduced over matches, the interval will be cut to 10 minutes**

**\*\*\*For T20, 30 minutes to 45 minutes is enough time to wait and see if rain affected game can start or not? Finally it is umpires call and player safety is a primary concern umpires must consider before deciding to start or call-off a rain affected game.**

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\*\*\* For T20 ONLY: If a T20 game starts late due to rain, and there is a possibility of 10 overs for each side to complete after rain, then each team can play 10 overs each, to constitute a T20 game. Umpires to make a call on playing condition giving players safety prime importance.

### 3. Inner Circle



### 4. T20

- 4.1 One innings per side; each innings limited to a maximum of 20 overs. Please note that each team has 1 hour and 30 minutes (90 minutes in all) to complete their quota of 20 overs.
- 4.2 Implement the time restrictions as per set rules. There are no breaks after 10 overs in T20.
- 4.3 If first game is delayed (due to rain), and cannot finish before 1.45 PM, use new **D/L App** to finish game before 1.45 PM.
- 4.4 If first game is starting late (due to ground not ready), CUT HOME TEAMS OVERS (First game home team).
- 4.5 Second Game must start at 2.00 pm.
- 4.6 In case of super over, once game is finished, 15 mins should be imposed to get the result through super over, next game will be pushed beyond 15 mins.
- 4.7 Only first 6 overs of the match will be a "Power Play". Only 2 fielders are allowed outside the inner circle
- 4.8 After the first 6 overs, 4 fielders (excluding the keeper/bowler) must be inside the inner circle all the times.
- 4.9 If this rule is not observed the Umpire shall call a no-ball and 1 run will be awarded to the batting team + any runs scored with bat.

### 5. Super Over Scenario in case of a Tied game

- 5.1 Match Result- TIE: Super Over has been approved FOR ALL FORMATS in CCL.
- 5.2 In the case of a completed match resulting in a tie, a "Super Over" will be played which will decide the winner
- 5.3 Each team bats one over under the same restrictions as for the final over in a normal match.
- 5.4 The team batting second in the main match will bat first in the Super Over.
- 5.5 In both innings, the fielding side chooses from which end to bowl (applicable only if main game was being played from both ends).

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- 5.6 Each side has three nominated batsmen and selects one bowler, meaning that the loss of two wickets ends the Super Over. This list should be provided to the umpires before start of the Super Over. The side with the higher score from their Super Over wins.
- 5.7 In the event of a tie in Super Over, the team with the most number of boundaries combined from the main match AND the Super Over is the winner.

### 6. Rain Rules

- 6.1 Minimum Second innings over reduction to make a T20 game would be 50%.
- 6.2 If game is reduced to 50% of the total overs, then in case of Rain, second innings must have 50% of total overs to make a game. 50% for T20 is 10 overs.
- 6.3 **\*\*\*For T20, 30 minutes to 45 minutes is enough time to wait and see if rain affected game can start or not? Finally it is umpires call and player safety is a primary concern umpires must consider before deciding to start or call-off a rain affected game.**
- 6.4 **\*\*\* For T20 ONLY: If a T20 game starts late due to rain, and there is a possibility of 10 overs for each side to complete after rain, then each team can play 10 overs each, to constitute a T20 game. Umpires to make a call on playing condition giving players safety prime importance. Minimum overs for T20 that each team needs to face is 10 overs each, unless batting team concludes its innings(all out), before 10 overs are completed.**
- 6.5 **In 10 overs match there can't be any more reduction, like 50% overs in second inning. Match is already reduced to 10 overs. 10 overs are minimum for T20 overs to constitute a match.**

### 7. T20 ONLY (New rule for 2018)

- 7.1 During second innings, if game is stopped due to rain and cannot continue further, then the completion of 10 overs for that match will constitute a game.
- 7.2 If game is reduced after completion of first innings, then 10 overs are mandatory for completion of that T20 game to determine winner.
- 7.3 If second innings of 10 over are not feasible due to rain/ground conditions, then the game will be termed as washout.
- 7.4 Teams are advised to refer **DL APP** to understand the revised target till 10 overs. Wickets, scores etc. come in picture and **DL APP** will help in revised information.
- 7.5 In case of overnight rain delaying the start of first match on time, care should be taken not to affect the start time of second game. In case of delayed start for first game, reducing the total overs from first game to ensure game completes on schedule should be applied. **Note: Please see the T20 section above for further details.**
- 7.6 Game that does not start before 90 mins of scheduled time would be considered washout irrespective of second game on same ground or not.
- 7.7 **NEW:** If home team delays ground preparation, then visiting team is advised to wait for 60 minutes, for the game to start. If game doesn't start within 60 minutes of scheduled start time, then away team will be awarded the game and home team gets no points for delaying game's start time by an hour.
- 7.8 **Notes:** Pre-QF and QF will be held during the weekend of April 14th/15th. There will be no reserve day for Pre-QF and QF. Higher seed will qualify for to next round in case of wash out. Semi Finals will be held on April 21st. Reserve day for the SF will be April 22nd and April 28th. If April 28th is a washout, higher seed will go to finals. Finals will take place on April 22nd. Reserve day for the Finals will be April 28th and 29th. If SF moves to April 28th, Finals will be on April 29th with May 2nd and 3rd being reserve days. If there is any clash with 30/35 schedule, scheduling committee will fix that for the affected teams.

### 8. Recommendations for Umpires

## (CCL) T20 Rules

- 8.1 Umpires Dress code: Umpires are required to wear white polo t-shirts and black pants along with shoes for umpiring assignments. **Captains are encouraged to report back to CCL EC in case of any discrepancy if this rule is not followed.**
- 8.2 Umpires will be held to a higher standard of professionalism, they should not engage in phone conversations during the games. Obvious exceptions are family and work emergencies. **Captains are encouraged to report back to CCL EC in case of any discrepancy if this rule is not followed.**
- 8.3 No smoking allowed while officiating a game.
- 8.4 Umpires are responsible to conduct toss 15 minutes before the start time.
- 8.5 Regular season umpire(s) coming late to game: 30 minutes after scheduled start of game-time will be termed as late.
- 8.6 Umpires should have a copy/printout of CCL T20 rules to help them in case of uncertainties. This is a mandatory document to have for umpires.

## 9. 2018 NEW Rules

- 9.1 ICC Law 41.16 has changed so that the non-striker risks being Run-out if he/she leaves his/her ground before the bowler would normally be expected to release the ball. **This is Mankad rule and CCL has agreed that bowler can run out a non-striker anytime. No need to complete the action.**
- 9.2 ICC Law 21.7 **Ball bouncing more than once, rolling along the ground or pitching off the pitch**, the umpire shall call and signal **No ball** if a ball which he/she considers to have been delivered, without having previously touched bat or person of the striker, bounces more than once or rolls along the ground before it reaches the popping crease  
or - pitches wholly or partially off the pitch as defined in Law 6.1 (Area of pitch) before it reaches the line of the striker's wicket. When a non-turf pitch is being used, this will apply to any ball that wholly or partially pitches off the artificial surface.