



Carolina Cricket League T30/35 Rules & Regulations





CCL T30 & T35 Rules & Regulations

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1. The Laws of Cricket

The 2000 Code of the Laws of Cricket, as amended May, 2003, will be the default regulations governing play in the CCL on any points not covered by the following League regulations. Please refer 2000 Code of the Laws of Cricket, as amended May, 2003, for complete rules and regulations along with certain exceptions as mentioned below following AGM approvals or BOD's approval on a regular basis.

2. Exceptions to new Laws in the 2014 Code

2.1 The 2014 Code of the Laws of Cricket includes more stringent regulations against unfair gloves used by the wicket-keeper. Of particular importance is a new requirement that the webbing between thumb and index finger is for support only and not form a pouch when the hand is extended that might unfairly assist in making a catch. Recognizing the cost of gear, the CCL will not enforce this rule for CCL play in the 2014 season, but umpires are asked to report non-compliant gloves to the Umpiring Committee so that we will know the extent of the problem. Teams are expected to bear this new Law in mind when purchasing new equipment and to prepare for the future time when this Law will be enforced.

2.2 The new Laws do not allow the marking of a boundary with objects at separated points like flags or cones. The markers should be a continuous item like a rope with a thick diameter of at least 1”.

2.3 The new Laws require the use of two scorers at all times. While this is highly desirable and to be encouraged (see Section 7.1), the CCL requires only one scorer.

2.4 Underarm bowling is not allowed. A delivery shall be considered underarm if the ball does not reach the level of the bowler's shoulder during the delivery swing. In the event of an underarm delivery the umpire shall call and signal No ball under Law 24.1(a).

3. The Board of Directors, Executive Committee and Disciplinary Committee

3.1 The Board of Directors and Executive Committee (EC) of the CCL are constituted as specified in the Constitution and By-Laws of the CCL. If any reports are received requiring the attention of a Disciplinary Committee, one will be appointed by the Executive Committee as described in that document and in the League's written policies. These governing bodies and committees are responsible for ensuring that the conduct of all participants in CCL matches adheres both to the letter of the Laws and regulations and to the Spirit of the Game.

3.2 A Disciplinary Committee will normally be appointed by the Executive Committee in response to a report received from an umpire, a team captain, or a member of the Board of Directors or Executive Committee. However, the Executive Committee are empowered to appoint a Disciplinary Committee at any time they judge it necessary.

4. The Umpire(s) -- See also Appendix A

4.1 To the extent possible the League will schedule two umpires, who are not affiliated with the teams playing, for each match. These umpires will be scheduled by naming two umpires, by naming a League team that must provide two umpires, or by naming one umpire and naming a team to provide the other umpire. Teams who are assigned to provide umpires may agree among themselves to swap assignments, provided that 1) the change is made in good time (preferably several weeks before the matches affected); 2) the teams playing in the matches agree to the change; and 3) notice is given to the Executive Committee and after Executive Committee approves such requests. If there is only one appointed umpire present for the match, he will stand at the bowler's end throughout the match unless the captains agree otherwise before the toss for innings. In this case an umpire at the



striker's end will normally be provided by the batting side, but the captains may agree upon a second non playing umpire if one is available. All non-playing umpires are expected to umpire for the entire match.

4.2 If two umpires officiate in matches who are not affiliated with either of the teams playing, they will normally alternate overs standing at the bowlers' end unless the umpires and the captains agree otherwise before the toss for innings.

4.3 Throughout these regulations, unless the context makes it clear otherwise, the word "umpires" in the plural refers to the umpires scheduled for the match who are not affiliated with either team playing. If there is only one such umpire, the word applies only to him. The word "umpire(s)" refers to any umpires participating in a match.

4.4 Umpires shall wear appropriate umpiring clothing, which at a minimum shall be white shirt and dark trousers, preferable black. The use of colored clothing with a red ball is not permitted.

4.5 The umpires are responsible for ensuring that the conduct of the match is strictly in accordance with the Laws and these regulations. They shall be the sole judges of fair and unfair play.

4.6 The umpires will be the final judges of the fitness of ground, weather and light for play, as prescribed in Law 3, Sections 8-10, of the Laws of Cricket.

4.7 When no neutral umpire appears for a match, the captains are expected to arrange between them for officiating the match. Lack of umpires is not a justification for declaring a draw or rescheduling a match. It is expected that with good will and common sense in the Spirit of the Game it will be possible to play the match and arrive at a result. In questions of the fitness of ground, weather and light the captains will use a common-sense approach and agree between them on the proper course of action. If the captains are unable to reach agreement on any matter of importance it may be necessary to refer the matter to the Executive Committee, but the first priority of the captains should be to complete the match and reach a result on the field whenever possible.

4.8 Umpire(s) must have played minimum 5 CCL games (Combined T20 or T30/35).

4.9 \$50 fee will be assessed per umpire, per game, for not wearing CCL UMPIRE attire.

5. The Captain(s)

The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws. Players serving as captains must understand that they are responsible both for their own actions and for those of their teams. Captains are expected to assist the umpires by intervening when one of their players fails to comply with the instructions of an umpire(s), criticizes the umpires' decisions by word or action, shows dissent, or generally behaves in a manner that might bring the game into disrepute. Captains have the right to represent their teams by asking questions of the umpires about their decisions. However, these questions should be for obtaining information about the decisions, not for opening arguments about them. Questions should be posed at a time when they do not waste time in the match; in particular, the captain of the batting side should not come on the field of play and interrupt the match to ask questions.

6. The Player(s)

6.1 Each captain shall write down a list of his eleven (or fewer) players and 12th Man (more if available) before the toss for innings and bring that list to the pre-match conference for the inspection of the other captain and the umpires. This list cannot be changed after the conference without the consent of the other captain up until the



Toss. Player List cannot be changed under any circumstances after the Toss. After the conference the list should be given to the scorer to assist him in his duties.

Minimum eight players are required to start the match and within 5 overs or 30 minutes (whichever occurs first) limit to let the other player(s) join the game, provided they cannot bat or bowl until after they wait for 5 more overs.

6.2 A player not on the Playing eleven list provided by his captain may not bat, bowl, **CAN BE SUB-WICKETKEEPER**, although he may otherwise substitute for a missing player as allowed by the Laws of Cricket.

Sub Wicketkeeper rule clarifications

Team can have any number of players for the roster who should be eligible for WK.

Sub WK can only be one of the players who is on the roster and present on the field before 5 overs or 15 minutes, when first inning starts.

Sub WK will only be in when one of the playing 11, who is wicket keeping at that time, is injured and umpires consider the injury a genuine one and approve the Sub Wk.

Once Sub WK is in, the injured WK, who was wicket keeping at that time, must leave the ground.

If anyone of playing 11 is/was wicket keeping during the match and decides not to keep and stays on the field, then sub WK cannot be called in for WK, at that point only one out of playing 11 will be allowed to WK.

6.3 If a team knowingly uses a player who has been suspended from CCL play or who is ineligible to play for that team, either under rule 6.5 below or otherwise, that team will pay a \$200 fine to the League and forfeit all matches in which the suspended player was used.

6.4 Teams shall maintain an updated roster of players by entry into the League website. All players nominated by a team to play in a match should have been previously entered as members of that team on the website. When for good reason this has not been possible, the captain of the team shall inform the umpires of any nominated player who is not on the website roster for that team, and the umpires shall inform the Executive Committee.

6.5 A player who is a member of any CCL club may change his membership to another club, but cannot thereafter return to his original club during the same season or join any other CCL club in the same season. A player who is a member of one club may not be one of the 11 nominated players in a match for another club without changing his membership. A player who is a member of one club may not be a substitute for another club without the consent of the opposing captain.

6.6 If a player changes club membership during the regular season as in 6.5, he must have played at least 6 matches as one of the 11 nominated players for his new club during the regular season to be eligible to play for that club in the playoffs. If he has not changed club membership during the regular season, he will be eligible to play for his club in the playoffs if he has played at least 6 matches as one of the 11 nominated players for that club during the regular season. A player cannot play for any club in the playoffs other than the one with which he ended the regular season. All of the six or eight qualifying matches must be completed matches with a result, not draws or abandoned matches. "Played" means that the player was nominated as a member of the side according to the Laws of Cricket and 6.1 above, his name was furnished to the other captain and the umpires before the match, and he was listed in the scorecard furnished to the League website after the match. A transferred player to the new team cannot rejoin back to the parent team until 12 months since the day he abandons the parent team for the new team.

6.7 Nominated players shall wear white shirts and white long trousers on the field of play while participating in a match. The umpires will determine compliance with this rule; Small manufacturer's logos or team logos will be permitted; the backs of players' shirts may carry team names, player names or numbers, or sponsor information.



The opposing captain may give his permission for exceptions to this rule to be made for batsmen and fielders, but in no case shall a bowler be allowed to dress contrary to this rule. The umpires shall ensure that no unfair advantage is gained if a substitute is not wearing white clothing. During the playoffs all players must wear white clothing and no exceptions will be allowed, even with the consent of the opposing captain.

All teams are expected to wear white pads while batting or keepers are expected to wear white pads while keeping.
*white clothing is the expected cricket clothing in CCL.

6.8 Clarification of Substitution Rules:

ICC Law 24.1 Substitute fielders: (Just for reference, CCL Substitute Rules Below):

24.1.1 The umpires shall allow a substitute fielder.

- 24.1.1.1 If they are satisfied that a fielder has been injured or become ill and that this occurred during the match, or
- 24.1.1.2 for any other wholly acceptable reason.
- **In all other circumstances, a substitute is not allowed.**
- 24.1.2 A substitute shall not bowl or act as captain but may act as wicket-keeper only with the consent of the umpires. **Refer Sub Wicket Keeper rules.**
- 24.1.3 A nominated player may bowl or field even though a substitute has previously acted for him/her, subject to 24.2, 24.3 and Law 42.4 (Level 3 offences and action by umpires).
- 24.2 Fielder absent or leaving the field of play
- 24.2.1 A player going briefly outside the boundary while carrying out any duties as a fielder is not absent from the field of play nor, for the purposes of this Law, is he/she to be regarded as having left the field of play.
- 24.2.2 If a fielder fails to take the field at the start of play or at any later time, or leaves the field during play,
- 24.2.2.1 An umpire shall be informed of the reason for this absence.
- 24.2.2.2 he/she shall not thereafter come on to the field of play during a session of play without the consent of the umpire.
- 24.3 Penalty time not incurred
- A nominated player's absence will not incur Penalty time if,
- **24.3.1 he/she has suffered an external blow during the match and, as a result, has justifiably left the field or is unable to take the field.**
- 24.3.2 In the opinion of the umpires, the player has been absent or has left the field for other wholly acceptable reasons, which shall not include illness or internal injury.
- 24.4 Player returning without permission
- If a player comes on to the field of play in contravention of 24.2.2 and comes into contact with the ball while it is in play, the ball shall immediately become dead.
 - The umpire shall award 5 Penalty runs to the batting side.
 - Runs completed by the batsmen shall be scored together with the run in progress if they had already crossed at the instant of the offence.
 - The ball shall not count as one of the over.
 - The umpire shall inform the other umpire, the captain of the fielding side, the batsmen and, as soon as practicable, the captain of the batting side of the reason for this action.



CCL Substitute Rules:

- **UMPIRES MAKE FINAL CALL TO ALLOW SUBSTITUTE FIELDER(S) OR NOT.**
Unless the player is injured during the play, meaning player had an external injury during batting or bowling, a substitute cannot be used for a longer period of time (exception: work/family emergencies).
- If a player, for valid reason (injury, emergency), is not planning to return, then the substitute fielder should have been nominated before start of play and that substitute player should have been present when play started or arrived before 5 overs or 15 minutes are completed.
- For external injury UMPIRES can determine if a substitute is warranted for a longer period or a player can play with couple of overs rest. Umpires call.
Captains cannot pressure umpires to allow a player as a substitute player or not.
- Umpires should NOT allow more than one substitute.
- Teams cannot be substituting every over and giving players a break. That is not in the spirit of the game and teams are not being fair. Umpires need to ensure teams are NOT taking undue advantage of substitute provision. **Umpires SHOULD NOT ALLOW THESE SUBSTITUTIONS AT ALL.**

6.9 Leg Before Wicket (LBW)

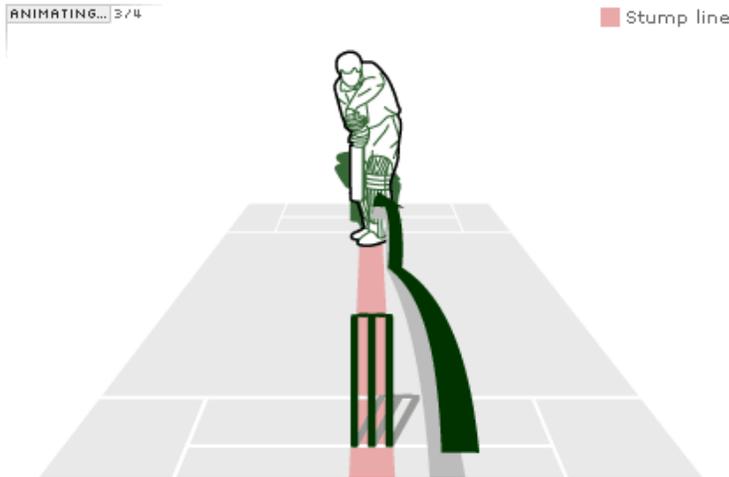
ICC Law 36.1 Out LBW

- The striker is out LBW if all the circumstances set out in 36.1.1 to 36.1.5 apply.
- 36.1.1 The bowler delivers a ball, not being a No ball
- 36.1.2 the ball, if it is not intercepted full-pitch, pitches in line between wicket and wicket or on the **off side of the striker's wicket**
- 36.1.3 the ball not having previously touched his/her bat, the striker intercepts the ball, either full-pitch or after pitching, with any part of his/her person
- 36.1.4 the point of impact, even if above the level of the bails, either is between wicket and wicket or if the striker has made no genuine attempt to play the ball with the bat, is between wicket and wicket or outside the line of the off stump.
- 36.1.5 but for the interception, the ball would have hit the wicket.
- 36.2 Interception of the ball
- 36.2.1 In assessing points in 36.1.3, 36.1.4 and 36.1.5, only the first interception is to be considered.
- 36.2.2 In assessing point 36.1.3, if the ball makes contact with the striker's person and bat simultaneously, this shall be considered as the ball having first touched the bat.
- 36.2.3 In assessing point 36.1.5, it is to be assumed that the path of the ball before interception would have continued after interception, irrespective of whether the ball might have pitched subsequently or not.
- 36.3 Off side of wicket
- The off side of the striker's wicket shall be determined by the striker's stance at the moment the ball comes into play for that delivery.



Clarification:

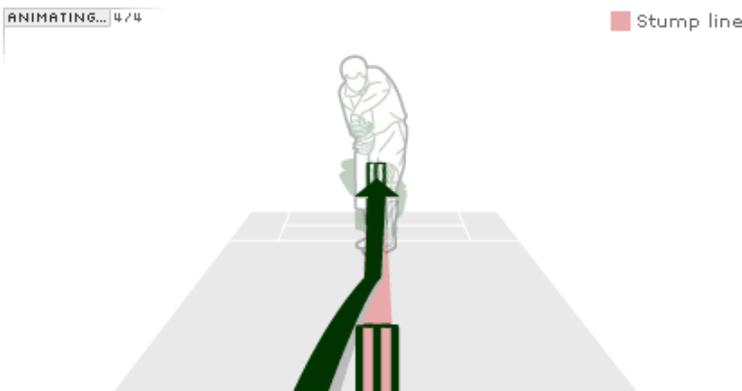
Not out LBW: Ball pitches outside leg stump



The most important factor when an umpire considers an lbw decision is whether the ball pitched outside leg stump.

If the ball lands outside the line of leg stump, the batsman cannot be given out - even if the ball would have gone on to hit the stumps.

LBW: Batsman is out



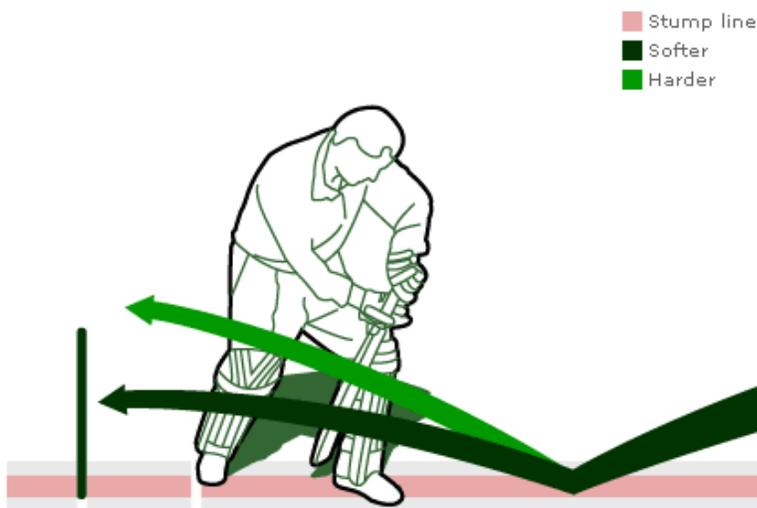
In this situation, the ball has pitched on the stumps and has struck the batsman on the pads in front of the wicket.

The ball has not pitched outside the line of leg stump.

And it has not struck the batsman outside the line of off stump.

Therefore the umpire should give the batsman out.

LBW: Height of the ball's bounce



Each pitch tends to have its own idiosyncrasies which must also be taken into account by the umpire.

Some are faster, harder and bouncier than others, which means the ball will bounce higher than on a slower pitch.

In those circumstances, the umpire must decide whether the ball would have gone over the stumps after striking the pad.



The umpire must also consider four other variables:

- The height of the ball's bounce
- Swing and spin of the ball
- Where the ball hit the pad
- Whether the batsman is attempting to play a stroke

Note: Umpires decision is final and all players should respect umpires decision at all times during CCL games.

7. The Scorers

7.1 Each club shall provide or arrange for a scorer to keep score at least during their own innings. If each side can provide a scorer for the entire match that is preferable, and in that case the two scorers should sit together and consult frequently to ensure that their scores agree.

7.2 The scorers shall accept and acknowledge all signals given to them by an umpire, who should not allow play to continue until he receives acknowledgment of his signals. Scorers should update scoreboard and provide Score to the Umpires at the end of every over

8. The Clubs

Each club in the League shall supply the League with current contact information (telephone and email address) for at least one member (preferably the captain) who can be contacted in the week before a match by the other side to make arrangements for the match. This contact information will be maintained on the CCL website and should always be kept current. It is essential that teams be able to contact each other before a match and that the contact person take the responsibility for keeping contact open if he must leave town or otherwise be unavailable.

9. Starting of Matches

9.1 League matches will normally begin at 10:00 a.m. unless restrictions on the use of the ground require a different start time. The captains may agree to change the starting time of a match with Umpires' consent; if this is done before arrival at the field the umpires should be notified of the change in starting time so that they can time their arrivals accordingly. Matches should not be scheduled so late in the day that there is a foreseeable danger of failing light at the end of play; if a match is so scheduled anyway the umpires should take this agreement into consideration when considering the fitness of light for play. Matches may not be re-scheduled otherwise without the agreement of the Executive Committee that there is a compelling reason for the change.

9.2 When conditions of ground, weather or light make it evident well before the scheduled starting time that play will not be possible, it is important to avoid needless travel by teams from other cities to attend a match that cannot take place. It is the responsibility of the home team to communicate with the visiting team when conditions are doubtful, so that an agreement not to play the match, Note Section 4.6; captains should not agree to a draw without consulting the umpires, when possible. If it is not possible to consult the umpires in making this decision, the umpires should be notified as soon as possible afterwards of any agreed cancellation or rescheduling.

9.3 Mandatory - Toss and decision should be made 15 minutes before start of the game. Decision should be immediately after toss and in case toss winning captain cannot make a decision, option goes to losing captain. Captains are not allowed to go back and discuss.

9.4 First ball should be bowled at 10:00am (T30-35 games). If the game does not start on time then side delaying



the game will lose 1 over for every 10 minutes (they will still have to bowl stipulated overs but will get only reduced overs to bat) along with fine stipulated per violation. For all calculation purposes (if game starts with less than 11 players) original start time of game is taken into account. Remaining players have to come within 5 overs or 30 mins whichever happens first.

9.5 Game will be declared forfeit if game does not start within 60 mins of start time.

9.6 Opposition captain/Umpire are responsible to ensure start times are maintained; EC will not encourage post games disciplinary actions if rules are not followed during game (if umpire/captain fail to raise the issue before start of game...then they cannot complain action after game has ended)

9.7 Captains/Umpire can contact EC/Rules committee in case of dis-agreement before start of game.

9.8 Umpires not showing up on time will result in mandatory -2 points from their league rankings. Umpires need to toss 15 minutes before game start time. Meaning: Umpires need to reach ground 30 minutes before start time to inspect ground and toss 15 minutes before start time.

10.0 Length of Matches

10.1 Matches will consist of one innings per side and each innings will be limited to 20/30/35 six-ball overs based on match type. This number of overs requirement for a complete match may not be reduced, except as is permitted in 10.2 below and Section 25.5. No bowler shall bowl more than 4/6/7 overs in an innings for 20/30/35 over matches. Declarations will not be allowed.

10.2 If unsuitable or unreasonable conditions of ground, weather or light delay the beginning of a match, the captains of the two teams playing may agree to reduce the number of overs to one over for every 15 minutes for each side. Reduction to any other number of overs is not allowed; all CCL matches must be agreed as either 35-over or 30-over matches. This agreement may be made only before the start of the match and only for delays caused by unfitness of the ground, weather, or light for play. Once a match has begun, no reduction of overs is permitted except as described in Section 25.5. If the number of overs is reduced under this provision, no bowler shall be allowed to bowl more than 5 overs in an innings.

10.3 Game timings:

A Time line for a 35/30 over games is suggested here, based on a rate of 12 overs per hour or an average of 5 min. This time line is to be used as a guideline by umpires to conduct the games.

- Toss: 9:45am (15 minutes before the starting time)
- First Innings (35 overs): 10:00am to 1:05pm (5 minutes per over plus one 5 min drinks break);
Lunch break 30 mins
- First Innings (30 overs): 10:00am to 12:35pm (5 minutes per over plus one 5 min drinks break);
Lunch break 30 mins
- On severe hot days 1 more drinks break can be added with consent of umpires/captains

11. Balls for Matches

League matches must use the CCL-approved ball in the regular season and in the playoffs. Clubs will obtain the balls from the League to be used in matches and practices. Teams should bring spare balls in varying conditions to matches so that in the event of a ball becoming lost or unfit for play a suitable replacement can be made without wasting time.



12. Preparation of the Pitch, Outfield, and Boundaries

12.1 It is the responsibility of the home team to schedule the availability of the field and ensure that the pitch, outfield, and boundaries are prepared before the time scheduled for the start of the match. This should normally be done before the toss for innings and Home team captain must share the boundary lines with opposing captain and umpires to avoid any discrepancy. In all cases if ball hits any tree or pole located inside the boundary line, it is considered a boundary (In the air should be called six and on the ground should be called a Four).

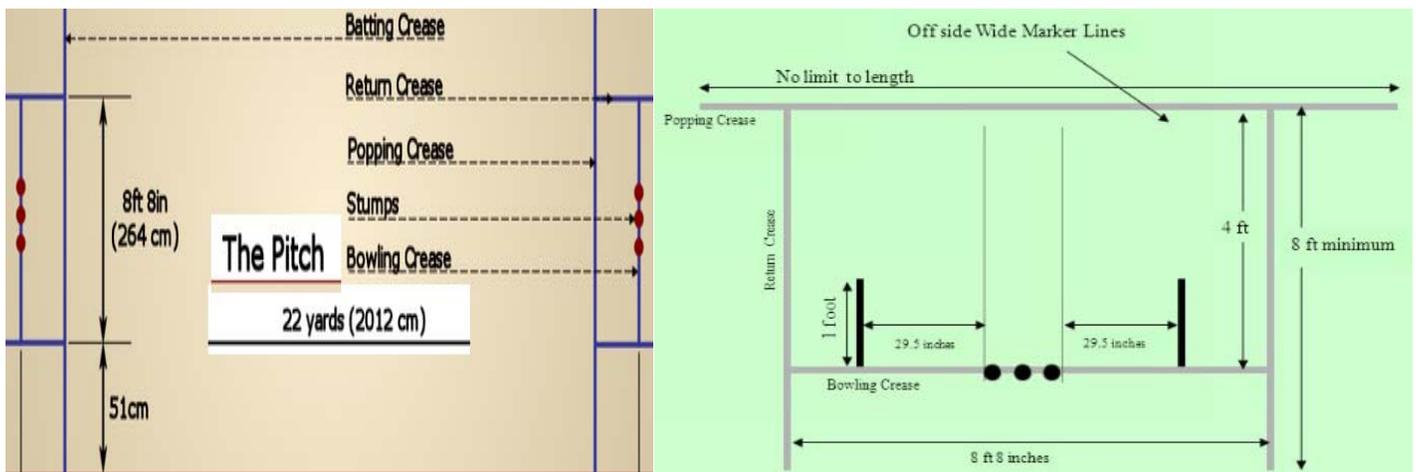
When two home teams share the same field the teams should agree on a division of responsibilities before the day of the match. Pitches must conform to the standards established by the League, as follows:

12.1a If a clay base is used, it must be covered with a mat for play. The base must be rolled and levelled to eliminate uneven bounce, and the base must be maintained in such a way that it is not adversely affected by rainy weather: either the pitch should be covered at all times protection is needed from the elements, or it should be well-drained enough not to need permanent protection.

12.1b If a concrete base is used, it should provide even bounce and be covered with carpeting or matting for play.

12.1c If a grass base is used, a Flex pitch must be used on the grass and it must be rolled.

12.2 Bowling, popping and return creases should be marked at each end of the pitch according to the specifications given in the Laws of Cricket, Law 9 and Appendix B. In addition, as a guideline to the umpires for the calling of wides on the offside there shall be two additional crease markings at each end whose inside edges shall be 17 inches inside the return creases. Whenever possible the boundary of the field of play should be marked with a painted line or a rope. A fielding restriction area should be marked as specified in Section 21 below. It is the responsibility of the umpires to ensure that the creases, boundaries and fielding restriction area are properly marked and the wickets properly pitched.



12.3 A scoreboard should be at the grounds for every CCL match. Failure to display Scoreboard will result in \$50 Penalty per game.

12.4 Batting and bowling practice are not allowed on the pitch between the arrival of the umpires and the end of the match, unless the umpires give permission. Captains are expected to assist the umpires in enforcing this rule.

12.5 When conditions of ground, weather or light cause a delay in the start of play or an interruption to play in progress, and the umpires have not agreed that the match should be drawn, players are expected to follow the



instructions of the umpires in protecting the field and pitch and making them suitable for play. Captains are expected to assist the umpires in enforcing this rule.

A \$50 fine/fee will be assessed per game, to home team, for not abiding CCL ground preparation rules ((30 yard marking, Boundary rope, Scoreboard).

13. The Pre-Match Conference

13.1 The umpires and captains will meet for a conference on the pitch no later than 15 minutes before the time agreed upon for the match to start. If the start of the match is delayed because of the unfitness of ground, weather or light, or because of the late arrival of players, the conference shall take place no later than 15 minutes before the time play is expected to begin. The absence of a captain should not delay this conference if a deputy is available to act for him.

13.2 During the pre-match conference the captains shall toss for innings 15 minutes prior to start of the match and present their lists of players; they shall also reach agreement with the umpires on the matters covered in Law 3.3: the balls to be used during the match, the times and durations of intervals for meals and times for drinks intervals, the boundary of the field of play and allowances for boundaries, and any special conditions of play affecting the conduct of the match.

Boundary Rope, Scoreboard and 25 yard circle marked with cones are mandatory for all CCL Matches. If teams fail to adhere to AGM agreed rules, each infraction will be penalized with \$50 fine.

13.3 After the toss for innings the captain winning the toss shall immediately notify the other captain of his intention to bat or bowl. Failure of immediate decision to bat/bowl by the winning captain will result in opposing team getting the opportunity (As if opposing captain won the toss).

14. Late Arrival of Players

14.1 Captains, players, and umpires should always make serious efforts to begin a match on time. However, it is also expected that each captain will adhere to the Spirit of the Laws and be willing to make reasonable accommodations when the other side is not ready to play at the appointed time. We are not professionals and sometimes things happen. If a team fails to be prepared to begin a match at the scheduled time, that is time-wasting and can be reported as illegal time-wasting by the umpires, as described in Section 15.1, even if that team starts play in time to avoid a forfeit.

15. Forfeiture before the Start of Play

15.1 It is expected that in the Spirit of the Game teams will always prefer to play a match and achieve a result through play than to claim a forfeit. Actions contrary to the Spirit of the Game are always subject to review by a Disciplinary Committee. However, a team that is ready to play cannot be expected to wait forever for the other side to be ready to play, and after a reasonable period of time the League must allow the team captain to appeal to the umpires to compel the other side either to forfeit the match or to play with the players they have available. The umpires shall not award a forfeit or compel a side to play except upon appeal after the appropriate time has expired. In situations short of forfeiture, however, the umpires may elect to report a side for time wasting, if they consider the side's delay in preparing to play to be unreasonable.

15.2 An appeal can be made for a forfeit against a local team after a delay of 60 minutes from the starting time, as agreed or re-set. When the team is late traveling in from out of town the allowed time before an appeal for forfeit is 90 minutes. If the team making the appeal was not ready to play at the agreed or reset starting time, this time period shall be measured from the time the appealing side notified the umpires that they were ready to play. The umpires may not deny an appeal for forfeit made by a team captain in accordance with these conditions. The



umpires shall instruct the other team to play or forfeit. However, the umpires may choose to report appeals they consider contrary to the Spirit of the Game. See 15.1 above.

15.3 If no neutral umpire is present, a captain wishing to claim a forfeit will first request the other captain to acknowledge the forfeit and sign the scorebook to that effect. If the other captain refuses to do so, the captain wishing to claim the forfeit should document carefully the occurrences on which he bases his claim, particularly the time he notified the other captain he was ready to play, the time he requested the other captain to play or forfeit, and the number of nominated players present for both sides, and submit a report to the Executive Committee requesting that a forfeit be awarded. The Executive Committee will appoint a Disciplinary Committee to hear both sides and make a decision.

15.4 In the event of weather conditions that will cause delays in travel or in the start of a match, but may allow a later start time, the captains and umpires may agree by email or phone to set a later start time. The umpires also have the power to re-set the starting time because of unfavorable conditions. In no case will a forfeit be awarded during the time that beginning the match would be impossible anyway because of conditions of ground, weather or light.

15.5 When a team has successfully appealed and the umpires inform the other team that they must either play or forfeit, the team appealed against may avoid forfeit by playing with minimum of eight players.

15.6 If a team notifies the opposing captain or an umpire in advance that they will not be able to attend a match, a forfeit can be awarded without requiring the other side to be present and ready to play. However, see Section 15.8.

15.7 If teams have agreed before the beginning of the match that no play will be possible, as described in Section 9.2, no forfeit can be claimed.

15.8 If a team forfeits a match it is immediately and automatically upon suspension from League play until that suspension is lifted by a Disciplinary Committee. Lifting the suspension requires positive action by the team to present reasons why the suspension should be lifted. Teams may also be suspended by action of the Disciplinary Committee for other reasons. A suspended team forfeits all its matches until the suspension is lifted, and the other team is not required to be present and ready to play to claim the forfeit in a match with a suspended team.

15.9 By participating in CCL League, a club makes a commitment to playing in all matches as scheduled by the League. A team forfeiting 2 matches in one season for any reason shall be expelled from the League and forfeit all of their matches for that season, played or un-played. That team may not apply for readmission to the League until they have been out of the League for one full season in addition to the one in which they were expelled. For example team suspended during the middle of the 2017 season, cannot apply for readmission until the 2019 season.

15.10 If a team forfeits any matches after achieving results in earlier matches, the points awarded for the earlier matches still stand. If a team withdraws or is expelled from the League, any matches originally scheduled for them to play after that withdrawal or expulsion will be treated as forfeits and 2 points awarded to the opposing team. If a match before the withdrawal or expulsion resulted in a draw, the opposing team for that match will receive 1 point for the match unless the match was rescheduled and replayed before the withdrawal or expulsion, in which case the result achieved in the replay will stand.



16. Intervals

16.1 Drinks intervals will be agreed by the captains and umpires before the toss. Normally in a CCL match, drinks intervals will be taken after overs 15/(17) of each innings in a 20/30/35 match unless the captains agree otherwise. There is no drink interval in the T20 format.

To ensure the safety of players on hot days, or to avoid waste of time in more moderate weather, the umpires may alter the timing of the drinks intervals after appropriate consultation with the team captains. If both captains agree when to take drinks, their agreement shall be followed; if the captains cannot agree the umpires will make the decision. The batsmen on the field may deputize for their captain in making this agreement. If a wicket falls or there is any other interruption of play during the over after which drinks are scheduled, the interval will be taken immediately and the over completed after the interval. Drinks intervals should be as quick as possible and should not in any case exceed 5 minutes. The home team should provide water or other drinks to the travelling team and umpires.

16.2 Lunch will normally be taken between the two innings of play. Whenever it is taken, this interval will last no longer than 45 minutes, although the captains may agree to a shorter lunch interval. In the event of an interruption of play for conditions of ground, weather or light during the first innings, the umpires may suggest in the interest of saving time that the lunch interval be brought forward. If the captains agree this shall be done. If the first innings is unusually short the captains may agree to forego lunch between the innings. If lunch is not taken between the innings the interval between innings shall be no longer than 30 minutes.

17. Interruptions for Unfitness of Ground, Weather or Light

17.1 Play will be interrupted for unfitness of ground, weather or light, and resumed when possible, as prescribed in the Laws of Cricket, Law 3, Sections 8-10.

17.2 A match should not normally be abandoned for unfit ground, weather or light until after all interruptions for unfit conditions have totaled 1 hour. Even after one hour of interruptions the captains can agree to wait longer if they consider that there is still a prospect of achieving a result for the match.

17.3 When common sense makes it clear that conditions are not going to improve enough to allow resumption of play, as when the field of play is completely under water or the sun has set, the match may be abandoned by agreement of the captains, with the approval of the umpires, without waiting 1 hour; the 1 hour waiting period is set as a reasonable guideline under most circumstances but not a requirement under all circumstances. However, if a match is abandoned after less than 1 hour the Executive Committee must be satisfied that there has been no collusion that adversely affects the interests of other teams in the League. A forfeited match, as defined in Rules 25.2 and 25.3, may not be rescheduled for later play. If there is a disagreement between the two teams as to whether the match should be considered a draw or a forfeit, the dispute shall be resolved by the Executive Committee.

18. Time Wasting

18.1 It is expected that an innings will be completed in 3 hours or less. The umpires shall be the judges of whether or not time lost to unavoidable circumstances, such as weather interruptions, lost balls, and similar difficulties, justifies an innings lasting longer than 3 hours. If they judge that, without good justification, an innings has taken too long to bowl, they shall report this to the Executive Committee after the match. Umpires should take appropriate action against time wasting during the match under the provisions below and the Laws of Cricket (see 18.2 below).



18.2 Time wasting is unfair play. If upon the conclusion of a match the umpires judge that time wasting by one side affected the result of the match they will report that judgment to the Executive Committee, who will appoint a Disciplinary Committee to investigate whether any disciplinary action should be taken, including possibly changing the award of points for the match. The umpires are entitled to act under Law 42, Sections 9 and 10, and they are encouraged to do so if they judge that either side is wasting time.

However, they are not required to deliver the warnings specified in Law 42 before taking action under this section to report time wasting to the Executive Committee.

18.3 Requesting excessive stoppages for drinks outside of the scheduled drinks intervals is time wasting. However, it is important that players safeguard their health playing under a hot sun; as a result we must operate under an assumption of sportsmanship and good faith. This implies that the umpires will assume that a request for drinks is genuinely necessary and that they will allow drinks when requested. However, the umpires are still entitled to make their own judgment of time wasting and to act under Law 42 if necessary.

18.4 If batsmen must take drinks outside the scheduled drinks intervals they should not take them while an over is in progress, except on the fall of a wicket or other interruption. If fielders must take drinks outside the scheduled drinks intervals they should take them on the edge of the field without interrupting play.

19. Trial Run ups

A bowler wishing to make a trial run up should notify the umpires and the batsmen. The umpires are entitled to act against excessive trial run ups by treating them as time wasting under Law 42.

20. Obstructions on the Field

20.1 If the ball in play strikes any object left on the field by the fielding side, Sections 2-4 of Law 41 apply, the ball is dead, and five penalty runs are scored in addition to any already run or crossed for.

If the ball in play strikes any object left on the field by the fielding side, Sections 2-4 of Law 41 apply, the ball is dead, and five penalty runs are scored in addition to any already run or crossed for.

Water bottles or anything behind the stumps is not allowed. If fielding team wants to keep them they can be kept behind WK and 5 penalty runs apply as per cricket rules.

20.2 Batsmen should not leave any objects on the field, as it is difficult to make a fair ruling if any of these objects interfere with play.

20.3 A Batsman may call for a helmet to be brought out to him at any time. He must then wear or carry it personally all the time while play is in progress, or he can have it taken off the field at the fall of a wicket, or at the end of an over, or at any drinks interval. In all cases, no actions involving helmets are to waste playing time. Umpires are neither to hold helmets nor to be asked to hold other objects other than in the customary accommodation to the bowlers.

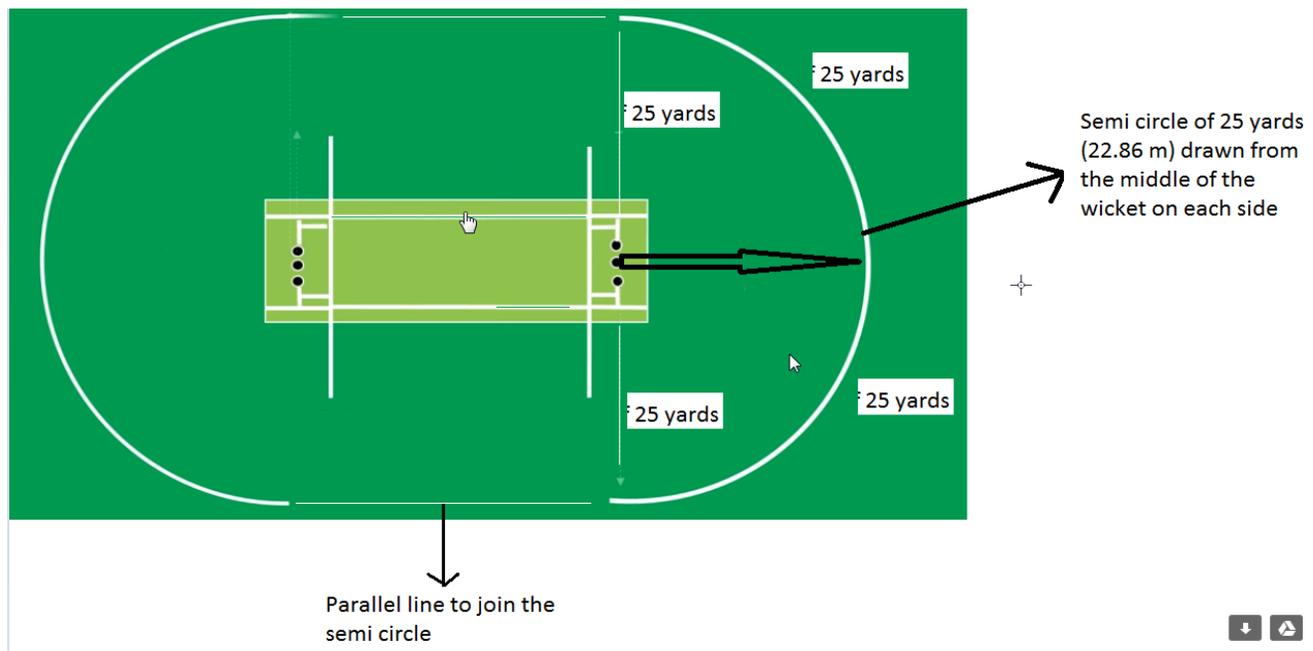
20.4 Cell phones are not allowed on the field of play while play is in progress. Umpires should not be asked to hold cell phones for players.



21. Fielding Restrictions

21.1 Fielding restrictions shall be marked on the field of play by a painted white line or by dots of white at regular intervals (see section 12.2). If solid objects are used as dots to mark this line they should be of rubber or plastic if possible, to prevent injuries caused by harder materials. No material that sticks out of the ground is permitted including ropes, cones, and rocks. Materials that are nailed into the ground or spiked materials are also not permitted.

21.2 Two semicircles will be marked as described in Section 1 above. The semicircles shall have as their center the middle stump at either end of the pitch and shall be on the side of the stumps away from the ends of the pitch. The radius of each of the semicircles shall be 25 yards. The semicircles shall be linked by two straight lines marked on the field, parallel to each other and to the imaginary line joining the centers of the two center stumps, and at a distance of 25 yards on either side of that imaginary line.



21.3 During the first 10 Overs of 35-over innings and 8 overs of a 30-over innings, at the instant of delivery, a maximum of two fielders shall be permitted outside the fielding restriction area marked as in 1 and 2 above. (If the number of overs has been reduced to 25 per side under an agreement under Section 10.2 above, this restriction shall be in place for 7 overs.) Two fielders plus another fielder's foot is more than two fielders and is a violation of this rule. During the remainder of the innings a maximum of 5 fielders shall be permitted outside the fielding restriction area at the instant of delivery. There is no restriction of how many fielders may be placed inside the fielding restriction area.

21.4 If there is an infringement of the fielding restrictions in Section 3 above at the instant of delivery, an umpire will call and signal No ball. This call will primarily be the responsibility of the umpire at the striker's end, but either umpire can make this call. However, if the umpire at the striker's end is a member of the batting side he shall not be allowed to make this call unless agreed otherwise by the captains before the match.

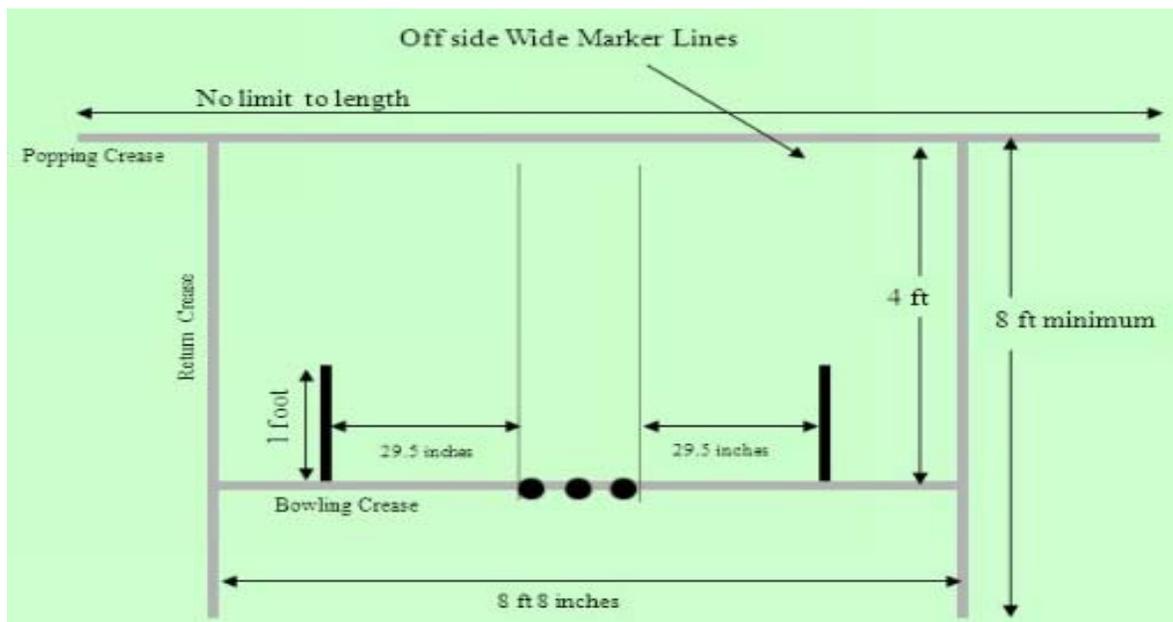
22. Wide Bowling -- Judging a Wide

Wide balls will be called according to the definitions given in Law 25 of the 2000 Code of the Laws of Cricket: The umpire at the bowler's end shall adjudge a ball a wide "unless it is sufficiently within the striker's reach for him to be able to hit it with his bat by means of a normal cricket stroke." As explained in Tom Smith's New



Cricket Umpiring and Scoring, the phrase in the Law "a normal cricket stroke" does not imply that the stroke has to be "a classic textbook stroke but simply means that he should be able to hit the ball with a reasonable amount of control. So if, for example, the only contact he could make was on the toe end of the bat that cannot be deemed to be a normal cricket stroke since there would be very little control over the direction in which the ball would be hit."

For a delivery to be a wide the umpire must judge that the ball passes wide of the striker both from where he is standing and also from a normal guard position. If the umpire considers that a bowler is bowling down the leg side as a negative tactic, the umpire is entitled to call leg side deliveries with even greater stringency: under these circumstances a ball delivered on the leg side and landing clearly outside the leg stump going further away may be called wide, and this may be used as a guide for other leg side deliveries. If the umpire considers that a bowler is persistently bowling marginal wides on the off side as a negative tactic, the umpire is entitled to call offside deliveries with greater stringency as well.



23.0 Short-Pitched Bowling

23.1 If, in the opinion of the umpire at the bowler's end, a short-pitched delivery passes or would have passed above the shoulder height of the striker standing upright at the crease, he shall call and signal "no ball". If he is in any doubt about the legality of the delivery in this respect he may consult with the umpire at the striker's end, but the call of "no ball" should be made only by the umpire at the bowler's end. The umpire at the striker's end should not give the "no ball" signal; if consulted by the other umpire he should indicate the height of the ball. The benefit of the doubt on this call goes to the bowler; marginal deliveries should not be called no-balls.

23.2 If the umpire at the bowler's end further judges that the bowler is deliberately delivering fast short pitched balls that by their repetition, and taking into account their length, height and direction, are likely to inflict physical injury on the striker, irrespective of the protective equipment he may be wearing, he shall adopt the procedures of warning, final warning and removal of the bowler described in Law 42.7 of the Laws of Cricket. The relative skill of the striker shall also be taken into consideration.



24. High Full Pitches and No balls

24.1 If, in the opinion of the umpire at the bowlers' end, a full-pitched delivery (regardless of its pace) passes or would have passed above waist height of the striker standing upright at his crease, he shall call and signal "no ball". This may be in consultation with the umpire at the striker's end, as described in Section 23.1, but the call of "no ball" should be made only by the umpire at the bowler's end. Again, marginal deliveries should not be called no-balls.

24.2 If the umpire at the bowler's end further judges that the high full-pitched delivery is fast, he shall adopt the procedure of warning, final warning and removal of the bowler described in Law 42.7 of the Laws of Cricket.

24.3 If the umpire at the bowler's end further judges that the fast high full-pitched delivery has been bowled deliberately at the striker he shall call and signal "no ball" and direct the captain of the fielding side to take the bowler off forthwith without adopting the procedure of caution and final warning.

24.4 The following instances will be considered as a NO-BALL:

24.4.1 If the bowler bowls without some part of the front foot either grounded or in the air behind the popping crease.

24.4.2 If the bowler bowls with the back foot not wholly inside the return crease.

24.4.3 If the ball does not touch the ground in its flight between the wickets and reaches the batsman on the full (this delivery is called a Beamer) at a height above either his waist, irrespective of pace.

24.4.4 If the bowler throws, rather than bowls, the ball

24.4.5 If the bowler breaks the non-striker's wicket during the act of delivery

24.4.6 If the bowler changes the arm with which he bowls without notifying the umpire. If the bowler changes the side of the wicket from which he bowls without notifying the umpire.

If the bowler bowls underarm unless this style of delivery is agreed before the match.

Umpires are responsible to check with the bowler about Arm (Right or Left), side (Over or Around) and type of delivery (Spin/Medium/Fast) when he bowls for the first time in the game. Umpires should never call a no ball if bowler failed to notify umpire in this case, when bowling for the first time. It is umpire's responsibility to check with the bowler before the start of the over. If umpire failed to ask or communicate to the batsman and bowl was already delivered then he must call it a dead ball.

24.4.7 If the ball bounces more than twice, or rolls along the ground, before reaching the popping crease at the striker's end. If the ball comes to rest in front of the line of the striker's wicket.

24.4.8 If the wicket keeper moves any part of his person in front of the line of the stumps before either a) the ball strikes the batsman's person or bat; or b) the ball passes the line of the stumps.

24.4.9 If a fielder (not including bowler) has any part of their body grounded or in the air over the pitch.

24.4.10 Ball bouncing more than once:

If ball bounce bounces more than once,

Rolls along the ground or pitches 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.

25. The Result

25.1 A completed match will be one in which either

- (i) The second innings is completed according to Law 12.3 of the Laws of Cricket, or
- (ii) The side batting in the second innings has reached the total needed for a win, or
- (iii) At least 50% of stipulated overs have been bowled in the second innings. This minimum shall apply whether the innings is scheduled for 35/30 overs or has been reduced to 50% overs under Section 10.2 above. (Please refer 25.5(below) for more details on rain rules).**

The result of a completed match will be either a win for one side (by runs or wickets or penalty runs or run rate) or a tie. In case of a tie these regulations make no provision for a tiebreaker.

25.2 If a team abandons a match in progress when the umpires have not decided that the match is either complete or drawn, they agree that the match shall be awarded to the other side as a forfeit during play. In addition, they agree to the following:

- (a) That they shall be suspended as in Section 15.8 until review by a Disciplinary Committee, as provided in that Section;
- (b) That they will receive no points for the match;
- (c) If their abandonment takes place during the second innings of the match, that the net run rate (see Section 27.2) will be calculated for that match, as follows:
 - (i) If the team abandoning the match is batting in the second innings, their own run rate shall be calculated on the basis of 20/30/35 overs as though they had been all out, and the run rate of the other team shall be calculated in the usual way.
 - (ii) If the team abandoning the match is fielding in the second innings, their own run rate shall be calculated in the usual way, and the run rate of the other team shall be calculated based on the actual number of runs scored and overs batted at the time of the abandonment.

If no neutral umpire is present, matches should be abandoned only by mutual consent of the captains for unfit playing conditions; teams are expected to complete matches in which they play whenever possible.

When no neutral umpire is present and one team abandons play without the consent of the other team the provisions above in this Section shall apply.

25.3 A forfeit during play shall be treated the same as a forfeit before the start of play for the purposes of enforcing Sections 15.9 and 15.10 of these Regulations and for awarding points according to Section 26.

25.4 A match that is not completed according to the definition in 25.1, and is not a forfeit according to the definitions in Section 15 or 25.2, is a draw. This includes matches not played at all because of unfitness of ground, weather or light, or for other reasons not resulting in a forfeit.



25.5 Rain Rules or over reduction due to wet ground issues:

Teams can reduce game as below to constitute a game before start of the match, in case rain delays start of game.

- Minimum Second innings over reduction to make a 30/35 game would be 50%.
- If game is reduced to 50% of the total overs, second innings must have 50% of total overs to constitute a game.
 - **50% for 30 overs is 15 overs.**
 - **50% for 35 overs is 18 overs (Rounded to 18).**

Teams need to play minimum (If teams are reducing overs before start of play due to the Rain):

15 overs, for T30,

18 overs for T35

For T30/T35, Teams cannot reduce more than 50% of total overs before start of play or after start of play. If 50% overs (each inning), have been decided (before start of play due to rain, then teams have to play minimum 15 Overs each inning for T30 or 18 overs for T35 overs (each inning) to CONSTITUTE A CCL GAME.

25.6 Both captains and both umpires should sign both score books after each match and check the result for correctness. Should there be any dispute of the result the signed score sheets will be used to settle the argument. Teams please take extra efforts to ensure your score sheet is complete with proper dismissal information for each out. Special care needs to be made for fielder name for catches or run-outs. A complete score-card is helpful to determine best fielder or other prizes at the end of the year.

25.7 Match scorecards should be reported to the League website, using the interface provided there, by the winning captain or his representative no later than midnight of the Wednesday after the game has been played. For matches resulting in a win or tie, all players nominated as part of each team should be listed in the report; if they did not bat they should be listed as "DNB". If the result of the match is a tie or a draw, this report must be submitted by the home team in the match. If the web interface is down, a report must be sent by email to the League Secretary by the same deadline. The report to the Secretary, if necessary, must include at a minimum (1) the result of the match, (2) the total score for each team, (3) the number of overs faced by each team, and (4) whether either team was all out in fewer than 30 overs. If the result of the match was a draw, detailed scorecards can be uploaded but it will not count towards Net Run Rate, although individual performances in drawn matches will be recorded for players. After submitting a report to the League Secretary, the responsible team is still required to enter the scorecard at the League website once the web interface is again operational. If the report is not submitted by the Wednesday midnight deadline as required, the team responsible for submitting the report shall be penalized 2 points in the League standings (see section 26).



26. League Standings

The League standings, and Divisional standings within the League, will be based on the following awards to each team:

- 2 Points for a Win or Forfeit Win
- 1 Point for washout
- 0 Points for a Loss
- -2 Points for a Forfeit

In addition, each CCL club scheduled to provide umpires for a match is expected to provide the number shown in the schedule (either 2 umpires or 1 umpire as scheduled), and these umpires are expected to stand for the entire match (see section 4.1). Any team failing to provide the number of umpires scheduled to stand for the entire match will lose 2 points for each such match and be fined \$50 for each umpire not sent. The \$50 shall be paid to the team that provides a replacement umpire for the match; if no umpires are provided for the match it shall be split between the two teams playing, who will have to use their own players as umpires. Hardship cases should be referred to the Executive Committee for consideration. Payment of the \$100 fine for sending no umpires, or the \$50 fine for sending only one umpire, must be made by Wednesday of the week following the match in question (1-1/2 weeks later). A team that has not paid the fine shall not be allowed to play in CCL matches until the fine is paid, and all such matches not played will be ruled forfeits by that team.

In addition, a 2-point deduction shall be taken from the point total of any team not complying with section 25.7 (see section 25.7). The updated points table will be available on the CCL webpage and will be distributed by other means if necessary.

27. Playoffs

27.1 Playoffs teams will be selected using rules approved by the Executive Committee, according to standings after the completion of the regular season, taken by point totals. Ties in point totals will be broken by computation of net run rates. Regulations for the scheduling and re-scheduling of playoff matches will be published by the Executive Committee before the beginning of the playoffs. The Executive Committee may also issue other special regulations affecting the conduct of the playoffs on matters not already covered by these League regulations.

27.2 A team's net run rate is calculated by deducting, from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition. In the event of a team being all out in a match in less than 20/30/35 overs, the calculation of its net run rate shall be based on 20/30/35 overs for that match and not on the number of overs in which the team was dismissed. When a drawn match is replayed under the provisions of section 17.4, the replayed match will be used in these computations, not the original drawn match. In a drawn match that is not replayed to a further conclusion, or a forfeit, run rate is not applicable, except when Section 25.2(c) is applicable.

27.3 Seeding's in the playoffs will be made according to rules published by the Executive Committee. Playoff matches will normally be played on the home field of the higher-seeded team, unless both teams agree otherwise or the playoff regulations issued by the Executive Committee provide otherwise.

27.4 A win in the playoffs will be determined in the same way as in the regular season, according to Section 25 of these regulations. If there is a **tie** in a completed playoff match the team advancing to the next round will be determined by a super-over.

Please refer to 27.7 **T30/T35: Super-Over: Match Result - Tie: section below for super-over details.**



27.5 Reserve days will be provided in the playoff schedule please refer regular season schedule for reserve day clarifications.

27.6 Teams losing in the previous round must be Umpire in the next round. For example if team lost Pre-Quarter Final game then it must be prepared to umpire a Quarter-Final game during the next round for all formats (T20, Div 1 and Div 2).

27.7 T30/T35: Super-Over: Match Result - Tie:

During Playoffs: In the case of a completed match resulting in a tie, a “Super-Over” will be played which will decide the winner.

Each team bats one over under the same restrictions as for the final over in a normal match.

The team batting second in the main match will bat first in the Super-Over.

In both innings, the fielding side chooses from which end to bowl (applicable only if main game was being played from both ends)

Each side has three nominated batsmen and selects one bowler, meaning that the loss of two wickets ends the Super-Over. The side with the higher score from their Super-Over wins.

In the event of a tie, the team with the most number of boundaries (Fours and sixes) combined from the main match AND the Super-Over is the winner

27.8 Player Qualification

Player needs to play at-least 4 games to play in playoffs

Washout games will not be considered even if one innings is complete.

Transfer players – Need to play **6 games** and should provide 1 week notice and get clearance. Players can only make one same team change in a 12 month period. **For example, if someone left XYZ in December 2017 to play for ABC in 2018, they are only eligible to play for ABC for all of 2017 and cannot change clubs back again to XYZ until at least December 2018.

Player can change more than one club after meeting the player clearance requirement from the previous club but cannot play for the previous club during the same season.

If a player is found to have changed same clubs (played for the previous club after switching team) twice during that 12 month period it may result in a forfeit and a fine.

A player can change to any other new club in one year but cannot go back to old club within the same season.

27.9 Player Clearance Requests

All existing CCL player records can only be transferred by the “Request for Clearance” option, which will automatically generate an email to the EC and the club-of-origin asking for approval, so in addition to the former club being formally notified of their player’s movement, the EC will be able to monitor transactions to ensure compliance to the new rule that was implemented in 2015. This will help ensure that the player movement process is both fair and transparent. Fines will be administered for any club not following this policy*. Also, fines will be assessed for any club creating a new player record for an existing CCL player. -- If a player has played in CCL before, or any team using SportsVault software (Michigan, Dallas, Atlanta leagues use SportsVault), then they will have a unique ID number that needs to follow them throughout their career (much like a Social Security number; you only get one of those per lifetime). Creating a new ID for an existing player may result in a fine so please all teams make sure that the only time a new player profile is created is for someone who has never played in CCL or a SportsVault-facilitated league.



All Player Transfer requests must be submitted 48 hours in advance prior to start of the game to allow enough time for opposing team to review and approve request. Teams can deny transfer request if player has outstanding dues or was penalized by the Executive Committee for violating CCL Code of Conduct.

If team fails to approve or dispute Player Transfer within 48 hours with a valid reason then Player Transfer request will automatically get approved. All disputes must be reported to the Executive Committee within 48 hours.

27.10 Division 1 and 2 Playoff Format

Playoff format will be the same for both divisions. The top 8 teams make playoffs.

- a. DIV I has 13 teams and DIV II has 15 teams (As of Apr,2018).
- b. Top 8 teams from each Division will qualify for playoffs.
- c. Playoffs will start immediately after the league games finish, all playoff matches will have **RESERVE WEEKEND**.
- d. Top seeds in Playoffs shall choose the Game of Day to play. In case of ground conflict they have to play at Opposition ground (as an away game) and in case of conflict it will be a neutral venue.
- e. Reserve Days during playoffs will move automatically to Saturday of next week (Teams have no choice of game day in reserve weekend) and in case of no game on Saturday game will move to Sunday.

27.11 BUFFER FOR PLAYOFFS DUE TO RAIN:

For all play-off games (T30-35), higher seed (home team) chooses which day to play. If higher seed chooses Saturday, then potential make-up games will start **next weekend**. If higher seed chooses Sunday, then two potential make-up games are available. Read below for explanation: If the higher seed chooses Saturday, and it washes out, then **next** Saturday, is the first make-up game at their home ground. If Saturday, washes out, then match will be played on Sunday (next day), as final make-up opportunity due to rain. If all opportunities are washed out then higher seed advances to next round. If higher seed chooses Sunday, for the match and it washes out, then the first make-up opportunity will be following Saturday at their home ground, with Sunday (next day) as second and final opportunity to make-up rain affected game. If all opportunities are washed out then higher seed advances. If ground conflict/issues exists, Rules Committee will be called upon to determine game location and make recommendation to the Executive Committee.

2016 AGM Information related to Buffer changes:

Playoff Buffer: T30/T35 ONLY

For playoffs 1st weekend, Saturday/Sunday match will be team option.

Buffer weekend starts next week. Teams get only two chances to schedule games incase games are cancelled due to rain.

27.12 Player eligibility for the transferred Players:

Players need to have played in at least SIX game to be eligible for 30/35 playoffs. Transferred player eligibility: If a player decides to change teams during the course of the season (and has complied with the previously-stated Player Transfer policy listed above) he will have to play in at least SEVEN games to be eligible for the 30/35-over playoffs. After a player transfers into a new team, he must wait until the end of the regular season before he is eligible to return to his team of origin.

Player is eligible to transfer to other team(s) during the season, if player chooses to, with proper clearance/approvals. He cannot go back to his original team(s) during the season. He has to wait for the season to be over. e.g.: Player from team A, moves to team B during 2018 season. He can transfer to team C, but cannot go back to Team A or Team B during 2018 season. He can go back to Team A or Team B ONLY after 2018 season is over and 2019 season is about to start or during 2019 season. EC may intervene to ensure players are not changing clubs to give a particular team advantage/disadvantage when these transfers are occurring during end of the season.



APPENDIX A

28.0 THE ROLE OF THE UMPIRES IN THE CCL

28.1 Our long-term goal as a League is that this will always be the case, and that the two umpires will have received training. CCL now requires the in house certification done by the umpires to stand in as an umpire occasionally it is not possible to have but one unaffiliated umpire at a match, who then must stand at the bowlers' end, with the other umpire being arranged by the teams playing. Sometimes it is unfortunately necessary for both umpires to be arranged by the teams playing. Common sense dictates that in some aspects it will be necessary to manage matches differently in these three different situations. The Laws of Cricket and CCL Rules and Regulations give three kinds of powers to umpires:

1. The power for one umpire to make certain decisions, within his legal jurisdiction, on his own. Examples of such powers include:
 - i. Counting the balls of the over
 - ii. Signaling to the scorers
 - iii. Calling "time" and "play"
 - iv. Calling short runs
 - v. Awarding boundaries
 - vi. Calling dead balls, wide balls and no balls
 - vii. Signaling byes, leg byes, disallowing leg byes
 - viii. Answering appeals for dismissals
 - ix. Taking action against dangerous and unfair bowling
 - x. Awarding five-run penalties after suitable warning

2. The power for an umpire to voluntarily consult with another on any matter that is actually within his own jurisdiction, when he thinks the other umpire may be in a better position to observe a point of fact. (In our League an umpire might also consult another person who has a better knowledge of the Laws applying to a particular situation). Non Striker end's Umpire should not consult with Striker's end umpire to determine "Caught Behind" because hearing a noise does not guarantee that bat touched the ball, so he must make the decision based on his observation from the non-striker's end whether ball touched the bat. In all cases benefit of the doubt always goes to the batsman.

3. The power to make decisions only after consultation between the two umpires has reached agreement between them. One umpire is not normally allowed to make these decisions by himself. Examples of these decisions include:
 - i. Making pre-match agreements with the captains on the conditions of play
 - ii. Determining the course of action if a team is late in arriving: whether to wait longer or forfeit the match
 - iii. Determining whether to allow a substitute or runner for a player
 - iv. Determining when conditions are unsuitable or dangerous for play
 - v. Inspecting the condition of the ball and determining when it needs to be replaced
 - vi. Checking the accuracy of the score with the scorers

28.2 All umpires in CCL matches, regardless of their training or team affiliation, have the powers listed in 2(a) above, provided that the decision is within their individual jurisdictions and the procedures required by the Laws and Regulations are followed. As long as the teams have agreed on using an umpire they must accept his decisions on these matters.



28.2.1 Some common sense should be used by the umpires; there certainly may be times when asserting their powers to the fullest would be unwise. An example of this might be no-balling a bowler for throwing. Although this is within the powers of any umpire it must be recognized that such a call will cause significant problems within our friendly League and that in almost all cases it would be wiser to report the matter for further study than to call it on the field. Umpires can call a no ball for throwing if bowler is delivering with the action same as a pitcher in the baseball (see image below).



28.2.2 There are also times when the umpire is not required to consult with the other umpire but would do well to do so; this is especially noteworthy in matters of judgement such as dangerous and unfair bowling, time-wasting, distraction of batsmen or interference with fielders. Many of the five-run penalties fall within this advisory; in addition, five-run penalties should not be imposed by umpires without an exact understanding of the procedures for them prescribed by the Laws, and these procedures must be followed exactly, including all required warnings and notifications.

28.2.3 For matters listed in 2(c), and similar matters requiring consultation between the two umpires, umpires and captains should handle these matters differently, depending on the nature of the umpiring for that match:

28.3 When there are two umpires umpiring the match, they shall have the full powers given to them by the Laws and Regulations to act in consultation with each other and to issue a joint decision.

28.4 When there is only one such umpire and the other umpire is supplied by the teams playing that particular match, the one unaffiliated umpire shall have the final decision in any matters normally requiring consultation between two umpires, but whenever it is appropriate he should consult with the appropriate captains and ascertain their wishes and attempt to bring the captains to agreement, issuing his own ruling only when the captains cannot agree. For some matters, such as allowing a substitute or runner, it may be more reasonable to consult only the opposing captain. This is urged as the common-sense best way to minimize disagreements and avoid forcing a single umpire to make a decision that would normally be made by two umpires in consultation. Nevertheless, when there is only one umpire available, and a decision is necessary, that one umpire shall have the power to make it.



28.5 When there are two umpires furnished by the teams playing and no independent umpire, the umpires shall not have the power to decide the matters in 25.2(c); these must be determined by agreement between the captains. Captains are expected to be fair and unbiased in discussing these matters and always to be motivated to complete and decide a match on the field of play whenever possible. Although this is difficult to do, it is the only alternative when there are no independent umpires present. In case of irreconcilable differences the matter should be referred to the Executive Committee.

28.6 Judgement Decisions Made by Umpires

28.6.1 All judgement decisions made by all umpires must be accepted on the field of play, and players showing dissent or refusing to follow the instructions of an umpire should be reported to the Executive Committee for appropriate action. That the umpire is a member of a playing side or that he has made the wrong decision will not be accepted as extenuating circumstances for improper behavior. Judgement decisions made by the umpires are not subject to review.

28.6.2 If an umpire has failed to follow the proper procedures specified in the Laws or the CCL Regulations, say in imposing a five-run penalty, the captains are entitled to discuss that with the umpire in a reasonable manner without the participation of the other players in an attempt to correct the matter during the match, and to refer the matter to the Executive Committee after the match if necessary.

28.6.3 Even though an umpiring decision made during a match may not be changed, the Executive Committee and Advisory Committee should be informed of umpires who seem to be overly incompetent or biased, so that a review can be made of whether that umpire should be used again in the future.

29.0 Scoring on the CCL Website

A \$50 fine will be assessed for failure to complete the scorecard by Wednesday at midnight of the following week.

During the last week of the T20/T30/35 season \$50 fine will be assessed for failure to update match results on the Sports Vault site by Sunday at midnight. It is the responsibility of the winning team to enter the basic match result by midnight every Sunday. This is needed for ladders to be current by Monday morning. Warnings will be issued at first, but the Webmaster will monitor activity and report to EC teams who continue to be out of compliance and recommend they be fined.

30.0 Waiver Forms

New waiver form needs to be filled and signed by captain in instances where new players join the team or players transfer to your team. Existing CCL players who change teams must have their Player Record in Sportsvault transferred to their new team by using the “Apply for Clearance” option which will alert their previous team BOD of such a transfer. Any new player profiles created in the system for existing CCL players may result in a fine for ineligible player and forfeit.



31.0 Rule Changes

31.1 Scheduling/Rescheduling

Effective 2016 season, rescheduled matches will not be allowed after the official and final schedule is released, unless there is an issue with ground not being available due to unforeseen reasons due to parks dept. maintenance, or other issues outside of team's control Any game that has to be cancelled due to ground not being available, unless a compelling reason is given to EC that proves the circumstances were beyond the team's control and not weather-related, will result in a forfeit to the home team which will result in ZERO points earned and a \$100 fine

31.2 Umpiring Dress Code: For CCL matches, Umpires shall wear white collared T-Shirt and dark trousers, preferable black, along with shoes. The use of colored clothing with a red ball is not permitted

Fines: \$50 fine will be assessed per umpire, per game, for not wearing CCL UMPIRE attire. BLACK TROUSERS, and shoes (not sandals or flip-flops) are part of Umpire dress code.

31.3 Approved at 2017 AGM: (Cricket Rule Changes)

31.3.1 Max 15 minutes or before completion of 5 overs (whichever occurs first), delay is 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 is, can't bowl and can't bat. He 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.

31.3.2 If bowler disrupts bail on the bowler's side during delivery that ball is termed as a NO-BALL, providing bowler does not deliver the ball. Mankad can be applicable in this case too.

31.3.3 NO-BALL stumping NOT ALLOWED. WIDE-BALL stumping is ALLOWED.

31.3.4 Bouncer above shoulder height is a NO-BALL.

31.3.5 Free Hit, for Front-Foot No-Ball Only.

31.3.6 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.

31.3.7 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.

31.3.8 Umpires should go through the rules before start of any game with captains. Also they should make sure to inspect the marking the Batting Crease and Wide ball guiding lines.

31.3.9 The bowler's end umpire makes final decision and umpires word is final.

31.3.10 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.



31.3.11 A player needs to play 5 CCL games to umpire in CCL games.

31.4 Approved at 2016 AGM: (Cricket Rule Changes)

31.4.1 Umpires if they are late due to car break down or accident, he/they should inform the teams and the captains. If captains agree they can start the game without waiting for the umpires to reach. Umpires will officiate once they reach the ground, if game has started.

31.4.2 Regular season umpire coming late to game: 30 minutes after scheduled start of game-time will be termed as late for umpiring. Fine \$200 and -2 points.

31.4.3 Same for playoffs. Late umpire(s), \$200 fine and -2 points from next season deducted.

31.4.4 If overs are reduced at the start of the game. ICC T20 rules indicates the same as indicated by Rules Committee. The Power Play (PP) needs to be reduced if the overs are being reduced before the match starts:

For a 19/20 overs match - 6 overs PP.

For a 16/17/18 overs match - 5 overs PP.

This makes approx. 30% of PP in each of these instances.

Also, below are the number of overs a bowler can bowl if the overs are being reduced before the match starts.

20 overs - Max a bowler can bowl is 4 overs.

19 overs - 4 bowlers can bowl 4 overs and 1 bowler 3 overs.

18 overs - 3 bowlers can bowl 4 overs and 2 bowlers 3 overs.

17 overs - 2 bowlers can bowl 4 overs and 3 bowlers 3 overs.

16 overs - 1 bowler can bowl 4 overs and 4 bowlers 3 overs.

Please refer Rain rules if T30/35 game is reduced to 15/18 overs game before start of play. Please refer Powerplay and bowler over rules in reduced over game.

31.4.5 Match Result- TIE: Super Over only for playoffs (all formats).

31.4.6 Playoff Buffer: T30/T35 ONLY

For playoffs 1st weekend, Saturday/Sunday match will be team option.

Buffer weekend starts next week. Teams get only two chances to schedule games incase games are cancelled due to rain. If a ground conflict exists, Rules Committee will be called upon to determine game location and make recommendation to the Executive Committee.

31.4.7 Front Foot No-Ball: Free-hit (ONLY) for front foot no-ball for all matches.

31.5 Approved at 2016 AGM: (Cricket Rule Changes)

31.5.1 Teams winning coin-toss must declare their intention to either field or bat immediately following the toss, and at the site of the toss with umpire present

32.0 Field Restriction requirement:

- During power play: Maximum 2 players are allowed outside the inner circle.
- After Power Play minimum 4 players are required inside the circle.
- Above requirements are a must even if team is playing with less than 11 players. Team needs to have minimum 8 players to play a match.



33.0 CCL T30-35 Rules and Regulations (Umpires Reference Guide)

General Rules

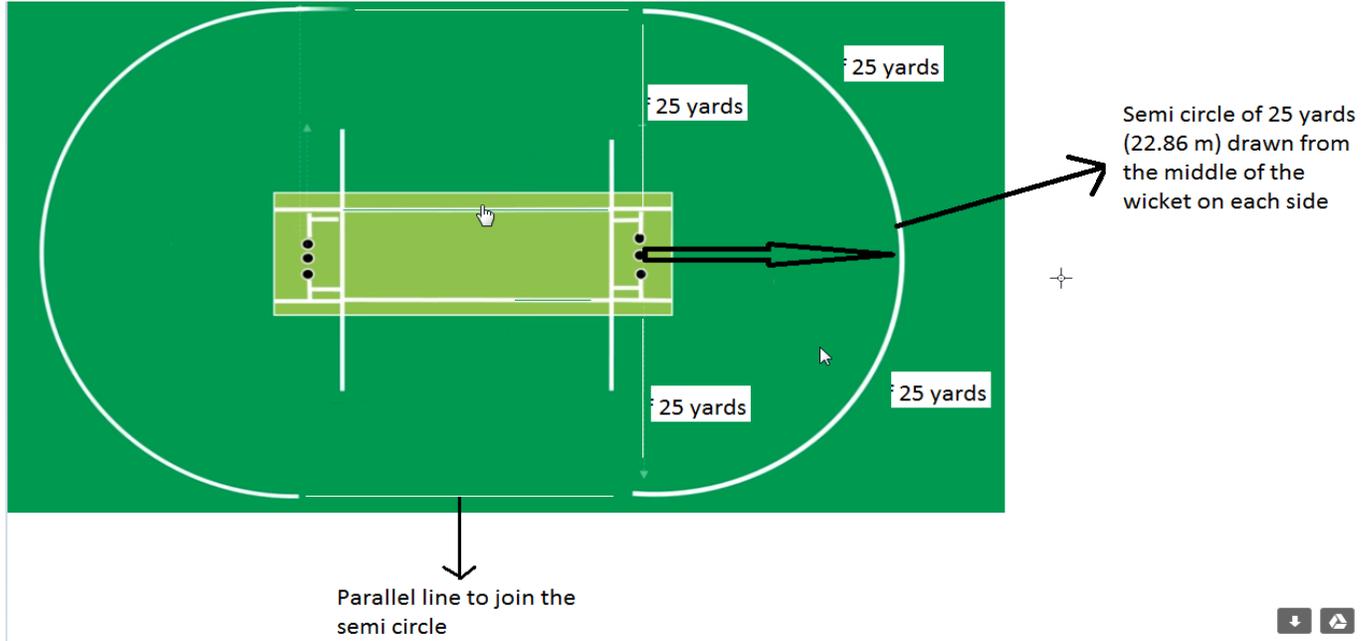
- A. Umpires are responsible for ensuring that the conduct of the match is strictly in accordance with ICC Laws and CCL rules & regulations. Umpires are sole judges of fair and unfair play, on the field. Umpires will make a final call on the fitness of ground, weather and light for game, before and during the game.
- B. Captains are responsible always 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.
- C. 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. He 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.
- D. If bowler disrupts bail on the bowler's side during delivery that ball is termed as a NO-BALL, providing bowler does not deliver the ball. Mankad can be applicable in this case too.
- E. NO-BALL stumping NOT ALLOWED. WIDE-BALL stumping is ALLOWED.
- F. Bouncer above shoulder height is a NO-BALL.
- G. Free Hit, for Front-Foot No-Ball Only.
- H. 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.
- I. 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 required. Umpires should be consulted in any scenarios first, their decision should be final, if umpires are not cleared, and EC should be contact as the last option.
- J. Umpires should go through the rules before start of any game with captains. Also they should make sure to inspect the marking the Batting Crease and Wide ball guiding lines.
- K. The bowler's end umpire makes final decision and umpires word is final.

L. Game Start Timings

Match Type	First Innings	Interval <i>* In reduced over matches, the interval will be cut to 10 minutes</i>	Second Innings
30 Overs	10.00 am – 1.00 PM	1.00 – 1.40 pm	1.40 PM – 4:40 PM
35 Overs	10.00 am – 1.30 PM	1.30 – 2.10 PM	2.10 PM – 5.40 PM



M. Inner Circle



30 Overs

- I. Only first 8 overs of the match will be a “Power Play”. Only 2 fielders are allowed outside the inner circle
- II. After the first 8 overs, 4 fielders (excluding the keeper/bowler) must be inside the inner circle all the times.
- III. 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.
- IV. Above requirements are a must even if teams are playing with less than 11 players. Team needs to have minimum 8 players to play a match.

35 Overs

- I. Only first 10 overs of the match will be a “Power Play”. Only 2 fielders are allowed outside the inner circle
- II. After the first 10 overs, 4 fielders (excluding the keeper) must be inside the inner circle all the times.
- III. 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.
- V. Above requirements are a must even if teams are playing with less than 11 players. Team needs to have minimum 8 players to play a match.

Super-Over Scenario in case of a Tied game

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



- VI. 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.
- VII. 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.

Rain Rules

- I. Minimum Second innings over reduction to make a 30/35 game would be 50%.
- II. If game is reduced to 50% of the total overs, second innings must have 50% of total overs to constitute a game.
- III. **50% for 30 overs is 15 overs.**
- IV. **50% for 35 overs is 18 overs.**
- V. **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.
- VI. **Home/Away teams have to be on ground before start of play. Max 15 minutes or 5 overs, whichever occurs first will be applied for player(s) to be deemed as regular player(s) or substitute(s). Umpires to make the call.**
- VII. **Minimum 8 players required to start a regular game.**

Recommendations for Umpires:

- I. **Umpires Dress code:** Umpires are required to wear white polo t-shirts and dark pants (Preferably Black) along with shoes for umpiring assignments.
- II. 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.**
- III. No smoking allowed while officiating a game.
- IV. Umpires are responsible to conduct toss 15 minutes before the start time.
- V. Regular season umpire(s) coming late to game: 30 minutes after scheduled start of game-time will be termed as late.
- VI. Umpires should have a soft copy/printout of CCL rules to help them in case of uncertainties. This is a mandatory document to have for umpires.

2018 NEW Rules:

- I. 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.**
- II. 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.



III. T30 and T35: 4 games for non-transferred players and 6 games for transferred players. Team approval required for transferred players.

Helpful Instructions:

1. DIV I has 13 teams and DIV II has 15 teams.
2. Top 8 teams from each Division will qualify for playoffs.
3. Playoffs will start immediately after the league games finish, all playoff matches will have **RESERVE WEEKEND**.
4. Top seeds in Playoffs shall choose the Game of Day to play. In case of ground conflict they have to play at Opposition ground (as an away game) and in case of conflict it will be a neutral venue.
5. Reserve Days during playoffs will move automatically to Saturday of next week (Teams have no choice of game day in reserve weekend) and in case of no game on Saturday game will move to Sunday.