Capital Cricket Premier League (CCPL)
Playing Guidelines

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Contents

1. Introduction

Capital Cricket Premier League (CCPL) hosts Twenty20 Cricket League in Washington DC Metro Area, Fairfax County(CCPL Fairfax) and City of Manassas(CCPL Manassas) with two seasons Spring(March to June) and Fall(July to October) each year.

Website: http://ccplt20.net

Facebook Page: https://www.facebook.com/groups/ccplt20/

2. Laws of Cricket

International Cricket Council (ICC) Twenty20 rules are followed. Links to Laws to Cricket and Twenty20 Playing Conditions are:

http://www.lords.org/mcc/laws-of-cricket/
http://www.icc-cricket.com/world-t20/about/370/playing-conditions

3. CCPL General Rules

A. Boundary and Inner Circle are 50 yards and 30 yards respectively from the center of the pitch.

B. Matches are played with a hard-tennis ball supplied by CCPL. Protective gears are recommended but not required.

C. Leg-Before-Wicket (LBW) dismissals are not supported. Leg-Bye runs are not supported. However either batsman can be adjudged "RUNOUT" if they are out of their crease even if the ball only made contact with the body/clothes.

D. Any abnormal bounce or lack of it due to the condition of the pitch will be signaled a "Dead-ball" by the umpire and the delivery will need to be re-played. Any scoring or wickets due to such an instance will not be considered.

E. Captains need to ensure that their bowlers do not have any "suspect" bowling actions. Umpires will issue a warning to a bowler if his bowling action seems "suspect". If there is a repeated occurrence, then the umpires can prohibit the bowler from bowling in the match. Another bowler will need to be used to make up the bowling over/quota.

F. The Wicket-Keeper is allowed to bowl anytime. He does not need to wait for any time period.

G. **After the bowler starts his run up fielders are not allowed to talk or move side-ways. Such actions will result in the umpire signaling a No-Ball.**

H. Sledging is strictly NOT ALLOWED. Rule 38.7 apply.

4. League Format

4.1. Fairfax league consists 18 teams in 2 pools of 9 teams per pool and most of the games will be played in Herndon field, Greene Dr, Herndon, VA 20170.

4.2. Manassas league consists 18 teams in 2 pools or 32+ teams in 4 pools of 9/8 teams per pool. If it's 4 pools, then 2 pools will be in Division 1 and other 2 pools will be in Division 2. The most games will be played in Manassas fields, 99 Adams St, Costello Park, Manassas, VA 20111.

4.3. Each team plays 8 games within the same pool and do 8 umpiring for the opposite pool in the preliminary round and the top 4 teams in each pool qualify for play-offs.

4.4. If there are divisions in the league, then each division will have it's own play-offs and Final.

4.5. CCPL follows traditional Play-offs format. Top 4 teams from each pool qualifies for play-off. First Quarterfinal(QF) then Semifinal(SF) and then Final. However it's subject to change if the number of teams in the pool are less or more than 9.

4.6. The teams didn't qualify for play-off have to umpiring for the Quarterfinal(QF) games and the team lost in the Quarterfinal(QF) have to umpiring for the Semifinal(SF) and the team lost in the Semifinal(SF) have to umpiring for the Final.

4.7. All matches will be a maximum of **20** overs per innings with mandatory Bowling Power Play is first **4** overs and Batting Power Play is **2** overs from 7th to 14th over and defaults to 14th, 15th over if the batting team doesn't choose their power play before 14th over.

4.8. Each innings is expected to last for **90** mins. This includes one **5** min. break after 10 overs (optional) in an innings.

4.9. Overall ranking (by end of the year): Last 2 ranking teams from CCPL-Fairfax will be moved to CCPL-Manassas and First 2 ranking teams from CCPL-Manassas will be moved to CCPL-Fairfax.

5. Point System

5.1. **Winning:** 4 points are awarded to the winning side. The side having the highest score after the completion of the game wins the game.

5.2. **Tie:** If the total scores are the same, then points will be shared for league games and the tie-breaking decision will be resolved by a **Super-Over ONLY for play-off games**.

6. Super Over

6.1. Team batting second in the regular match will bat first in the Super Over.

6.2. Each team will select 3 batsmen and 1 bowler to play the Super-Over.

6.3. The team scoring most runs at the end of the Super-Over will be deemed winners of the match.

6.4. If the batting team loses 2 wickets in the Super-Over they will be considered 'all-out'.

6.5. If scores are still tied after the Super-Over, then another Super-Over has to be played until a winner is identified.

7. D/L Method

7.1. D/L Method(http://www.boltoncricket.co.uk/DLcalc.html) will be used for rain/bad light/any other reason interrupted games and hence the games won't be re-scheduled if any one of the following condition is met.

7.2. If 50% overs have been completed in the second innings or

7.3. Batting second team has scored more than or equal to 50% target runs or

7.4. Fielding second team has taken more than or equal to 5 wickets.

8. Communications

8.1. Each league will have a captain's group. The captains group will consists maximum 3 point of contacts(POCs) from each team.

8.2. Fairfax league captains group, ccplt20@googlegroups.com and Manassas league captains group, ccplt20manassas@googlegroups.com

8.3. Organizers will communicate all the updates ONLY to this captains group. So please make sure your team POCs are added to this group and ask them to monitor all the emails from Organizers.

8.4. If any change in your team POC, then please update your team info page in the website and then send an email to Organizers to the new POC to the captains group.

8.5. All the team POCs will be added to the paid umpires group, ccplt20umpires@googlegroups.com.

8.6. Please ask all the players to join our facebook page. Because we communicate the weather updates, awards announcement and other important updates in our facebook page, https://www.facebook.com/groups/ccplt20/.

9. League Roster Size

9.1. Each team can have maximum of an active of **30 players** per season.

9.2. Player management can be done only before start of each season as per the deadlines.

9.3. A team can participate in both leagues (Fairfax and Manassas) for same season and a player can represent for same team or different teams in both leagues of same season.

Here are the guidelines to add a new player or replace an existing player(s) after the roster management deadline for each season.

9.4. Only a new player OR a player from a team who didn't play any game is eligible to add ONLY in the current season group stage games, not for play-off games.

9.5. More players(no limit) are allowed per season per team with $25 fee for each person(this fee is applicable for both leagues, CCPL Fairfax and CCPL Manassas)

9.6. Captains should send an email organizers with player full name, email Id and picture.

9.7. This request must be sent before end of Thursday 10pm and will be done before end of Friday 10pm of a week.

10. Balls Distribution

10.1. We will provide 12 balls per team(including play-off games).

10.2. Before start of the season, in the weekday(mostly on Friday) of the first game, we will keep the ball box(es) in the storage bin with the team name written in box(es) for all the playing teams of that weekend ONLY.

10.3. The ball box(es) will be kept in the respective storage bin of the field at where the team will be playing their first game.

10.4. However you are free to collect the balls from us in person prior to your first game.

11.   Field Setup and Cleanup

11.1.   Field Setup: The teams playing the first game(7am or 8am/8:30am or anytime) on the day, have to get the Wickets, Inner Circle and Boundary Cones from the storage bin and set the field.

11.2.   Field Cleanup: The teams playing the last game(3pm or 4pm or anytime) on the day, have to collect the Wickets, Inner Circle and Boundary Cones from the field and keep it in the storage bin and lock the storage bin. Dulles Greene field, the teams have to close and lock the gate also before leaving the field.

11.3.   Field Setup and cleanup are responsibility of both the playing teams. If any team is found not following this guideline, then the team will be penalized.

12.   Ground Booking

12.1.   Both Manassas Fields are NOT AVAILABLE for practice on weekdays since we don't have permits. However Dulles Greene Field IS AVAILABLE for practice on weekdays.

12.2.   Please use our website(not the mobile app) "League"->"Ground Booking" for ground booking for practice sessions.

12.3.   It's first come first serve.

12.4.   The booking starts between 8am, Sunday and 10pm, Thursday for each week(Sunday to Saturday).

12.5.   Ground booking has to be done ONLY FOR THAT WEEK. Advance booking for next week(s) will be rejected.

12.6.   Each team has to book only one slot per week. Excess booking will be rejected.

12.7.   Maximum two teams are allowed for practice/game per day and per ground.

12.8.   The website doesn't allow more than one team to book for the same day and time. So please select a different time on the same day if a team is already booked between 5pm and 8pm.

13.   Manage Your Team

13.1.   Captain and Vice-captain are default admin to the team. They can login and manage their team. Use "Forgot Password" to reset your password if you don't remember.

13.2.   Once you have your password, then login to CCPL website, http://ccplt20.net

13.3.   Then navigate to your team, Teams->View Teams->Change Series to "<Current Season>", then click on your team name. It will take to your team page which has 3 buttons "Add Players", "Update Team" and "Upload your Team Logo".

13.4.   **Add Players**

13.5.   It will allow you to add all players at once. Enter First Name, Last Name and Email Address and click the Validate button.

13.6.   It will show valid records and invalid records. You can ignore invalid records and click the Submit button.

13.7.   Invalid records usually show an error message as "Email already in use". That means the player profile already exists in CCPL and the player might be part of some other team's current roster or might have played for a team before. So please use the player search option Players->Player Search to identify the player either with First Name, Last Name or email Id(preferred).

13.8.   If the player is part of any other team's current roster, then follow the player transfer process.

13.9.   If the player is not part of any other team's current roster and played for some team before, then use the "Update Team" option (refer 10.14).

13.10.   After uploading all players, make sure the player profile is completed.

13.11.   Player Picture/Image has to be clear enough to identify the player. It must be a passport size picture and shouldn't be a long shot/blurred/group picture.

13.12.   **Update Team**

13.13.   You can update Team Name, Team Code, Captain, Vice-Captain, Add and Remove Players and Team Information.

13.14.   Please don't update the team name. Send an email to organizers, we will change.

13.15.   To Add an Existing Player - Select the player from Available Players(Left Side List) and move to Selected Players(Right Side List).

13.16.   To Remove an Existing Player - Select the player from Selected Players(Right Side List) and move to Available Players(Left Side List) .

13.17.   It's mandatory each team uploads your team logo and team POC Information. So please make sure your team POC is entered in below table format.

13.18.   **Contacts**

Captain	Name	Mobile Number	Email Id
Vice-Captain	Name	Mobile Number	Email Id
Manager	Name	Mobile Number	Email Id

13.19.   **Player Transfer**

13.20.   Player transfer email has to be sent to the player's current team POC copying the player and organizers@ccplt20.net. Only the player consent is needed.

13.21.   Once the player has acknowledged, the current team POCs must remove the player from their team and let the new team POCs know. Then the new team POCs can add the player to their team.

13.22.   **Ineligible Players**

13.23.   The player will be considered as ineligible to play the league if any of player data is missing; First Name, Last Name, Playing Role, Batting Style, Bowling Style and Picture/Image.

13.24.   **New Player Registration**

13.25.   Any new player can create profile OR can register for a team in CCPL by himself. In this case, the player profile must be approved by the organizers first in order for the teams to add the players.

13.26. **Live Scoring**

13.27. CCPL uses only live scoring (no paper scoring or any other mode of scoring). The live scoring has to be done via mobile app from CricClubs. So please ask the players to download the mobile app from CricClubs and search the league "Capital Cricket Premier League" and add it favorites (My Leagues).

13.28. It's recommended that all the players of your team have logged at least once into the CCPL website. Because a player who claimed his profile(green circle with a tick after player name) can only do live scoring.

13.29. It's the scorer responsibility to choose correct batsman and bowler and fielder name(for catch and run-out) and Man Of the Match(MoM) player. The scorer has to ask the bowler and fielder name to the fielding team and enter it correctly.

13.30. If scorer team lost the game while chasing, then ask the opponent team for MoM and enter and then end the game or don't end the game and let the opponent know to enter the MoM and end the game.

14. Players

14.1. All teams need to upload their team player rosters and player images to the CCPL website prior to the provided deadline.

14.2. All player pictures must be clear and current head-shots (passport-style work best) so that the player is clearly recognizable.

14.3. All players should have their ID cards available in the event that the umpire or opposing team captain needs to verify a player name against the roster lists uploaded on the CCPL website. This is to ensure that no ineligible player is participating in the league/elimination rounds of the tournament.

14.4. If a player fails to provide adequate identification, to the umpire's satisfaction, then they may be asked to sit-out the game unless the opposing team is satisfied with their identity.

14.5. There is no gender or age limit. However if the player is minor, less than 21 years old, then the player has to get submit the waiver form signed by their parents.

15. Playing 11

15.1. Each team captain has to make sure that they have got the playing 11(including late arrival players) of the opposition team players name (first and last name) entered in the mobile app.

15.2. All names of the Playing XI players need to be listed legibly on the mobile app, even if just 2 batsmen bat during the match.

15.3. Captains are responsible for ensuring that the proper names are entered on the electronic CCPL scorecards(mobile app) and there is no discrepancy. Opposite captains should verify the submitted scorecard to confirm it's accuracy.

15.4. A player identified as part of the declared Playing XI before the match is considered as having played a match under the following conditions:

15.4.1. A Player has to be physically present in the field for complete game or minimum 25 overs in order to qualify as eligible player of the game. This includes injured player unless he requires immediate medical attention.

15.5. If a player meets either of the above conditions and was part of the declared Playing XI (i.e. not a substitute fielder) then captains can enter them on the scorecard as a qualified player.

15.6. If 2 or more players meet the criteria above then the player that fielded the greater number of overs will be considered as the 'qualified' player.

15.7. **The playing 11(including late arrival players) is locked only after the first ball of the match is bowled.** If any change in the playing 11 after the names are exchanged between the teams before the first ball of the match is bowled, then the change has to be informed to the umpires as well as the opposite captain.

16. Toss

16.1. Weekend and Long weekend games: The toss is done **10** mins before start of the game. However if the previous game is not completed 10 mins before scheduled start of the next game, then the toss is done only after the previous game is completely done.

16.2. Weekday games: The toss is done **exact start time** of the game, not 10mins before.

16.3. If umpires are not present at the time of toss, the teams can do the toss and start the game.

16.4. Each team should have minimum 8 players at the time of toss.

16.5. Captains should pro-actively identify the present players to the umpires.

16.6. Umpires should pro-actively ask each Captain to indicate if their players are visibly in-sight.

16.7. If a team has less than 8 players then the other team has 8 or more players has won the toss.

16.8. If both teams having less than 8 players then team has maximum players has won the toss.

16.9. If both teams have less than 8 players with same # of players, then the toss can take place.

17. Match Start

17.1. The match should start only if both the teams having minimum 8 players at the time of scheduled start.

17.2. If one team has less than 8 players and the other team has 8 or more players, then the team has less than 8 players will be asked to play a reduced over based on the time lost while the other team which has 8 or more players play for 20 overs.

17.3. If neither team has at least 8 players available to start the match on time, then both teams will be asked to play a reduced overs match based on the time lost.

17.4. **If both teams have 8 or more players, but for some reason the match cannot be started on the stipulated start time, then the teams should play a reduced-over match based on the time lost.**

17.5.   To calculate the revised number of overs, umpires should reduce 1 over for every 5 minutes delayed. e.g. If a match starts 10 minutes late, then the match needs to be reduced by 2 overs.

17.6.   For games that start late, both umpires and captains need to ensure that the match ends by the stipulated end time by minimizing/cancelling drink breaks and or innings breaks to make up for any lost time.

17.7.   Umpires will ensure that teams do not waste time by frequent huddling/discussing strategies especially during tight games.

17.8.   The first ball needs to be bowled by the designated start time of the match to ensure that no matches get interrupted due to late starts.

17.9.   Umpires and Captains need to ensure that any pre-match warm-ups on/off the pitch do not result in a delayed start to the match.

17.10. In the event that one or both neutral umpires do not show up by the match start time, both Captains need to agree to start the match by utilizing an umpire(s) from the batting side.

18. Minimum Player Rule (MPR)

18.1.   The minimum # of players at least 8 that a team should have to play a match.

18.2.   A 60-minute grace period is allowed from the scheduled start time (not actual start time of the match) of the match for late-arriving players.

18.3.   If any delayed players do not arrive before the grace period expires, then the player can't play the game.

18.4.   If one team doesn't have 8 players after 60 mins of scheduled start time, then the match will be declared as a forfeit by the team and the team will be **penalized** as per forfeit rule.

18.5.   If neither team has 8 players after 60 mins of scheduled start time then the match will be abandoned and no points awarded for that match and both the teams will be **penalized** as per forfeit rule.

18.6.   In any case of 15.4 or 15.5, the match can be continued as a practice game but not as an official game or it can be cancelled if teams agree. The umpires do not have to officiate the game from there on.

Exceptions:

18.7.   MPR does not apply to dismissed batsmen from a team that is batting second.

18.8.   MPR does not apply to batsmen that may have temporarily stepped away for refreshments, medical emergencies, and/or bathroom breaks.

18.9.   The MPR rule only applies to the league phase. Playoff matches are not subject to the MPR rules.

19. Forfeiture

A match will be considered as a 'Forfeit' under one of the following conditions with the impact of the opposition will be declared as the 'match winners' and awarded the points **only for league games**. No NRR allocation will be applied to forfeited games.

Play-off games: If a team is forfeiting a play-off game(except #19.3), then the team which was defeated by the forfeiting team in the previous play-off game or next rank in the pool will be play the play-off game. In any case, the identified team is not ready to play the play-off game, then the chance will be given to next rank team and henceforth.

19.1. A Team is a No-Show for a match or refuses to play the match.

19.2. A Team violates the Minimum Player Rule (MPR).

19.3. A Team/Player violates CCPL conduct policy - resulting in the umpires calling the game off and awarding it to the opposition.

Penalties:

19.4. 1st offense in the cricketing year: The offending team will forfeit its deposit of $250.

19.5. 2nd offense in the cricketing year: The offending team will pay $500.00 penalty, paid before their next game.

19.6. 3rd offense in the cricketing year: The team will be disqualified from CCPL immediately.

20. Umpires

20.1. Both umpires need to be at the ground at least **10** minutes before the stipulated start time to ensure that the coin toss and boundary setup is performed before the match start time. Failure to do so will result in a penalty for their team.

20.2. In the event that umpires are unable to get to the field on time, they should proactively call ahead to the playing Captains to inform them of their delay and estimated time of arrival.

20.3. Captains need to ensure that they only send umpires that are knowledgeable on general cricketing rules, have read and understood the CCPL Playing Conditions, and can confidently officiate CCPL matches.

20.4. Captains/Managers need to ensure that they have identified umpires the night before the game (name and phone number) via email to the Gmail groups.

20.5. If umpires don't make it or reached late for the game, then the teams are asked to start the match at the scheduled start time having the batting team umpiring.

Penalties:

The following penalties will be enforced if **a team does not send** an umpire to the ground:

20.6. 1st time offense in the cricketing year: The team will pay a $100.00 per umpire. In this penalty amount $50 will be given as credit to game teams($25 each).

20.7. 2nd offense in the cricketing year: The team will pay a $150.00 per umpire. In this penalty amount $50 will be given as credit to game teams($25 each).

20.8. <u>3rd time offense in the cricketing year:</u> The team will pay a $250.00 per umpire. In this penalty amount $50 will be given as credit to game teams($25 each). Additionally, team can face other penalties like being removed from the league based on their historical infractions.

The following penalties will be enforced if **a team sends an umpire (one umpire or both umpires)** to the ground after **15** minutes of the match start time:

20.9. <u>1st time offense in the cricketing year:</u> The offending team will pay $25 penalty.

20.10. <u>2nd offense in the cricketing year:</u> The team will pay a $50.00 penalty.

20.11. <u>3rd and after offense in the cricketing year:</u> The team will pay a $100.00 penalty.

Paid Umpires

20.12. CCPL do have paid umpires pool.

20.13. Umpiring cost is $40 or $50 per umpire. However it's subject to change every year.

20.14. Please do send an email to paid umpires group, ccplt20umpires@googlegroups.com on or before Thursday, 10pm.

20.15. All teams can nominate their players or friends who are available to do paid umpiring. To nominate a paid umpire, send an email to organizers@ccplt20.net with umpire full name and contact details (mobile # and email id). Organizers will evaluate the umpire knowledge and add to paid umpiring pool only if he qualified.

21. Penalties Payment

21.1. If the team fails to pay their penalties as specified above they will be disqualified immediately from the league.

21.2. Teams that have remaining league games against any teams disqualified from the league, will receive 4 points with no change in NRR.

22. Player Absent

22.1. Any player arriving late (after meeting MPR) after the actual start of the match (not the scheduled start) or who leave the field of play for more than two overs at a time for reasons other than an external injury, will refrain from bowling for the same length of time that he was off the field after coming back on, or wait his turn to bat until the required time lapsed or his team lost five wickets, whichever came first.

22.2. Any player arriving late (before meeting MPR) will not be penalized as per 22.1 since the game can't be started until the team meets MPR and team would have been already penalized(reduced over) for late start as per guideline 17.2.

23. Field Restrictions

Bowling Power Play:

23.1. The bowling team is subject to fielding restrictions stipulating that nine (9) fielders must be inside the fielding circle for the first 4 overs of each innings.

23.2.	A maximum of 2 fielders can be outside the 30 yard circle in the first 4 overs.

23.3.	It is not necessary to have 2 fielders outside the 30-yard circle in the first 4 overs.

23.4.	If a team is playing with less than 11 players, then they need to ensure that 9 players are within the 30 yard circle during this power play period. E.g. If a team starts the match with 10 players, then 9 players need to be inside the circle, and only 1 player will be allowed outside. If a team starts the match with 9 players, then all 9 players need to be inside the circle. They will not be able to field anyone outside the circle during the Power Play.

Batting Power Play:

23.5.	A maximum of 3 fielders can be outside the 30 yard circle in the batting power play 2 overs.

23.6.	It is not necessary to have 3 fielders outside the 30-yard circle in the batting power play.

23.7.	If a team is playing with less than 11 players, then they need to ensure that 8 players are within the 30 yard circle during this power play period. E.g. If a team has only 10 players, then 8 players need to be inside the circle, and only 2 players will be allowed outside. If a team has only 8 players, then all 8 players need to be inside the circle. They will not be able to field anyone outside the circle during this power play.

Non Power Play:

23.8.	For the remaining 14 overs a minimum of 4 players need to be inside the 30 yard circle (not including the bowler and wicket-keeper).

23.9.	Only 5 fielders can field on the leg side at any point of time.

23.10.	Only 2 fielders can field between square leg and behind the wicket keeper of the leg side.

23.11.	There is no limit of fielders on the off side. All the 9 fielders can field on the off side.

24. Height No-Ball

24.1.	Any bouncer over the head or beamer above waist will be called a No-ball. For bouncers and beamers, the batsman's movement in the crease right before the delivery is bowled will be taken into consideration (i.e. a bouncer above the head becomes a legal delivery for batsman charging down the wicket)

24.2.	The leg umpire will be the primary authority for signaling a No-ball due to height. The main umpire should consult with the leg umpire before declaring a No-ball due to height.

24.3.	One legal bouncer per over is permitted (above shoulder and below head level) unless it's not the immediate delivery after a bouncer (as mentioned in 19.1). i.e. One legal bouncer per over is permitted only after a legal delivery.

24.4.	A batsman will be ruled OUT, even if they get bowled on a full toss.

24.5.	The bowler can't bowl in remaining of the match if he bowls 2 bouncers/beamers in the match.

25. Overstep No-Ball – Free Hit

25.1.	**Free Hit after a foot-fault no ball only(no free hit for height no balls)** - the delivery following a no ball called for a foot fault shall be a free hit for whichever batsman is facing it. If the

delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball) then the next delivery will become a free hit for whichever batsman is facing it.

25.2. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.

25.3. Field changes are not permitted for free hit deliveries unless there is a change of striker.

26. Out/Runs – Free Hit

26.1. Batsman can be out as follows only on a free hit: **Run out** or **Obstructing the fielder** while running out.

26.2. Runs taken while bowled out on a Free hit, the batsman can take a run if possible and the run will be counted as a bye.

26.3. In all other circumstances the batsman can take a run, even if he was out caught on free hit and the runs will be awarded to batsman.

27. Wide-Ball

27.1. Both Umpires need to be consistent about whether they will call a Wide-ball from a mark on the pitch or on the merit of the ball for both innings.

27.2. Both captains should be clear about how the umpires are going to call before the match to ensure no arguments take place during the game.

Reverse Sweep:

27.3. If the batsman makes changes to his batting action to do a reverse sweep **before** the bowler reaching the bowling stride, then the batsman will be considered as opposite hand style batting and the wide be given for that hand style batsman. i.e, if he is a right handed batsmen, then he will be considered as left handed batsman and the wide call is applied for the left handed batsman and vise-versa.

27.4. If the batsman makes changes to his batting action to do a reverse sweep **after** the bowler reaching the bowling stride, then the wide call stays/applies to the batsman's usual batting style.

28. Mankading

28.1. As per the ICC Law 42.15, the bowler is permitted, before entering his delivery stride, to attempt to run out the non-striker. The ball shall not count in the over.

28.2. The umpire shall call and signal "Dead ball" as soon as possible if the bowler fails in the attempt to run out the non-striker.

28.3. Before attempting to dismiss, one warning needs to be given to the non-striker.

29. Retired Hurt

29.1. A batsman will only be allowed to retire due to a physical condition. A batsman cannot be retired by teams based on their batting performance.

29.2. A batsman can only be retired if they have sustained an injury that prevents them from continuing. The umpires will make the judgment to assess on whether a batsman's request for retirement should be granted based on their own observations.

29.3. However, they are permitted to return to batting after the fall of the next wicket or after the retirement of another batsman.

30. Substitutions

Substitute fielder can only be used for injuries sustained during the game.

30.1. Umpires need to be approached for all fielding substitute requests. Umpire's get to make the decisions on all the above scenarios based on their best judgment of the onfield circumstances.

30.2. Teams may only use players from their 30-person roster as substitutes. However, prior to doing so they need to get the approval of the umpire.

30.3. Players cannot be provided substitutes for getting tired on the field.

30.4. Players cannot be provided substitutes for player leaving the field for non injury reasons while bowling second.

30.5. By-runners for a batsman **are not allowed** under any circumstances including injuries, cramps, fatigue, etc during a match as per new ICC rule.

30.6. However if the fielding team agrees for by-runners, then the rule 27.5 is not applicable.

31. Catches on Boundary Lines

31.1. Umpires will make the decision on this subject based on his/their best judgment. Umpires can take the catcher or the next close in fielder input if they need to but it is not mandatory.

31.2. Batting team/Fielding team players should not interfere in this situation nor should they charge towards the boundary line or into the field.

31.3. Captains should instruct their players to hold their position for any controversial catches/fielding attempts near the boundary prior to the match.

31.4. If a player moves from their position after the play or catch, and the umpire is unable to pinpoint the exact spot, then the benefit of doubt should be given to the batsman.

32. Caught Behind Decisions

32.1. Caught-behind decisions need to be made by the main umpire. He can take into consideration any evidence from the leg umpire (e.g. sounds) but the final decision needs to be made by the main umpire to ensure a fair decision.

32.2. Caught-behind decisions CANNOT be solely made on sounds heard by the leg umpire but rather need to be based on other factors not visible to the leg-umpire (e.g. deflection, deviation, angle, etc of the ball).

33. Umpires Reversing their Decision

33.1. Umpires decision will be final. However umpires are encouraged to consult the leg umpire for any doubtful decisions. He can consult with the leg umpire for clarification or can decide himself to reverse his decision promptly if he thinks he was wrong initially. His priority is to give the right decision.

33.2. Umpires should take their time in making a final and correct decision and not feel pressured from either of the teams.

34. Breaking Stumps during Run-Outs/Stumping Appeals

34.1. If the stumps have been broken once i.e. bail(s) have been dislodged, or stumps been hit (if playing without bails) during the course of an on-going play, then to successfully appeal for an ensuing run-out / stumping, the fielding side will have to manually uproot at least one of the standing stump(s) with the ball in possession.

34.2. If none of the stumps are standing up due to an earlier displacement, then the fielding side needs to re-insert one stump and then uproot it again with the ball in possession in order to successfully appeal for a dismissal.

35. Non-Playing Field Condition

35.1. If the game is not completed due to weather/light/ground availability then the game will be rescheduled. Teams should be prepared to play on the same weekend if possible.

35.2. If it has rained the previous night or is raining and the game has not already been called off, then a pitch inspection should be performed by the umpires and captains. If the umpires deem play possible, then the match should be played that day. Umpires should take into consideration the ground conditions to ensure a safe match.

35.3. If there is no chance of play that day the match will be rescheduled to a later date. The Organizers, after consulting with the captains and umpires would decide about whether the match should be re-scheduled.

35.4. Washed out games will be rescheduled just once. Any subsequent washouts of the same league round game will result in the teams sharing points.

35.5. The Organizers can call off games ahead of time based on the weather. Such decisions will be communicated to the playing teams and umpires.

35.6. The final decision with regards to rescheduled games will rest with the Organizers.

36. Ineligible Players

Players are considered "ineligible" to play the matches for the following reasons and the teams will be penalized if found an ineligible player played a match.

36.1. Player missing profile picture or not clear profile picture in the website or Player who has not submitted waiver form or Player who is suspended for a match.

36.2. Only for Play-offs: Player who didn't play at least 2 games in preliminary round.

Penalties:

36.3. The opposition team will be declared as match winner and the winning points will be awarded to them if the match was won by the offending team.

36.4. <u>1st offense in the cricketing year:</u> The offending team will pay $100 penalty, paid before their next game.

36.5. <u>2nd offense in the cricketing year:</u> The offending team will forfeit its deposit $250.00.

36.6. <u>3rd offense in the cricketing year:</u> The team will be disqualified from CCPL immediately.

37. Match Scoring

37.1. Batting team should announce the score at the end of every over to avoid any discrepancies with the fielding team.

37.2. Teams need to ensure that scorecards are legible and tally 3-ways at the end of the match.

37.3. The scorecard will be locked both in website and app as soon as End Match is done in live scoring.

37.4. Please email the organizers if any correction needs to be done after the scorecard is locked.

Penalties:

37.5. <u>1st offense in the cricketing year:</u> The offending team will pay $50, paid before next game.

37.6. <u>2nd offense in the cricketing year:</u> The offending team will pay $100.00, paid before their next game.

37.7. <u>3rd offense in the cricketing year:</u> The offending team will forfeit its deposit $250.00.

38. Parking

38.1. Players and Umpires are asked to park only in the permitted parking spaces.

38.2. Parking in any non permitted spaces will lead to **one match suspension** of the team captain. This suspension will be effort in the team's next game.

39. Trash

39.1. Teams are asked to carry out their team's trash/debris after end of their match. DO NOT THROW any trash inside or outside the field.

39.2. Teams are advised to ask the fielders to collect/remove the water/juice canes/bottles left on the field once the team leaves the field after their bowling is done.

39.3. Dulles Greene: Collect your team trash and carry yourself and Manassas Fields: Use the trash bin available in the fields.

39.4. If any trash/debris left over by a team, then the team will be **penalized for $100**. Three subsequent penalties in the same cricket year will lead the team **disqualification** from the league.

39.5. Teams are advised to report the organizers (possibly with picture) if any team didn't remove their trash/debris.

40. Awards

40.1. Winners: Cash Prize, Team and Player Trophies

40.2. Runners: Cash Prize, Team and Player Trophies

40.3. Pool Toppers: One Trophy for each pool topper

40.4. Best Batsman: One Trophy

40.5. Best Bowler: One Trophy

40.6. Best All Rounder: One Trophy

40.7. Highest Individual Score: One Trophy***

40.8. Most wickets in an innings: One Trophy***

40.9. Most Valuable Player(MVP): One Trophy***

40.10. Man of Match for Play-Offs: One Trophy***

40.11. Note: ***Including Playoff Games. It's subject to change after Final.

41. Captains Responsibilities

41.1. One player from each team will act as team Captain for the duration of the match.

41.2. Only the captain should be coming forward for the coin toss unless he is either not playing or has not arrived on to the ground. Under these circumstances, another player can fill in for the toss duties and will act as the captain until the captain shows up.

41.3. They should control the behavior of all his team players. (Conduct of his team.)

41.4. Ensure the team players respect the umpire's opinions and decisions.

41.5. Captains are responsible for ensuring that the boundary cones/flags are measured and setup before the match start time.

41.6. Both captains should ensure that their respective teams share the responsibility of placing/removing the outside/inside flags and cones before and after each match.

41.7. They will be responsible for going over the CCPL Rules and Regulations with their players.

41.8. Captains are responsible for sending umpires to their respective games. Umpires should be at the ground at least 15 minutes prior to the start time of the match and are responsible for coordinating with the playing captains with regards to any delays in arrival. Not arriving before the start time of the match or being a no-show will result in the umpiring team being penalized by the Organizers.

41.9. It's the captain's responsibility to make sure that the players tasked for umpiring duties are aware of and understand the CCPL Rules and Regulations.

41.10. Captains are responsible for ensuring that all match venues are cleared of any debris/trash at the end of the match. Both teams run the risk of being penalized at the discretion of the Organizers if an official complaint is lodged with CCPL with regards to leftover debris.

41.11. The umpire should not be pressurized in any circumstances. It will be captain's responsibility to make sure nobody crowds or threatens the umpire. Neutral umpires in conjunction with the Organizers will have authority to abandon a game and award points to whoever they think is the deserving winner in case of a fight/controversy.

41.12. Captains need to ensure that they have at least the minimum # of players available at the coin toss in order to start the match. Failure to meet the MPR rules will result in the match being declared as a forfeit.

42. Umpires Responsibilities

42.1. Neutral umpires will be assigned to adjudicate each game.

42.2. Umpires need to be present at least 15 minutes prior to the stipulated match start time.

42.3. They are the final authority during the game and their decisions will be considered final however an umpire may alter his decision provided that such alteration is made promptly.

42.4. The coin-toss will be conducted in the presence of the neutral umpire before the stipulated match start time. The team winning the toss will declare its decision immediately. Captains or their representatives for the toss should be ready for this ahead of the match start time.

42.5. Umpires will be the authority to grant a fielding substitute to the fielding side if the situation merits it.

42.6. They will keep track of the number of overs during which a fielder has left the field.

42.7. Umpires will keep time of all breaks, and notify the captains as to when to resume.

42.8. They should file a complaint about any misconduct by a player or a team on the field with the CCPL Organizers.

42.9. Umpires should check the pitch and the ground to see if it meets the basic requirements as in the ground standards, including the suitability of the outfield for play when it rains. They should periodically check the condition of the ball and decide on a replacement if applicable.

42.10. Any team that is scheduled for umpiring duties and is either unwilling to send umpires or does not send any umpires on the day of the scheduled match will forfeit their tournament deposit money and risk facing potential penalties as determined by CCPL based on the circumstances.

42.11. The Organizers will make decisions in cases of disputes and misconduct that could not be resolved during the game by the neutral umpire. Evidence provided by the neutral umpire and the two captains will be used to make a final and binding decision that will need to be abided by.

42.12. When deciding on a mark between two cones or flags, the umpire should consider the boundary line to be a straight line between those points, as opposed to an imaginary arc. The straight line between 2 points will serve as the boundary to mark against.

42.13. The main umpire will have authority to over-ride leg-umpires decision except on stumping, run-out, and no-ball (due to height) decisions.

42.14. The leg umpires jurisdiction covers decisions on run-out/stumping/no-balls due to height decisions at the strikers end. Additionally from his vantage point, a leg umpire can opine on whether a wicket-keeper/fielder has cleanly collected a catch, ball crossed the boundary, fielder placements inside/outside the circle, and on leg/off side fielder counts.

42.15. The leg umpire should never initiate a discussion with the main umpire or approach him on items out of his jurisdiction. The main umpire can initiate a consult if he is in doubt about a verdict or needs clarification on a rule.

42.16. The umpire should give the benefit of doubt to the batsman if they are intentionally prevented by the bowler or any other fielder to safely make their ground while running between the wickets. The umpire(s) will make the final determination for such 'in-game' incidents.

42.17. In the event that a player is dismissed but it is discovered or brought to the umpires attention immediately afterwards that the field placements were in violation of the rules, then the decision should be over-turned. (This can happen only until the new batsman has not taken guard).

42.18. Umpires should direct all in-games issues, concerns to captains/stand-in captain only.

43. Player/Team Conduct

43.1. Captains/teams can also be penalized for any team offenses.

43.2. Decisions by the umpires on the field of play are final. Any player showing unreasonable dissent in the opinion of the Umpires/Organizers shall first be warned for misconduct. Repeated offenses may result in disqualification from the match and/or tournament along with team penalties.

43.3. Any player involved in the oral and/or physical abuse of umpire and/or opposing team player(s) after a first warning will be suspended from the game immediately, and the team will not be allowed to field a substitute in his place. The Organizers will take any appropriate action/penalty of his actions.

43.4. Fielders and bowlers are prohibited from shouting anything from the instant the bowler starts his bowling run-up to the instant the ball is either played or crosses the normal batting position of the batsmen.

43.5. Under no circumstances should players from the pavilion enter the ground to dispute any on-field decisions. The batting team captain will be responsible for ensuring that players stay off the field. If there are any questions/concerns then only the captain should inquire off the umpires for clarification. Teams/players will be suspended from that game or future games based on the reports of the incident can be penalized for entering the playing field to dispute decisions and causing a match delay.

43.6. All questions/concerns related during the match need to be addressed and directed towards the umpires. Communicating with opposing team players is not advised as it generally does not resolve the issue.

43.7. Sledging on the field – Umpires will warn the offending player once. If the behavior continues then umpires have the authority to penalize the player by asking them to sit out for 3 overs (continuous). (Bowling restrictions will not apply in this instance). This will apply to fielders, bowlers, and batsmen. Sledging referred here is as mentioned in the first paragraph of http://en.wikipedia.org/wiki/Sledging_%28cricket%29

43.8. Any player involved in the physical abuse of umpire and/or opposing team player(s) can/will be disqualified from the league immediately, and the team will not be allowed to field a substitute in his place. In addition the player(s) who instigates the offending player could also be suspended from that game or future games or even disqualified from the league based on the neutral reports.

44. Player Safety

44.1. CCPL takes player safety very seriously! If any player(s) engages in physical or verbal abuse of another player, umpires, or spectator, then CCPL reserves the right to take disciplinary actions against any of the involved player(s).

44.2. If a player engages in behavior that instigates others, or conversely reacts to others in a derogatory manner, then they will likely be subject to penalties ranging from suspensions to getting disbarred from participating in the league.

45. Conduct and Penalties

45.1. The Organizers is focused on providing all teams with a fair, safe environment to play cricket through its leagues while ensuring that all teams comply with the stipulated Rules and Regulations.

45.2. Any team(s) found to be guilty of any rule violations or misconduct will be liable for getting penalized as deemed appropriate by the Organizers. Penalties can range from warnings, point deductions, forfeiture of deposit, match cancellations, disqualification, to getting banned from future leagues, etc.

46. Adherence

46.1. All teams and their players must abide by the rules and regulations of the venues being used for cricket e.g. no consumption of alcoholic drinks, public misconduct, trash removal, etc.

46.2. The CCPL Organizers reserves the right to amend these Rules and Regulations at any time if it considers such action to be in the best interests of the competition.

46.3. The Organizers holds the right to remove any participating team for their mis-conduct and reserves the right to withhold the security deposit.

46.4. Organizers takes input from the Captains and Neutral umpires and players involved and will make a final decision on all controversies, rule infractions and disciplinary issues.

46.5. Organizers decision is final and no further deliberation or negotiations will be entertained.

46.6. By participating in the CCPL league, teams hereby agree to abide by the CCPL Rules and Regulations.