

CCL Exception Rules

- CCL does not allow one above shoulder delivery per over.
- A no-ball is to be called if the ball passed the batsman over his shoulder in his normal standing position. Bouncers are considered dangerous deliveries and the bowler will be warned. On the third instance the bowler is to be taken off.
- Wide balls are to be called if the ball does not pass within the wide markers on the pitch. On the line is considered a wide.
- Full tosses above the waist are to be called no ball irrespective if the bowler is a fast bowler or a spinner. Beamers are considered dangerous deliveries and the bowler will be warned. On the third instance the bowler is to be taken off.
- In case the overs are reduced when the second inning is in progress, the new target is calculated based on the average runs scored by the team batting first. If D/L method is approved then the new target will be calculated using the approved application.
- In case of venue change or match being called off due to bad weather, the home team must notify the visiting team and umpires by the previous evening if possible but no later than 7:30 am on match day.
- Only certified umpires can umpire a game.
- The home team is responsible for uploading the scorecard by Wednesday following the game. See attached document on instructions to upload the scorecard. Please follow this document carefully or else you will end up with a big mess.

Match Delays

Umpires must do their best to complete the game. In the Premier League, each team must bat at least 20 overs to have an official game. Umpires must wait until such time as, in their opinion, both teams cannot bat 20 overs, before deciding to call off a game. In premier games the end time will be extended to 6 pm before deciding to reduce the overs.

In case of stoppage due to rain or other conditions, the umpires are to revise the overs by accounting for the stoppage at the rate of 4 minutes per over. If the stoppage is before lunch, the lunch break may be reduced to as much as 10 minutes, before reducing the overs.

What's new this year

- Premier League Powerplays will be modified to match ICC rules. There will be 2 powerplays per inning. The first powerplay is mandatory for the first 8 overs. Only 2 fielders can be placed outside the 30 yards circle. In addition 2 fielders must remain in stationary position within 15 yards from the popping crease. The second powerplay is a 4 over batting powerplay and it can be taken by the batting side any time up until the 29th over. It must be completed by the 32nd over. At any other time only 4 fielders are allowed outside the 30 yards circle.
- In the T20 tournament, the field restriction will be 2 fielders outside the 30 yards circle for the first 6 overs. After that only 5 fielders are allowed outside the 30 yards circle.
- The Captain's report and umpire's reports have been modified. Only the home team captain needs to submit the report BUT he must get information from the visiting team captain and file a joint report on the umpires. The captain's and umpire's reports are due by Tuesday.
- Runners are not allowed. The batsman may retire and come back at the fall of a wicket.
- Bowler hitting the bowler's end stumps while bowling will be called a no ball.
- Umpires must be at the ground 15 minutes before the start. They are responsible for accuracy and completeness of the scores. They must sign the scorecards at the end of the game and take a picture of the scorecard.
- Teams must maintain accurate scores. In case the scores don't tie (Batting + extras = Bowling + byes + leg byes = total score) the umpires can pick the lowest score as the final score.

CCL Penalties

CCL is very strict about punctuality and time management. There are various penalties for delays of game. Here is a brief summary.

- Umpire shows up late:
 - \$25 fine for first 15 minutes
 - Additional \$25 for next 15 minutes

- \$100 if the delay is more than 30 minutes
 - If umpire does not show up for the game the team will be fined \$100 per umpire and 1 point will be deducted from the league standings.
- Non Certified umpire:
 - The team will be fined \$100 for sending a non certified umpire.
- Home team delays start:
 - 5 minutes grace period
 - \$25 fine for delay between 5 and 15 minutes
 - Additional \$25 for next 15 minutes delay
 - After 30 minutes the home team forfeits the game.
 - Wet ground conditions do not count in the calculation of the delay as long as the home team is working on fixing the ground. In such cases the umpire will reduce the overs after extending the end time.
- Away team delays start:
 - 5 minutes grace period
 - \$25 fine for delay between 5 and 15 minutes
 - Additional \$25 for next 15 minutes delay
 - After 30 minutes the home team forfeits the game.
- Batting side delays the game:
 - At the first instance the umpire will give a warning to the batsmen. This warning applies to the batting team.
 - If there is further time wasting, the umpire will award 5 penalty runs to the fielding team. These runs are added to the fielding teams total as penalty extras.
- Bowling side delays the game:
 - The penalty is calculated progressively by overs. For the first over that exceeds the time limit, the penalty is \$10. For the second \$20, for the third \$30 and so on.
- Match Reports
 - The Home team Captain must provide a match report by Tuesday following the game. He must solicit information from the away team Captain before finalizing the report. The report must be sent to CCL Secretary, CACU and the opposite Captain. The report must be acceptable to CACU. Failure to provide a complete report will result in a \$25 penalty.

- The umpires must provide a single joint report by Tuesday following the game. The report must be sent to CCL Secretary and CACU. The report must be acceptable to CACU. Failure to provide a complete report will result in a \$25 penalty.

Calling Off Games due to unplayable field:

CACU would like to standardize the procedure for calling off games if the field is unplayable.

Player availability is not a valid reason to call off the game. The home team should visit the field the evening before the game and decide if the ground will be playable the next day. If they feel it will be impossible to start the game by 3 pm the next day for Premier or 1:30 pm for a 10 am start T20 or 4:30 pm for a 2 pm start T20, then they can inform CACU (any member of CACU EC) and get approval to call off the game. If there is any chance of play, they should make a second visit to the ground before 7 am on the day of the game to help make a decision. Again, if they feel it will be impossible to start the game by the above mentioned time, then they can inform CACU and get approval to call off the game.

Teams must make all possible efforts to play the match. After 7:30 am on the day of the match, only the umpires can call off the game. If the umpires travel to the ground, they must be paid their match fees.

If a game is called off the rematch must happen before the end of the season at a date that is mutually agreeable to both teams. If a mutually agreeable date cannot be arrived at, CCL EC will decide on a date. Until the game is replayed, both teams will get zero points for the match.

Calling Off Games due to cold weather forecast:

On the day before the game, around 6 pm, if the 'feels like' temperature forecast on www.weather.com for the zip code where the ground is situated, does not exceed 45F for at least 4 hours between 10 am and 5 pm for a premier game or at least 2 hours between 10 am and 2 pm for a T20 morning game or at least 2 hours between 2 pm

and 6 pm for a T20 evening game, any of the CACU officials can call off the game.

On game day, if both captains agree that it is too cold to play, the umpire can call off the game.

If a game is called off, it must be rescheduled. No points will be awarded for called off games. If a game is called off, CACU will make an announcement on the LMC or the CCL website.

The zip codes for the ground are as follows:

Boltz - 80525

Lincoln - 80521

Longmont - 80501

Cornerstone Park - 80120

Memorial Park – 80903

Umpires are also asked to take lightning seriously when a game is in progress. In the event of a storm, the players stand exposed to lightning and this can be very dangerous. Please use proper judgment to suspend play until the storm passes.

Forfeiture of a game

- A team forfeiting a game will have to pay a monetary fine of \$150/- and 2 penalty points will be deducted per forfeited game.
- Penalty must be paid within 2 weeks. Failing to pay the fine, the team will be suspended from participating in the tournament for the remaining of the season.
- A team forfeiting more than 2 games during the entire season will be suspended from participating in any game organized by CCL for the remaining cricket season.
- The maximum points for a winner will be accorded to the team against which a team has forfeited the game. The run rate is not affected.
- In case a team is suspended from participating further in the tournament, the points scored by remaining teams against the faltering team will be reduced from total points scored by the respective teams.
- All the players of the suspended team will not be allowed to transfer to other teams while the tournament in which the said team was banned, is continuing.