

Colorado Cricket League (Format Proposal for the year 2008)

1. Goal

- 1.1. The Goal is to standardize our playing season. We need to provide our members more than one formalized format of cricket that matches their needs and lifestyles. This will enable us to increase our base membership. Twenty20 is the future of cricket and it is time we start giving it the importance it deserves. For any organization to achieve maturity, they need to have their processes in place. CCL's main objective is to make sure cricket is being played in Colorado.

2. Implementation

- 2.1. Every year CCL shall organize the competitive cricket tournaments in three formats; 'Premier League', 'Twenty20 League' and 'Twenty20 knockouts'. The 'Premier League' games shall be of at least forty overs, unless the game has to be reduced to fewer overs per CCL rules. The Premier league and Twenty20 League will run in parallel such that most of the Premier league games will be played on Saturdays and Twenty20 on Sundays.
- 2.2. The Twenty20 Knockout tournament will be played on completion of the two leagues.
- 2.3. Teams must register separately for each tournament. A separate entry fee will apply for each tournament. CCL EC will set the registration deadline for each tournament.
- 2.4. The "Entry fee" does not include the cost of renting a ground, cricket ball cost, cost of lunch, umpiring fees, etc. incurred per match. CCL EC will determine which team is liable for which expenses.
- 2.5. The CCL secretary will try to accommodate any special requests from the teams when he makes the schedule. (Some teams may want to play on Saturday and Sunday. Some teams may want to play 2 Twenty20 games per day etc.)
- 2.6. The number of league games played by each team will be determined by the number of teams registering for that tournament.
- 2.7. If 4 teams register for a league, each team will play the other 3 teams in the league 4 times for a total of 12 games per team in the season.
- 2.8. If 5 teams register for a league, each team will play the other 4 teams in the league 3 times for a total of 12 games per team.
- 2.9. If 6 teams register for a league, each team will play the other 5 teams in the league 2 times for a total of 10 games per team.
- 2.10. If 7 teams register for a league, each team will play the other 6 teams in the league 2 times for a total of 12 games per team.
- 2.11. If 8 teams register for a league, each team will play the other 7 teams in the league 2 times for a total of 14 games per team.
- 2.12. If 9 teams register for a league, games will be played in 2 phases. In phase one each team will play the other 8 teams in the league once. In phase two, based upon results in phase one, teams ranked 1,2 and 3 will play each other 2 more times, teams ranked 4,5 and 6 will play each other two more times and teams

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ranked 7,8 and 9 will play each other 2 more times. Thus each team will end up with a total of 12 games.

- 2.13. If 10 teams register for a league, games will be played in 2 phases. In phase one each team will play the other 9 teams in the league once. In phase two, based upon results in phase one, teams ranked 1 thru 5 will play each other one more time, teams ranked 6 thru 10 will play each other one more time. Thus each team will end up with a total of 13 games.
- 2.14. Any team participating in any of the tournaments must be either a registered club with CCL or a member of a registered club with CCL.

3. Playing Conditions

- 3.1. All tournaments will adopt the same point system followed by CCL for the season.
- 3.2. Teams must show a firm commitment once they opt to participate in any tournament.
- 3.3. A team must have at least 7 players to play the match.
- 3.4. EC, in consultation with the LMC and based on the feedback from the various interested teams will decide on the ball to be used for the Twenty20 tournaments.
- 3.5. EC, in consultation with the LMC and based on the feedback from the various interested teams will decide on the clothing for the Twenty20 tournaments.
- 3.6. Any regulation not mentioned in the playing conditions here will be administered by the CCL constitution. If a dispute arises, EC/LMC will be the final authority.

4. Participation

- 4.1. All teams must submit their rosters when they register for a tournament. Teams may add more players as the season progresses. A team must have at least 13 players on its roster. If a team participates in both, Premier league and Twenty20 league, then they should have at least 14 unique members on their combined roster.
- 4.2. A player cannot represent two teams in the same tournament during a cricket season. However a player may play for different teams in different tournaments. If a team violates the player transfer rule and allows a player to play for a different team (within one tournament) without seeking proper approval as specified in CCL constitution, then the 'forfeiture' clause will be applied to all games that such a player played in.

5. Forfeiture of a game

- 5.1. A team forfeiting a game will have to pay a monetary fine of \$150/- and 2 penalty points will be deducted per forfeited game.

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- 5.2. 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.
- 5.3. 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.
- 5.4. 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.
- 5.5. In case a team is suspended from participating further in the tournament, the points scored by remaining teams against the faltering team will reduced from total points scored by the respective teams.
- 5.6. 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.

6. Special Circumstances

- 6.1. Any playing condition not mentioned in this document will be administered by CCL league rules and in a special case; it will be referred to the CCL EC, whose decision will then be final.