

CCL Game Rules

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Scope

CCL game rules as described in this document apply only to league-sanctioned fixtures that apply towards points in a league competition, not informal or practice games.

1 Player Behavior, General Conduct

1.1 Dress Code

- Teams may play in white or colored uniforms (shirts and full length trousers) for all official league fixtures. However, all 11 playing team members must wear consistent uniforms on game day.
- If a team chooses to play in whites, ALL 11 players must be dressed in white or the team will be fined \$25 for each noncompliant player.
- If a team plays in colored uniforms, all 11 players must wear consistent uniforms OR up to 3 players may play in whites. Teams will be fined \$25 for each noncompliant player beginning with the 4th noncompliant member.
- Shoes are required of all players. No metal spikes are allowed.
- Batsmen must wear helmets.

1.2 Cheating

Cheating is not permitted and is grounds for disciplinary action. Any team whose members are found cheating during a fixture, played under the auspices of the league, will automatically forfeit the game and all points associated with it. Their opposition will be awarded maximum points allowed under league rules for that game. Cheating is considered a direct contravention of the rules of cricket and/or the league. The CCL General Rules document describes the league code of conduct and disciplinary policies.

1.3 Appealing

Excessive and/or intimidating appealing is not tolerated by the league. Players are encouraged to walk if they know they are out.

1.4 Dismissal

The following behavior is grounds for permanent dismissal from Colorado Cricket League:

- Use of threatening behavior and/or language.
- Public use of profane language.
- Behavior likely to incite racial intolerance or divisiveness in the league.
- Criminal activities likely to bring the league in to disrepute.

1.5 Forfeits

Teams involved for a specific game are responsible for all the costs involved. So even if the away team forfeits, they are still responsible for all the costs incurred by the home team.

- 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 a season will be suspended from participating in any game organized by CCL for the remainder of the 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.

2 Approved Pitches, Grounds and Equipment

2.1 Approved Pitches

In order to make cricket in Colorado a safer and enjoyable experience, all pitches are subject to approval by the Management Committee. Wickets should be of concrete, lay, dirt or grass and must be prepared to the satisfaction of both team captains. The boundaries should be of regulation distance, or when space does not allow, be as near as possible to standard. The grass should be cut as short as allowed by the owner or controlling authority; any obstructions within the playing area should be identified and advised to the visiting team captain.

2.2 Pitch Complaints

In the event of a dispute over the safety of a pitch, the Umpires are the only authority to determine the next course of action. If they decide to call off the game, they need to file detailed report with CACU. Captain(s) cannot call off a game for any reason. Any Club can file a complaint about a ground or pitch condition through their LMC representative and EC will pursue the matter and issue their decision.

2.3 Grounds

All grounds must be registered with the League Secretary in writing. The owner's or controlling authority's name and address and the ground's name, address and directions from the nearest major highway must be included.

2.4 Equipment

The normal cricket rules for equipment apply. Balls for all fixtures that count towards points or position in League sanctioned competitions will be supplied by the League. CCL will use Kookaburra Tuff Pitch (2-piece) balls for all league Premier fixtures and Dukes 4-piece ball for league T20 fixtures.

Chauka app must be used for scoring. Captains must ensure that all the players have been uploaded to Chauka prior to the game. Paper scorecard should be used as back up in case of unforeseen device issues.

3 Fixture Format, Timings, Reporting

3.1 Premier League Games

1. All games will be of two forty over innings with no bowler allowed to bowl more than eight overs in an innings.
2. 40-over innings will run for 3 hours, of which 2 hours and 40 minutes will be playing time, and the other 20 minutes will be for two drinks breaks. These breaks will be taken around the completion of each hour of play timed from the start of an innings. There will be half an hour lunch break between innings.
3. Play will start at 10:00 a.m., with a coin toss at 9:45 a.m. At this time, the participants in the coin toss will exchange team cards. Both team captains must agree upon any changes to these cards to be made during the course of play. The captain winning the toss must immediately indicate a decision to bat or bowl.
4. By the Tuesday following a weekend match, both team captains MUST submit a unified match report to CACU and the League Secretary. The home team is responsible for ensuring a complete scorecard on Chauka website by Wednesday. The umpires of each game are expected to submit a single report on the proceedings by Tuesday as well. These reports are mandatory. Failure to provide the reports (captain's, umpire's) by Tuesday or not uploading the scorecard with all fields filled by Wednesday, the guilty party will be penalized \$25.
5. Neutral umpires are to be paid \$40 per game, per umpire. Level 1 certified umpires will be paid \$50 per game. Only certified umpires may stand in a game.
6. At the fall of a wicket, the new batsman is expected to take guard or be at the wicket (as the case may be) within 2 minutes. Failing which the umpire can declare the new batsman 'time out'.

3.2 20-20 Games

1. All games will be of two 20 over innings with no bowler allowed to bowl more than 4 overs in an innings.
2. 20-over innings will run for 1 hour and 30 minutes, of which 1 hour and 20 minutes will be playing time and one 10 minute drinks break at the end of 10 overs.
3. There will be a break of 10 minutes between innings.
4. Play will start at the scheduled time with the coin toss taking place 15 minutes prior to that. Captains will exchange team cards. Both captains need to agree to any changes to these cards during the course of play. The captain winning the toss must immediately indicate a decision to bat or bowl.
5. By the Tuesday following a weekend match, both team captains MUST submit a unified match report to CACU and the League Secretary. A scorecard of the game will also be required for the purpose of tabulating the League results and furnishing all teams with the standings on a weekly basis. The home team is responsible for uploading the scorecard to the website by Wednesday. The umpires of each game are expected to submit a single report on the proceedings by Tuesday as well. These reports are mandatory. Failure to provide the reports (captain's, umpire's) by Tuesday or not uploading the scorecard with all fields filled by Wednesday, the guilty party will be penalized \$25.
6. Neutral umpires are to be paid \$25 per game, per umpire. Level 1 certified umpires will be paid \$30 per game. Only certified umpires may stand in a game.

7. At the fall of a wicket, the new batsman is expected to take guard or be at the wicket (as the case may be) within 2 minutes. Failing which the umpire can declare the new batsman 'time out'.

4 Time Management

4.1 Definition of start time

A game's start time is announced by the umpire after the home team gets the ground ready for play or the scheduled time, whichever ever happens later.

NOTE:

- Umpire will penalize the Home Team for a late start based on the proposal laid out in #3 below.
- Start Time is used to time the game once it has started.
- A typical start time for a Premier League Game is 10am and either 10 am or 2 pm for a 20-20 Game.

4.2 Neutral Umpires delay the game

CACU is in charge of setting up neutral umpires for all games.

An umpire is expected to:

- Reach the ground at least 15 minutes prior to the game's scheduled start time.
- Assess the Home Team preparations of ground and declare the "start time". When either neutral umpire shows up late, the team to which the umpire belongs to will be:
 1. fined \$25 for the first 15 minutes of delay
 2. additional \$25 for the next 15 minutes (for a total of \$50)
 3. \$100 total if the delay is more than 30 minutes.
 4. Penalty amount must be paid within 2 weeks.
- 5. When the neutral umpires assigned do not show up for at least 30 minutes, the captains of the two teams can do the following:
 - Pick 4 players from the other team that can umpire the game. For example Captain of Team A can pick 4 players from Team B that can umpire the game when Team B is batting and vice-versa.
 - If neutral umpires eventually show up, they will umpire the game.

OR

- Agree to replay the game on a make-up weekend.

4.3 Home Team Delays the Game

- The home team is responsible for getting the ground ready to play on time. The home team should make every effort to start off the game on time. The following tasks should be completed by the home team prior to the start of the game:
 - Boundaries should be marked on the ground using either cones or flags.
 - The inner circle of 30 yards from the pitch should also be marked with either cones or flags.
 - Wickets should be set up, including bails.
 - Return and popping creases should be marked on the pitch.

- Wide markers should be marked on the pitch.
- The pitch should be cleared of any debris.
- Chalk should be provided at either end of the wicket for the use of the batsmen.
- The umpires shall inspect the ground and be satisfied with the preparations before the game can commence.

If the home team fails to prepare the ground for a scheduled start, the umpires shall implement the following:

1. Give them a grace period of 5 minutes. Umpires can wait up to 5 minutes beyond the scheduled start time and the home team will not incur any penalties.
2. If the games starts between 5 minutes and 15minutes past the scheduled start time, the home team is penalized \$25
3. If the game starts between 15 minutes and 30 minutes past the scheduled start time, the home team is charged another \$25 for a total of \$50.
4. If the game starts after 30 minutes past the scheduled start time, the home team forfeits the game. Penalty amount must be paid within 2 weeks.

Exclusions:

If there are other areas in the ground that need attention (water soaked bowler run up, or some patches in the ground that are water soaked) than mentioned above in the home team task” list, the home team should make every effort to make the ground playable. However, that effort will not count towards the penalty. Umpires will extend the end time to 6 pm and then curtail the game based on how much time is lost. For example, if the game does not start till 11:53am because saw-dust had to be applied to a water soaked bowler run up, then the umpires can reduce the game by $23 \text{ minutes} / 4 = 6 \text{ overs}$ (rounded off to the closest even integer) equivalent to 3 overs reduction per inning.

4.4 Away team delays the game

1. Once the start time has been established by the umpire, if the away team is not ready to start the game, then: Umpire will give them a grace period of 5 minutes past the scheduled start time and they will not incur any penalties. If they are ready to start the game between 5 minutes and 15 minutes past the scheduled start time, they are penalized \$25.
2. If they are ready to start the game between 15 minutes and 30 minutes past the scheduled start time, they are penalized another \$25, bringing the total to \$50 in penalties.
3. If they are 30 minutes past the scheduled start time, they forfeit the game. Penalty amount must be paid within 2 weeks.

NOTE:

- First the umpires shall make sure the ground is ready to play, declare the start time, assess any penalties to the Home Team and then evaluate penalties to the Away Team.
- Based on current rules any game that starts 30 minutes past the scheduled start time, is forfeited, unless weather is involved in a delayed start or neutral umpires are not present.

4.5 Batting Side Delays the Game

It is unfair for a batsman to waste time. In normal circumstances, the striker should always be ready to take strike when the bowler is ready to start his run up.

The Umpire shall do the following:

1. At the first instance of either batsmen wasting time, the umpire shall warn the batsman and indicate that this is a first and final warning. This warning shall continue to apply throughout the innings. The umpire shall so inform each incoming batsman.
2. If there is any further time wasting by any batsman in that innings, the umpire shall award 5 penalty runs to the fielding side. The penalty runs are added to the score card as "Penalty Extras".

Time wasting by a batsman:

A batsman is considered to be wasting time when the following are true, provided the fielders are ready and the bowler is ready to start his run up:

- Takes an unofficial water break.
- Takes a breather, just because he had to run on the previous deliveries.
- Unnecessarily fiddles with his equipment.
- Unnecessarily takes guard multiple times.
- Any other reason, as per the umpire's judgment.

The following scenarios are not considered to be wasting time by the batsmen:

- A batsman is injured.
- The fielding side is taking an unscheduled water break and the batsmen join in for a quick drink.
- As the bowler is taking his run-up, a fielder talks and the batsman walks away from strike.

4.6 Bowling Side Delays the Game

Each bowling team is expected to finish their allotted overs at 4 minutes per over. The total time for an innings is:

- 3 hours; 160 minutes of playing time and two 10-minute water breaks in a Premier League game
- 1 and half hours; 80 minutes of playing time and one 10-minute water break in a 20-20 League game

The umpires shall penalize the bowling side when they exceed the allotted time to complete the innings in an incremental order. For the first 4 minutes of extra time the penalty will be \$10. For the second 4 minutes of extra time the penalty will be \$20 (for a total of \$30). For the third 4 minutes of extra time the penalty will be \$30 (for a total of \$60) and so on.

The umpires

- Shall inform the bowling side if they are running behind schedule and declare "penalty time" once the stipulated time is completed.
- Shall inform the teams of the penalty amount and report it in their match report. Penalty amount must be paid within 2 weeks.

4.7 Miscellaneous Information on Time Management

- At the fall of a wicket, the new batsman is expected to take strike within 2 minutes. If he does not, then the umpire can call Time Out for the batsman. Those 2 minutes is considered normal game time and does count towards normal playing time
- When a boundary is hit, it is the fielder's responsibility to go and bring the ball back so play can resume. The time it takes to fetch the ball is considered part of the game, unless of course the ball is lost or it takes time to find the ball (ball is temporarily lost).
- Injury time doesn't count towards normal playing time.
- The fielding side whips the bails off or the keeper attempts to stump or run out a batsman, the time taken to put the wickets back by the umpire is considered normal playing time.

5 Weather Rules

5.1 Procedures for Calling off Games

1. 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.
2. On game day, if the umpires agree that it is too cold to play, they can call off the game. If a game is called off, CACU will make an announcement on the LMC or the CCL website. The scheduler will reschedule the game. For called off games the points will be shared unless the game is replayed. The zip codes for the ground are as follows:
 - Boltz - 80525
 - Lincoln - 80521
 - Longmont - 80501
 - Cornerstone Park - 80120
 - Memorial Park - 80903
3. Unplayable field:
 - 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. CCL scheduler will decide on a date. Until the game is replayed, both teams will share the points for the match.

5.2 Playing Under Reduced Overs

1. When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 15 overs per hour, which is exclusive of the provision of drinks intervals, in the total remaining time available for play.
2. The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
3. A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 15 overs per hour. While calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and intervals, excluding those for drinks, must be taken into consideration. This calculation must not cause the match to finish earlier than the original time for cessation of play. If required the original time shall be extended to allow for one extra over for each team.
4. If the fielding team fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs has been bowled or the innings is completed.
5. Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored.
6. Penalties shall apply for slow over rates (refer to Time Management section).
7. In games where the number of overs is reduced due to weather or playing conditions, umpires must calculate revised targets according to the Duckworth-Lewis rules.

5.3 Notes for Premier League Games

1. To constitute a match, a minimum of 20 overs have to be bowled to the side batting second, subject to the innings not being completed earlier.
2. In games delayed by weather and when reducing the number of overs to be played, the latest allowable end time of game is moved to 6 pm, instead of 4:30 pm.

5.4 Notes for 20-20 League Games

1. To constitute a match, a minimum of 10 overs have to be bowled to the side batting second, subject to the innings not being completed earlier.
2. In games delayed by weather and when reducing the number of overs to be played, the latest allowable end time of a 10 am game is moved from 1 pm to 2 pm, and the latest allowable end time of a 2 pm game is moved from 5 pm to 6 pm.

6 CCL Exceptions to the Laws of Cricket

The laws of cricket (Laws) can be found at <http://lords.org/laws-and-spirit/laws-of-cricket/laws/>. However CCL has a few exceptions:

1. We do not allow one over-the-shoulder delivery per over.
2. Any delivery that rises above the shoulder height of a batsman in his normal standing position is considered a dangerous delivery and is called a no-ball. The bowler is given a warning. On the third instance the bowler is taken off.

3. Any full-toss delivery above waist height of a batsman in his normal standing position is considered a dangerous delivery and is called a no-ball. The bowler is given a warning. On the third instance the bowler is taken off.
4. The fielding team is restricted to 2 fielders outside the 30 yard circle for the first 6 overs in a 20-20 game. After that only 5 fielders are allowed outside the 30 yard circle.
5. Powerplays are in effect for Premier games. The first 8 overs of an innings will be a mandatory powerplay. During the mandatory powerplay, only 2 fielders are allowed outside the 30 yard circle. Between overs 9 and 32 a maximum of four fielders are allowed outside the 30 yard circle. In the final 8 overs (33 - 40) a maximum of five fielders will be allowed to field outside the 30-yard circle.
6. Free hits off no balls are in effect for both Premier and T20 games. All no-balls, whether called for foot faults or any other reason such as violating fielding restrictions, will result in a free hit to batters.
7. The umpires call wide balls if the ball is not bowled within the special markers (36 inches outside the off stump and anything outside the leg stump).
8. At the fall of a wicket, the new batsman is expected to take strike or be at the non-striker end, as the case may be, within 2 minutes.
9. No fielders in catching position are needed during any time of the game.

NOTE: In cases of any conflicts or contradictions, these CCL exceptions will take precedence over the Laws.

7 Versions, Edits

1. March 21, 2008: Gopal Susarla split the ccl_league_rules_2005 document in to General and Games rules document. This document contains the Game rules. Time Management Proposal that was voted on by LMC has been made in to rules in this document.
2. November 15, 2009: Gopal Susarla put in rules about power plays, free-hits, and extension of end-time of game as agreed to in LMC for the season-2009.
3. February 28, 2013: Ashish Singhal (CCL President) put in rules about calling off the game a day before if weather report suggests game is not possible the next day. Refer to Section 5 point 8. This was agreed to in AGM for the season-2013.
4. April 15, 2014: 4. Raymond Mascarenhas (CACU) updated rules to reflect latest changes approved at the AGM for season 2014.
5. April 14, 2015: Benjamin George (CACU) updated power play overs for premier games and use of Chauka app for scoring.
6. April 12, 2016: Raj Chitikila and Bodhayan Chakraborty cleaned up the document; clarified scope; updated dress code, scorecard upload requirements, and game ball information per December 2015 AGM decisions; and updated powerplay, free hit and catching fielders rules to align with ICC rules.