



Commonwealth Cricket League



Table of Contents

Team Management.....	3
Schedule:.....	3
Ranking:.....	3
Playoffs & Promotion:	3
Clothing	4
Registering Players & Playing XI	4
Start time:	4
Pitch setup & toss:	5
Game length:	5
Bowler over-limit:	6
Fielding restrictions:	6
Batting Time Out:	6
Playing games under protest:	6
No-balls for height:	6
Runners:	7
Rain delays:	7
Throwing:	7
Mankads (or running a non-striker out before delivering a ball):	8
Umpires Fees and Payment:	8
Subs:	8
Discipline:	8
Waiver Form	9

Team Management

The captains of both teams are responsible for ensuring:

1. League rules are understood by their players, and applied fairly
2. Use CricClubs App for live scoring this will avoid all the extra work.
CricClubs: All scores (full scorecards, including bowling figures) must be entered in CricClubs by the Tuesday following the game. For example, if your game is on Sunday July 12th, your scores must be entered by Tuesday, July 14th on CricClubs. Failure to do so will mean a forfeiture of points. If one team enters scores and the other doesn't, the team that enters scores is automatically awarded the victory, regardless of the result of the game played between the two sides.

Schedule:

1. Based on a randomized round robin system.
2. Teams will have the opportunity to play min. 7 games.
3. Rained out games count as a valid game
4. Team not showing up on game day or canceling on schedule will forfeit the game.

Ranking:

1. Based on Points.
2. NRR will break a ranking tie. NRR will be calculated based on ICC standards automatically in Cricclubs.
3. If NRR is same, then Winning Percentage.

Playoffs & Promotion:

1. 8 team Group/Division will have 4 teams in Playoffs

2. A player will need to play a minimum of 2 games(during the round robin stage for the qualified team) to qualify for Playoffs. Rained out games will not count as a game played for a player – counted only if game is cancelled on the day of and umpire signs off on the player list by the captains.
3. Playoff format will be announced one week in advance. It will be a knockout system.
4. Tied game will have a super over in the playoff stage.

Clothing

1. External clothing should be Color cricket clothing (collared colored t-shirt, and white/colored cricket pants, no sweatpants allowed, no round neck t-shirts, no shorts, etc...)
2. The umpire will disallow anyone from entering the field of play who does not comply with clothing rules.

Registering Players & Playing XI

1. Players need to be registered on CricClubs with a full name and photo which is clearly recognizable.
2. Maximum 16 Players will be allowed in a Club
3. The 16 player roster can only be change 3 times after that the teams will be locked, not allowing them to make any more changes.

Start time:

1. Late arrival by one or both teams causing a delay of game will result in the loss of batting overs for the delaying team(s): one over for every 5-minutes of delay. However, matches may commence with fewer than eleven players (minimum 7 players) present without any reduction in batting overs.
2. Additionally, if a team does not have 7 players on the field at 10 mins before the start time, the opposition will be awarded the toss (and the late team will be docked overs, as applicable above).

3. 25 overs game cannot be played after 9am and 2pm for Afternoon Games
4. Game can be started any time before 9 am (8 or 8.30 am) but game must end 1.15 am (Hard end time) for morning teams

Pitch setup & toss:

1. Responsibility for setting up the pitch: Teams listed first on the schedule are the home team. The matting shall be set up by the home side in entirety 15 minutes before game time, for example if the game starts at 1:30PM, pitch should be ready to play no later than 1:15pm. The league will provide nails for matting wherever possible, so they don't need to be changed in between the morning and afternoon games. But teams are always asked to carry hosting equipment with them. Both teams should carry set of stumps, nails, hammer, boundary flags/cones etc. The toss will be completed (in the presence of the officiating umpire) by 15 mins before the game.
2. If the umpire is late, the two captains can mutually agree on completing the toss and starting the game without the presence of the umpire.

Game length:

1. This is a 25 over league. Games can be 30 overs wherever permitted
2. Games must commence no later than 9 am for morning and 2 pm on Sunday, with the first innings completed no later than 11. 10 am for morning and 4:10 pm for afternoon, a 10-minute innings break, the second innings commenced no later than 11: 20 pm for Morning and 4:20 pm for afternoon and completed by 7:00pm.
3. This time allotment already includes a 20-minute buffer when compared to ICC rules for over rates. There will be absolutely no further buffers allowed.
4. The umpire has discretion for docking overs for any offending parties.
5. Enforced over rates:
 - a. If the allotted overs are not completed within the specified time, the umpire has the option of reporting the captain of the offending team to the league coordinator. Repeated offences will lead to a ban of the offending captain for a number of games.
 - b. Umpires need to be vocal during the game if they foresee any time wasting on either the batting or bowling side

Bowler over-limit:

1. There will be a limit of six overs per bowler per innings (or pro rata for shortened games).

Fielding restrictions:

1. Fielding restrictions must be in place for the power play(12 overs for 35 over game or 8 overs for 30 over games or 7 for 25 overs game and 6 for 20 over games), with a clearly defined 30-yard inner circle in grounds that are large enough to accommodate the inner circle. During the power play, up to 2 fielders will be allowed outside the inner circle
2. For the remaining overs, up to 5 fielders will be allowed outside the inner circle

Batting Time Out:

1. After the fall of a wicket or the retirement of a batsman, the incoming batsman must, unless in the case of a drinks break, be in position to take guard or for his partner to be ready to receive the next ball within 3 minutes of the dismissal or retirement. If this requirement is not met, the incoming batsman will be out, Timed out.
2. In the event of protracted delay in which no batsman comes to the wicket, the umpires shall adopt the procedure of MCC Law 21.3 (Umpires awarding a match). For the purposes of that Law the start of the action shall be taken as the expiry of the 3 minutes referred to above.

Playing games under protest:

1. All the games must be completed, team walking out will lose the points. Inform umpire and other captain if you are playing under protest and once the game is completed send email to the coordinator, Krishna,Ajith and umpire. Case will then be discussed, and appropriate action will be taken. If coordinator is involved in the issue, then he will be no part of the case discussion.

No-balls for height:

1. For spinners and fast bowlers alike, a ball received on the full by a batsman in his normal stance, above waist height, shall be deemed a no-ball by the bowler's end

umpire – especially if there is only one umpire – if there are two umpires then the square leg umpire may assist in the decision.

2. There will be a free hit for front foot no-balls only.
3. A ball that hits the stumps on the full is not automatically a no-ball. The umpire has to rule that the ball passed above the batsman's waist in his normal stance, and then dipped down to hit the stumps, in order for it to be called a no-ball.

Runners:

1. No runners shall be allowed for batsmen injured or hurt during or prior to a game

Rain delays:

1. In the event of rain delays, the number of overs to be played by each team will be determined by the captains. For shortened games, the team with the highest run rate (total runs/overs completed) wins the match. Each team must bat for a minimum of 15 overs for a game to be considered official (i.e., for win/loss points to be awarded).

Throwing:

1. Law 24 of the MCC's "Laws of Cricket" Apply here. For a delivery to be fair in respect of the arm the ball must not be thrown. If, in the opinion of either umpire, the ball has been thrown, he shall call and signal No ball and, when the ball is dead, inform the other umpire of the reason for the call.
2. Given there will be two appointed umpires, the leg umpire will watch for throwing, and will report a suspect action to the umpire at the non-striker's end. Two offences in the same game will lead to a bowler being disallowed to continue to bowl.
3. Definition of fair delivery – a. A ball is fairly delivered in respect of the arm if, once the bowler's arm has reached the level of the shoulder in the delivery swing, the elbow joint is not straightened partially or completely from that point until the ball has left the hand. This definition shall not debar a bowler from flexing or rotating the wrist in the delivery swing.

Mankads (or running a non-striker out before delivering a ball):

1. The bowler is permitted, before releasing the ball and provided he has not completed his usual delivery swing, to attempt to run out the non-striker.

Umpires Fees and Payment:

1. \$100 per umpire if there are two officiating umpires, \$50 if there is one officiating umpire.
2. Umpires need to be paid after the Toss and before the game begins.

Subs:

1. The substitute fielder shall only be permitted in cases of injury or illness...and should not include what is commonly referred to as a 'comfort break'.
2. The substitute fielder shall only be permitted if the player becomes injured after the playing XI is nominated at the start of the game.
3. The substitute may not bat, bowl, keep wickets or act as captain.
4. An injured player may return to the game if they have recovered. But they cannot immediately resume bowling (or batting if their team's innings commences while they are off the field). They will have to spend an equal amount of time on the field – as they spent off the field. For example – If they are off the field for 5 overs – then they will have to return to the field for 5 overs before they can start bowling. If a batsman goes off the field for the last 5 overs of the first innings – he cannot start his innings in the first 5 overs.
5. If a batsman is retired out – but recovers later – can return to resume his innings.
6. Captain has to get umpire's permission to use the substitute.
7. The substitute would need to be registered member of the team on CricClubs.
8. Exceptions to the above rules are allowed under special circumstances if both the captains and umpires agree on it.

SuperSub:(Morning Division)

1. Super Sub is allowed only during league stages, no super sub allowed in playoffs.
2. Every team can select 12 members before the start of the game also announce who is going to be the super sub player before the game starts.
3. Super sub player needs to be on the ground before the start of the game, no super

sub allowed after the game starts.

Most Important: About COVID 19:

1. Players travelling outside NY state needs to self quarantine for 2 Weeks and can not play any games during those 2 weeks.
2. Any players with Covid-19 case at home will not be allowed to play in the league.
3. Failure to follow above two rules may result in teams termination from the league.

Discipline:

1. League is not liable for any physical altercations.
2. Teams are liable to be suspended for any acts of physical violence on or close to the field of play.
3. Teams are liable to serious penalties – if the rules are purposely violated. Penalties are at the discretion of the Division Coordinator and the League President

Fair Play Points (Applicable for Morning Division this year)

- Umpires will rate each team based on the below Points
 1. Team On time in the ground
 2. Toss spun on time
 3. Game started on time.
 4. Team dressed properly: jersey's, pads etc.
 5. Team behaves properly: No Fight, Sledging, swearing etc.:
 6. Captain manages team properly (Not everyone is setting field or managing team)
 7. Team is using league Ball
 8. Game is completed on time
 9. Complying with Umpire 10. Ground condition after the game.
- Umpire should send this points to coordinators
- Coordinator will keep track of fair play points and for next season teams avg fair play point below 6 points are not eligible to play in Group A
- At the end of the season team with highest fair play points will be awarded

Rules: 2020

Waiver Form

All Teams participating must sign the waiver form and follow the guidelines provided by the State and the lead.

I acknowledge that I have read these rules and on behalf of my cricket team, accept these rules and will abide by it.

In the game umpire decision is final. Management decision is the final decision.

Any team violating the above rules will be terminated.