

Collierville Cricket League (CCL)

The Collierville Cricket League was established to allow every participant to demonstrate his aptitude and skill in a competitive and mutually supportive cricketing environment. Therefore, let us all participate in this event with spirit, enthusiasm, and an attitude befitting this gentlemen's game. Let us enter the field with an appreciation for the game and better players and come to make new friends every day.

ICC rules will be implied if the rules are not covered within the CCL guidelines.

Tournament format will be announced during captains meet.

BYLAWS:

1. PARTICIPATION FEE & WAIVER

- a. The tournament fee will be communicated to the teams at the start of the tournament.
- b. The core team size allowed is 20 players. Player Playoff qualification is Minimum 2 league games.
- c. If you want to add a player to the roster, let the committee know by Thursday of that week.

2. KIT

- a. The home team will bring their KIT and is responsible for ground setup.

3. BOWLING LIMITATIONS

- a. A bowler can bowl a maximum of 3 overs for a full 15-Over game. Hence, each team will use a minimum of 5 bowlers for a 15-Over Game.
- b. In case of a shortened game, here is what a bowler is allowed to bowl:
 - For a 12-Over game, 2 bowlers can bowl a maximum of 3 overs each.
 - For an 11-Over game, only 1 bowler can bowl a maximum of 3 overs each.
 - For a 10-Over game, the bowler can bowl 2 overs.
 - For a 9-Over game, the bowler can bowl a maximum of 2 overs each.
 - For an 8-Over match, only 3 bowlers can bowl a maximum of 2 overs each.

4. WEATHER

- a. The umpires decide to go on with the game, the umpire can choose to start the game with a reduced number of overs (**Minimum 8 overs**).
- b. The neutral umpire will decide based on ground conditions and feedback from both the captains.
- c. Umpire decision concerning whether the game should be played or not or played with a reduced number of overs must be honored.

5. Result

- a. A game cannot be less than 8 overs.
- b. If the weather or time does not permit a complete game, the umpire has the right to reduce the number of overs to be played. Despite that, if there is a further interruption and the game cannot be completed in the stipulated time, the umpire has a few options as long as he can ensure that the games following the current match can play their full quota of 15 overs:
- c. For League games: DWL will be used for rain-affected games to get results (<http://www.boltoncricket.co.uk/DLcalc.html>) . A DWL will come in to play at the end of 5th over of second innings.
- d. A no result is considered a TIE, and the points will be split.
- e. A one-over eliminator will decide the winner in a match tie for league games and playoffs with the same number of runs.
- f. 3 points for a win; 1 point for a point split

6. FIELD RESTRICTIONS/PLAYER SUBSTITUTION

- a. A minimum of 7 fielders needs to be set within 30 yards for the first 3 overs of a complete game. (Only two fielders allowed outside 30 yards for the first 3 overs)
- b. A minimum of 6 fielders needs to be set within 30 yards between 3 and 5 overs of a complete game. (Only 3 fielders are allowed outside 30 yards between 3 and 5 overs)
- c. Minimum 8 players should be available at the ground before the start of the game.
- d. You can utilize substitute fielders from your team only, after intimating the same to the umpire and the opponent captain, only in case of a player injury.
- e. If the players from playing 11 are running late, substitute fielders are allowed to field for the first 5 overs, but even after 5 overs, if the original players don't show up, the fielding team will play with available playing 11(8/9/10) players.
- f. If a player sits out for X number of overs, then he can bat or bowl only after the same X number of overs.
- g. Substitute players from other teams or outside team rosters are not allowed.

7. UMPIRING

- a. Missed umpiring assignment will result in: first time-\$50 penalty for the team and toss loss; second time - Toss loss, \$50 penalty, and - 3 points
- b. CCL collects an umpiring deposit of \$50 along with the tournament fees. If all the umpiring commitments are met, CCL will return the umpiring deposit or will use it for pitch maintenance.
- c. Two umpires for each Preliminary game and two umpires for each Play-off game are mandatory.
- d. A verbal attack/abuse to the umpire is a severe offense, and the player will be made to sit out at least one game.
- e. No other player apart from Captain can get closer to the umpire by more than 8 feet, except when batting (as a runner), bowling or fielding.

- f. If a player makes physical contact with an umpire, he will be disqualified from the tournament.
- g. The main umpire can overrule the leg umpire. The main umpire's decision is FINAL. (this will apply only if the leg umpire is not neutral)
- h. If the umpire has not shown up 15 minutes after the scheduled start time, the batting team will do the umpiring.
- i. If the umpire shows up more than 30 minutes late than the scheduled game start time, it will be the 2 captains' (of the game) decision if they still want to allow the person to umpire their game.
- j. We ask 1 of the 2 captains (of the game) to email or communicate with the organizers (within 24 hours) if any of the above Umpiring scenarios has happened.
- k. Please CC or include the opponent captain and the umpiring team captain for any discrepancy.
- l. Again, please email the organizers (colliervillecricketleague@gmail.com) within 24 hours to avoid confusion; we cannot accept emails for an instance that has happened beyond 24 hours and update the same on the captain's WhatsApp group.

GAME RULES

1. There are no leg byes. Hence, no LBWs. Batsmen are expected to stay inside the crease until play is complete; Umpires must call if the ball has hit the leg or not; If Umpire has not called and the batsmen are standing outside the crease – Fielding team has the right to Stump or run the batsmen out. It is Batsmen responsibility to be within the crease until play is complete.
2. If the ball bounces more than once before the crease, it is a dead Ball. If the ball pitches outside the pitch area, it is a wide ball.
3. In case of conflicts or issues, the organizing committee reserves the right to final judgment.
4. If a team withdraws in between the league, all their played games will be canceled, and they will be penalized \$
5. A Team can object to a player whose name is not present on the Team List posted on the Website, and if the individual is not a registered member of the team, he would not be allowed to participate. The player protest must be made before/during the game. After the game has been completed, the protest will be ignored.
6. The first ball has to be bowled at the scheduled start time. If not, the then guilty team (team arriving late after the scheduled start) would lose 1 over from its batting inning and 1 over for every 5-minute delay.
7. Each innings should finish in 85 minutes (5 minutes per over + 5-minute break time ++ 5-minute break).
8. Umpires reserve every right to declare a no-ball with or without warning" if any bowler delivers underarm or throws a ball.
9. Chucking is not allowed. If a player receives two complaints about chucking, the committee may disqualify him from bowling for future games (after getting feedback from umpires).

10. Only standard/normal bats are allowed to play (Umpire can obstruct the batsman to play with non-standard bats)
11. Team jerseys are mandatory.
12. Shorts not allowed.
 - a. Instance of a player wearing shorts, he can continue to play the game, but the team needs to pay \$25 as fine to the CCL and he can play the next game only after paying the fine.
 - b. \$25 fine is per person wearing shorts.
13. Match Forfeit will result in -6-point deduction and \$100 penalty.
14. Matches can be preponed/postponed but must finish before the last 3 weeks of starting the playoffs. Washed out games will always get the preference.
15. Player must play at least 2 matches to be qualified to play in playoffs. Wash out and point split games will not be counted.

Conflicts on the Ground:

1. Only the captain and umpire should be involved in a discussion on issues.
2. A person causing verbal/physical abuse is immediately disqualified from further participation in the game. Umpires need to enforce this.
3. Report all the issues to colliervillecricketleague@gmail.com within 24 hours - so they can be addressed/resolved.
4. You will only worsen the matter by responding to negative behavior with another negative behavior. If you want the league to help, please report it to the league and do not escalate it yourself.
5. Any conflict/situation not covered will be decided by the committee.

Locations:

Ground Address: Nikki McCray Park, 274 Harris Park St, Collierville, TN 38017