



# Canadian Corporate Cricket League

## Tournament Format & Game Rules



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## Tournament Format

### *Season Preparation*

- Each team needs to complete and submit club roster by or before the start of the season (maximum 30 players).
- Each team shall nominate the captain & vice-captain at the time of roster submission

### *Tournament Structure*

- 10 teams participating such that TOP 5 seeded teams from 2013 will play TWICE against each other and ONCE against the other five in the Round Robin format.
- All Teams have to wear **COLOUR UNIFORM & BATTING PADS** - there shall be **NO EXCPTION** to this Rule.
- Umpires will NOT allow any player to participate if not wearing color uniform and Pads.

### *Playoff Structure*

- Teams ranked #1 and #2 will directly qualify for Semi-finals.
- Teams ranked #3,4,5,6 will play the Qualifier the Round – Q1 (3 vs. 6) & Q2 (4 vs. 5)
- In Semi-finals round, #1 will play Winner of Q2 AND #2 will play Winner of Q1

### *Team Structure*

Teams can belong to ONE of the following TWO CATEGORIES. Please identify the category within the roster and fill in the applicable worksheet.

- Category A - SINGLE CORPORATE CLUB
  - At least **7 FULL TIME EMPLOYEES FROM CORPORATE** on the GAME DAY
  - The remaining 4 can be Alumni, Friends or family AND must not have played (or intend to) at ELITE, PREMIER, NATIONAL, PROVINCIAL Level in any of the Canadian Leagues.
- Category B - TWO CORPORATE CLUBS coming together to form a team
  - At least **TOTAL OF 9 FULL TIME Employees from BOTH CORPORATE** with at least 3 FULL TIME employees from EACH CORPORATE on a game day
  - The remaining 2 can be Alumni, Friends or family AND must not have (or intend to) played at ELITE, PREMIER, NATIONAL, PROVINCIAL Level in any of the Canadian Leagues.

### *Playoff Requirements*

- Registered players must play at least 5 out of the 13 games during Round Robin to qualify to play in the Play off.
- No player can play for more than one Club.

### *Game Etiquettes*

- Official umpires are appointed by CCCL to umpire the game within the spirit of the game and laws of cricket. **Each player must be respectful towards the umpires as they are CCCL**



representatives and as such have full authority to officiate, control the game; their authority includes warning and ejecting a player for misconduct.

- **Only the captains may approach the umpire with any concern or complaint however captains need to be respectful of the final decision of the umpire on the field.** If for any reason, ONLY one umpire is on the field then Batting team shall provide a leg umpire to assist main umpire with run-out, no-ball and high full-pitched balls. However under such circumstance CCCL designated umpire CAN override the call of the leg umpire.
- **Batting team is responsible to update score after each over on the score board.** Ideally each team should have an extra player seated with the opposing team scorer to avoid any dispute. If a team has not brought its own scorer then it must accept the scores from the other side or on field Scorer if provided by the League.
- Scoring (by teams) inside the field will be NOT be permitted and Outside Scorer(s) results shall be considered final in absence of CCCL Official scorer. CCCL umpires (leg umpires) may score from inside the field.
- **CCCL takes discipline and respect toward other players and officials VERY seriously and would encourage all Captains to share the message to avoid uncalled for behavior and/or excessive appealing to the umpire. Clubs will receive written warning for the first incident reported by umpires, captains or CCCL Management. Further incident will result in penalties/fines as deemed fit by umpires and CCCL officials**
- All Teams are advised to check the status of the scheduled game the evening before on [WWW.CCCL.CA](http://WWW.CCCL.CA). CCCL will have an update by or before 10:00 PM the evening before to indicate either the Ground is closed or opened to play - "PENDING" means a decision is NOT made.

### ***Point Scoring***

- Each win earns 2 points; each loss earns 0 and each no-result (rain, abandoned) earns 1 point
- Team with less than 7 players in uniforms on the match day by 7:45 AM will automatically forfeit the toss.
- If a team that fails to field minimum of seven (7) players 8:15 AM then it will automatically forfeit the game and Full TWO points shall be awarded to the opponent team.
- Final rankings will be based on the following criteria, in following order:
  - Team earning the most number of points; and if tied
  - Team with the highest number of wins; and if tied
  - Team with the least number of losses; and if tied
  - Net Run Rate



## Games Rules & Regulations

### *Game Structure*

- Each game will be a T20 match i.e. 20 over per side with a time limit of 90 minutes per inning and a 10-15 minutes break.
- 10 consecutive overs shall be bowled per side.
- Onsite Delays due to rain or inclement weather will be decided by the umpires and D/L method shall be in effect for rain-affected games.
- A minimum of **(5) FIVE** Over per inning are required for a game to be considered complete.
- Toss time (7:45 AM) will be 15 minutes before the game start time (8:00 AM) and only Vice-Captain or Captain may conduct the toss in the presence of an official umpire
- THE TOSS must be awarded by the umpires to a team if their opponents fail to have seven (7) players dressed in cricket attire in the presence of the umpire by Toss Reporting time of 7:45 AM.
- Cricket attire will comprise colored clothing and pads (pad straps may be in the color of the manufacturer, the color to be identical for all members of the same team, (colored other than white, cream or any light color), as approved by the CCCL.
- Long-sleeved undershirts cannot be white. No player can play unless he/she is dressed in the colored clothing approved for his/her team.
- In the event that **neither** team has a minimum of seven (7) players dressed and ready to play by the scheduled Toss Time (7:45 AM), Umpires will wait till one team has seven (7) players ready and award toss to the team. Umpire shall wait Maximum of 15 minutes after the start time (8:00 AM), If the team is unable to field seven (7) then the other team shall be awarded the WIN. If the team is able to field minimum seven (7), umpire will penalize by deducting Overs available to the team, which was unable to field seven (7) players.

### *Match Sheet*

- Match sheet must be duly filled by both teams and handed to the umpire BEFORE the toss (with declared Playing XI) by the CAPTAIN.
- At the end of the game Both Captains need to ensure Match Sheet is fully completed with Batting, Bowling and Fielding stats and signed by both captain and umpire for the final result.
- Captain must scan/email the match sheet to CCCL ASAP and no later than 2 business days following the game day.

### *Players' Conduct*

- If a player shows un-sportsman like conduct at any time, on or off the field, his captain will be asked to take action. If this behavior persists or is repeated at any time, then the player will be ejected from the competition and the grounds. In the event of a gross violation of behavioral norms then the player will be ejected without warning. When a player(s) is ejected, the team will not get a substitute (s) for that game. For further details and applicable penalties kindly refer to CCCL Code of conduct.



- No player shall argue with umpire on his decision on the field. The player can express it to his captain, who will be the only player that can interact with the umpire or CCCL Management.

### ***Time Management***

- Game Toss and Start time is announced by CCCL as per the League Schedule- Toss Time 7:45 AM and Game Start Time 8:00 AM. Umpire will penalize any playing Team for a late start as per outline below.
- Team causing the delay prior to start of the game will lose 1 over for each 4 min delay from their batting quota of 20 Overs. However that team shall still bowl full 20 Overs to the other side.
- Game will be automatically defaulted against the team that is not ready for play (7 players) 30 minutes after the scheduled Toss time (7:45 AM).
- If a team is not ready to start the game by 8:15AM, a penalty of one Over for every full four (4) minutes delay shall be applied to the team causing the delay. An example is as follows:
- If Team A is late by 16 minutes, then the penalty is 4 Overs.
- If Team A bats first, they are entitled to receive 16 Overs maximum and Team B would be entitled to 20 Overs.
- If Team A bats second, Team B gets 20 Overs and Team A will chase runs in 16 Overs ( 4 Overs LESS than Team B)

### **Batting side delays the game**

- In normal circumstances, new batsman should be ready to come to the crease within 90 seconds of the on-ground batsman getting out. Umpire may use discretion for special situations such as batsman getting out on the first ball however in all cases batting line up should be ready to enter the ground at any time
- On observation of any delays, the Umpire shall do the following:
  - At the first instance the umpire will warn the batting captain and indicate that this is a first and final warning. This warning shall continue to apply throughout the innings.
  - If there is any further delay by the incoming batsman, the umpire shall award 5 penalty runs to the fielding side. The penalty runs are added to the score card as "Penalty Extras".
  - The Power-Play is one continuous slot of 6 Overs where only 2 fielders are allowed outside the circle.

### **Bowling side delays the game**

- Each bowling team is expected to finish their allotted 20 Overs within 90 minutes (4 minutes per over)
- The umpires shall penalize the bowling side when they exceed the allotted time to complete the innings as follows:
  - Team A bowling first must complete 20 Overs. However if the bowling team goes over by 16 minutes – than they have to chase the score in 16 Overs being bowled by TeamB.
  - Team A bowling second is expected to bowl 20 Overs in 90 mins - If at the end of 90 mins team A was able to bowl 16 Overs only – Team B will be awarded 12 runs per over, which to be added to the score at the end of 16 Overs.



- Umpire shall inform the bowling side if they are running behind schedule and declare “penalty time” once the stipulated time is completed.
- Umpire shall inform the teams of the penalty runs and report it to the scorer.

### ***Delayed or Interrupted Matches due to ground, weather or light conditions***

- The objective shall always be to rearrange the number of Overs so that both teams have the opportunity of batting for the same number of Overs. A team shall not be permitted to declare its innings closed.
- A minimum of five (5) Overs must be bowled to the side batting second to constitute a match. The calculation of the number of Overs to be bowled shall be based on an average rate of fifteen (15) six-ball Overs per hour, (4 minutes per over), in the total time available for play. If a reduction of the number of Overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original cessation time. This time may be extended to allow for one extra over for both teams to be added if required.
- The team batting second shall not bat for a greater number of Overs than the team batting first unless the latter has been all out in less than the agreed number of Overs. Fractions are to be ignored in all calculations regarding the number of Overs.
- For details on methods to calculate for interruptions, please refer to the following section Calculation Methods for Delays/Interruptions

### ***Game Result***

- A result can be achieved only if both teams have had the opportunity of batting for at least five (5) Overs, unless one team has been all out in less than five (5) Overs or unless the team batting second scored enough runs to win in less than five (5) Overs. If, due to suspension of play after the start of the match, the number of Overs in the innings of either team has to be revised to a lesser number than that originally allotted (minimum five (5), a revised target score (to win) should be set for the number of Overs which the team batting second will have the opportunity of facing. This revised target score is to be calculated by using (the professional edition Coda 2.1) Duckworth/Lewis method. The target set will always be a whole number of runs and one (1) less will constitute a tie.
  - All matches, in which both teams have not had the opportunity of batting for a minimum of five (5) Overs shall be declared NO RESULT.
  - If the innings of the side batting second is suspended (with at least 5 Overs bowled) and it is not possible for the match to be resumed, the match result will be decided by comparison with the D/L ‘Par Score’ determined at the instant of the suspension by the manual Duckworth/Lewis method. If the score is equal to the ‘par score’ the result is a tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds or falls short of the ‘Par Score.’



## ***Tied Game***

- **In the regular season;** if the match is tied – it will remain tied with points being split between the two teams.
- **In the playoffs season:** If the match is tied a **Super Over** is played. The Super Over involves each team facing one over (unless all out earlier), and the winner shall be the team that scores the most runs from its one over innings.
- Scroll below to review “**Procedure for the SUPER OVER**”

## ***Protective helmets and equipment***

- It is recommended that all players should wear a protective helmet and other gears whilst batting or if fielding close to the wicket or acting as wicket keeper. Captains are responsible for enforcing the regulation.
- Any player who is under the age of 19 must wear a protective helmet with a face guard or grille whilst batting, acting as a runner for a batsman, or if fielding close to the wicket.

## ***Substitutes***

- The umpires shall have discretion, for wholly acceptable reasons, to allow a substitute for a fielder, at the start of the match or any subsequent time. The substitute must be a registered player with the club involved in the substitution. Law 2.5 shall be applied as modified:
- If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play:
  - umpire shall be informed of the reason for fielder’s absence,
  - fielder shall not thereafter come on to the field during a session of play without the consent of the Umpire
  - Umpire shall give such consent as soon as practicable.
- If the player is absent from the field for longer than 8 minutes:
  - (i.) The player shall not be permitted to bowl in that innings after his return until he has been on the field for at least that length of playing time for which he was absent.
  - (ii.) The player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his side’s innings has been in progress for at least that length of playing time for which he has been absent or, if earlier, when his side has lost five (5) wickets.
  - The restriction in (i.) and (ii.) above shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and consequently been forced to leave the field. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness). ‘Wholly acceptable reasons’ should be limited to extreme circumstances and should not include what is commonly referred to as a ‘comfort break’.
  - (iii.) In the event of a fieldsman already being off the field at the commencement of an





interruption in play, through ground, weather or light conditions, he shall be allowed to count any such stoppage time as playing time, providing that he personally informs the umpires when he is fit enough to take the field had play been in progress.

- **NUMBER OF OVERS:** Four (4) over per bowler.
- **NO BALL:** A bowler shall be allowed to bowl one short-pitched delivery per over (not being a wide or no ball).
- **FREE HIT AFTER FOOT-FAULT NO BALL:** The delivery following a no ball called for a foot fault, shall be a FREE HIT for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or wide ball) then the next delivery will become a free hit for whichever batsman is facing it.
- **WIDE BOWLING - JUDGING A WIDE:** Any ball pitching outside leg stump and going down the leg side will be signaled as a wide. Line will be drawn to judge to off-side wides.
- **DELIBERATE BOWLING OF HIGH FULL PITCHED BALLS:** If the umpire considers that a high full pitched delivery which is deemed dangerous and unfair was deliberately bowled, the caution and final warning process shall be dispensed with. The umpire at the bowler's end shall call and signal 'no ball'. When the ball is dead, direct the captain of the fielding team to take the bowler off forthwith.
- **NEW BATSMEN DELAY:** There should be no delay between the batsmen dismissed leaving the field, and the new batsman entering the field. The new batsman should be on the field immediately after a wicket has fallen.

## **DISAGREEMENT PROTOCOL**

Umpire is the final authority on the ground however in case of disagreement between umpire ruling and CCCL rules or any unprecedented situation, the matter shall be subject to review by CCCL Management.



## Procedure for the SUPER OVER

The following procedure will apply should the provision for a one over per side eliminator be adopted in any match.

1. Subject to weather conditions the one over per side eliminator will take place on the scheduled day of the match at a time to be determined by the UMPIRES. In normal circumstances it shall commence 5 minutes after the conclusion of the match.
2. If the one over per side eliminator cannot be started before the scheduled or rescheduled cut-off time for the completion of the match, it shall not be played. For the avoidance of doubt, the cut-off time for starting the eliminator will include any previously unused extra time remaining at the end of the match.
3. The one over per side eliminator will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the UMPIRES.
4. Prior to the commencement of the one over per side eliminator each team elects three batsmen and one bowler.
5. The nominated players are given in writing to the UMPIRES.
6. The umpires shall stand at the same end as that in which they finished the match.
7. The umpires shall choose which end to bowl and both teams will bowl from the same end.
8. Each team's over is played with the same fielding restrictions as apply for a non-Powerplay over in a normal T20 International match.
9. The team batting second in the match will bat first in the one over eliminator.
10. The same ball (or a ball of a similar age if the original ball is out of shape or lost) as used at the end of the team's innings shall be used for the "extra" over.
11. The loss of two wickets in the over ends the team's one over innings.
12. In the event of the teams having the same score after the one over per side eliminator has been completed, the team that hit the most number of boundary sixes combined from its two innings in both the main match and the one over per side eliminator shall be the winner.
13. If the number of boundary sixes hit by both teams is equal, the team whose batsmen score the most number of boundaries from its two innings in both the main match and the one over per side eliminator shall be the winner.



14. If the number of boundaries from the two innings in both the main match and the one over per side eliminator are equal, the team which took the most number of wickets combined in both the main match and the one over per side eliminator shall be the winner.
15. If still equal, a count-back from the final ball of the one over eliminator shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any un-bowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from wides, no ball or penalty runs.

Example:

Runs scored from:	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However team 1 scored 2 runs from its 4th ball while team 2 scored a single so team 1 is the winner.

16. The umpires' decision shall be final as to the fairness of the delivery and the result of the Super Over.



## Calculation Methods for Delays/Interruptions

### First Innings Delays

#### Time

Net playing time available at start of the match	160 minutes	(A)
Time innings in progress	_____	(B)
Playing time lost	_____	(C)
Extra time available	_____	(D)
Time made up from reduced interval	_____	(E)
Effective playing time lost [C – (D + E)]	_____	(F)
Remaining playing time available (A - F)	_____	(G)

### **Overs and Fielding Restrictions**

Overs in match $[G / 4]$ round up fraction and +1	_____	(H)
Max. overs per team $[H / 2]$	_____	(I)
Max. overs per bowler $[I / 5]$	_____	overs
Fielding restrictions	_____	overs
Fielding restrictions innings 1	_____	overs
Fielding restrictions innings 2	_____	overs

### Rescheduled Playing Hours

First session to commence or recommence	_____	(J)
Length of innings $[I \times 4]$	_____	(K)
Rescheduled cessation time $[(J + K) - B]$	_____	
Length of interval	_____	
Second session commencement time	_____	(L)
Rescheduled cessation time = (L + K)	_____	



## **Second Innings Delays**

### **Time**

Original cessation time of innings (A)

Time at start of interruption (B)

Restart time (C)

Length of interruption [C – B] (D)

Extra time available (E)

Total playing time lost [D – E] (F)

Amended cessation time of innings [A + E] (G)

### **Overs**

Maximum overs at start of innings (H)

Overs lost [F / 4] ignore fractions (I)

Adjusted maximum length of innings [H – I] (J)

Overs per bowler and Fielding Restrictions

Max. overs per bowler [J / 5] \_\_\_\_\_ overs

Fielding restrictions \_\_\_\_\_ overs



## Definitions

### Competitive League

- All organizations coordinating professional cricket leagues and/or associated with Cricket Canada (<http://www.canadacricket.com> ) will be considered a competitive league by CCCL.

Examples of Competitive Leagues in Canada (as of 2011) are as follows:

- Ontario
  - Toronto and District Cricket Association
  - Hamilton and District Cricket Association
  - Ottawa Valley Cricket Association
  - Southern Ontario Cricket Association
  - Canadian Commonwealth Cricket Association
  - Scarborough Cricket Association
  - Brampton-Etobicoke and District Cricket Association
  - Brampton Cricket League
- British Columbia
  - British Columbia Mainland Cricket League
  - Victoria and District Cricket League
- Alberta
  - Calgary and District Cricket League
  - Edmonton and District Cricket League
- Saskatchewan : Saskatchewan Cricket League
- Manitoba: Manitoba Cricket League

### Non-Competitive League

- Organizations that administering cricket in tournament styles or various T20 formats (not related to competitive leagues)

### Employees

- Full-Time, Part-Time or Contractor working for an organization – Validate by email address.

### Non-Employee

- Spouse, Siblings, Friends, Family of an Employee of that organization are considered Non-Employee team members.