

CPCL



CHICAGO PREMIER
CRICKET
LEAGUE

SEVENS

L. E. T. S. P. L. A. Y.

CPCL SEVENS TOURNAMENT RULEBOOK

APRIL 11-12, 2025

DEE PARK, DES PLAINES

TOURNAMENT FORMAT

- Teams divided into 2 groups – Group A & Group B
- Teams play within their groups per schedule laid down

Group A	Group B
Fasak Warriors	Chicago Bulls
Kerala Strikers	Raging Bulls
Titans	Chicago Hawks
Apollo XI	Aurora Warriors

- Top 2 teams (per CricClubs) from each group will make it to the semi-finals of the tournament. CricClubs is set to rank the teams based on points and then on net run rate
- 1st semifinals will be A2 vs B1
- 2nd semifinals will be B2 vs A1
- The winner of the two semifinals will play the Grand finale

BASIC GAME RULES

- It's **8** players per side and 7 overs per innings. Whoever scores the most runs wins.
- A match can begin with **6** players available on the field (for both batting & bowling side).
- A bowler can bowl a maximum of two overs in an innings.

MATCH LENGTH

- **We would request teams (playing as well as umpiring teams) to be available at the ground atleast 15 minutes before the scheduled start time, so that if there is an option to start the game earlier, we would like to do that.**
- A match of CPCL SEVENS should not exceed one hour including the innings break.
- The match is expected to start (i.e., first ball to be bowled) at the start time indicated per cricclubs. The toss, match setup in cricclubs etc., need to happen beforehand.
- The team without **6** players at the match start time (per cricclubs) will lose 1 over of their batting for every 4 minute delay.
- Please be mindful of the fact there will be back-to-back games at the same venue so avoid any time wasting during or between overs.
- Both the team captains and on field umpires should always be mindful of the time and try to complete each innings 30 mins or less.

- There can be an Innings Break for 5 mins between innings. Not more than 5 mins because we need to finish multiple games on the same ground.
- **Do not waste time during the game for water breaks OR arguments**

POWER PLAY RULES

- The first 2 overs will be a mandatory batting powerplay for each team while batting and the fielding team can have a maximum of two fielders outside the 30-yard circle.
- Batting team can choose to enforce an additional over of batting powerplay between overs 3 and 7 and fielding team can have 3 fielders outside the thirty-yard circle during this over. If the batting team doesn't call powerplay upto 6th over, 7th over will be default batting powerplay.
- A minimum of **3** fielder is required to be inside the 30 yards throughout the non-power play overs.
- In non power play overs, not more than **4** fielders can be outside the 30 yard circle.
- No more than **4** fielders will be allowed on the leg side.
- If the above rules are not met and there are more fielders in any of the above rules, that ball can be called a no-ball

RUN RATE CALCULATION METHOD

(FOR PARTLY ABANDONED MATCHES/ RAINS)

- Below Run rate calculation method will be used for any form of interruption to the game that is currently being played and will come into effect only after the second team has completed 4 overs of their innings.
- Whoever scores the most runs wins at that comparative first/second innings at ball after 4 overs are completed.
- If the runs are same at that point,
 - for league games, the teams will share points
 - for the playoff, the winner of the match will be decided based on a bowl out

BOWL OUT RULE

- Teams should choose 5 of their players from the **8** that played the match before bowl out starts
- These 5 players will have a chance to bowl a total of 5 legal deliveries at the stumps (without batter being present). Each hit to the wicket will get the team 1 point
- At the end of the 5 chances by both team, whichever has the higher number of points will be the winner
- If there is a tie after the 5 chances, each team will bowl the remaining 3 bowlers in the bowl out. At the end of all 8 bowling out, whichever team has the highest points from bowl out, they win. If it is tied, the match will end in a tie.
- For playoffs, if the match is tied even after all 8 bowlers bowling out, the team that has lost a smaller number of wickets/ a greater number of sixers/ boundaries (per that match are the next tie-breakers in that order). If all of them match, toss will be the FINAL tie breaker

TEAM ROSTER AND KNOCKOUT ELIGIBILITY

- **15** players can be added to the team's roster and a player should be part of the roster before start of the first game of the team in the tournament. The player should have signed the waiver form before playing their first match with the league
- Players should have played atleast one league game to be eligible to play the semi-finals or finals
- A player cannot play for two separate teams

CONFLICT RESOLUTION

The final decision for any conflict on the field is made by Umpires. Umpires have the flexibility to refer the situation to Organizing team for its final decision. The final decision for any conflict out of the field is made by the Organizing team. Decisions made by Organizing team are final and there are no further discussions entertained.

The Organizing Team Members

- Nishanth VJ | 510-356-7140
- Rajesh Roshan GS (a.k.a) Roshan | 847-371-1206
- Jaydeep Devareddy
- Rohit Yalavarthy

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