

CPCL SEVENS



#BEATTHEBEST

CPCL – Seven's Tournament

BASIC GAME RULES

- It's 7 players per side and 7 overs per innings. Whoever scores the most runs wins.
- Only two bowlers can bowl a maximum of two overs in an innings.
- If a batsman is caught out then the new batsman will take strike, irrespective of the fact the non-striker had crossed before the striker was caught.
- If the ball is hit over the area where there is a baseball fencing usually at offside (for right hand batsman) and behind the keeper, then it is always granted two runs. No other scoring shots are available at this area. Once the ball crosses the fence the two runs are granted, and the ball is not in play anymore like a boundary shot.
- Fielders cannot be placed behind the fence area and a catch cannot be taken once the ball crosses the fence.
- If the ball hits the fence and falls inside the ball is still in play and there are no granted runs.

NUMBER OF PLAYERS

- 7 Players each side and a match can begin once 6 players are available on the field (for both batting & bowling side).
- The team without 6 players will lose 1 over of their batting for every 4 minute delay

INNINGS BREAK

- There will 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.

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.
- Batting team needs to call for the additional over of batting powerplay after the mandatory power play overs are completed or else, they will lose the additional powerplay over.
- A minimum of 1 fielder is required to be inside the 30 yards throughout the non-power play overs.
- A maximum of 4 fielders are allowed outside the 30 yards through the non-powerplay overs.
- 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

<If the team is playing with one person short, i.e., 6 players only – in such cases one less fielder will be allowed outside the 30-yard circle.>

MATCH LENGTH

- A match of CPCL SEVENS should not exceed one hour including the innings break.
- 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 30mins or less.
- Do not waste time during the game for water breaks or arguments

SCORING

- CricClubs is set for CPCL 7's league.

CPCL 7's 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, 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 7 that played the match before bowl out starts
- These 5 players will have a chance to bowl 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 additional rounds (max 2) of bowl out. At the end of each round after 5th, whichever team has the highest points from bowl out, they win
- If the match is tied even after 7 rounds of bowl out, 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

- 11 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
- A minimum of one league match needs to be played for the player to be eligible to play any of the playoffs game.
- A player cannot play for two separate teams.

TOURNAMENT FORMAT

- Teams divided into 2 groups
- Group A, Group B
- Each team will play 3 League matches amongst themselves.

Grouping done per Captains meeting is as below —

Group	Team name	Group	Team name
Group A	Raging Bulls	Group B	Sharks
	Blazing Eagles		Headstrong XI
	Potter XI		Spartans
	Warriors		Sharks Blue

- After the league matches are completed, Top 2 teams from each group will make it to the playoffs and following will be the quarterfinals lineup

Rank will be decided by Points/Run rate/Total 6's/Total 4's/ Group Standing/ Toss)

The semi-finals lineup will be as below –

	Home team	Away team
Semifinals 1	Top 1 Team, Group A	Top 2 Team, Group B
Semifinals 2	Top 1 Team Group B	Top 2 Team Group A

Winners of both the semis will play in the **Championship Finals**