



CPCL PREMIERE 1515

2026

OFFICIAL FORMAT & RULEBOOK

A Chicago Premier Cricket League Tournament

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1. Preamble & Spirit of Cricket

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself. The responsibility for ensuring the spirit of fair play rests with each player.

Captain's Responsibility

It is the responsibility of the captain to ensure that the match is played according to the rules and traditions of the game. Captains must uphold the Spirit of Cricket at all times and ensure their players do the same. Specifically:

- Umpires' decisions must not be questioned.
- Opponents must not be abused by word or action.
- In cases of unsporting conduct, the captain must intervene immediately.
- The captain must lead by example in terms of attitude and sportsmanship.

Summary of the Spirit of the Game

The following principles govern the conduct of all players and officials in CPCL:

- Umpires are the sole judges of fair and unfair play and may intervene at any time.
- Umpires are authorized to act on time wasting, dangerous bowling, ball tampering, or any other unfair action.
- The Spirit of the Game requires RESPECT for opponents, your captain and team, umpires, and the game's traditional values.
- There is no place for any act of violence on the field of play.

It is against the Spirit of the Game to: dispute an umpire's decision by word, action, or gesture; direct abusive language at an opponent or umpire; appeal knowing the batsman is not out; advance towards an umpire aggressively when appealing; or deliberately distract an opponent through persistent noise or harassment.

2. Player Conduct Guide

All players are expected to conduct themselves professionally and respectfully at all times. The following rules and guidelines define unacceptable behavior.

Prohibited Conduct — General

- Using language or gestures that offend, insult, humiliate, intimidate, or threaten any player, official, or spectator — including obscene gestures of a seriously insulting nature.
- Using language or gestures that disparage or vilify another person based on race, religion, color, descent, or national or ethnic origin.
- Pointing or gesturing toward the players' den, or behaving aggressively or derisively toward a batsman upon dismissal.
- Threatening to assault any player, umpire, team official, or spectator.
- Engaging in inappropriate and deliberate physical contact with players, umpires, or officials during play.
- Deliberately and maliciously distracting or obstructing another player or official on the field — including walking or running into, shouldering, or shepherding a batsman.

Guideline: Prohibited conduct includes swearing in frustration at one's own poor play, even if not directed at another person. Mimicking a player with intent to insult or vilify is also a clear violation.

Prohibited Conduct — Umpire Specific

- Showing excessive or serious dissent at an umpire's decision — including head-shaking, snatching a cap, pointing at the pad or bat, abusive language, or excessive delay in leaving the wicket.
- Excessive appealing — defined as repeated appealing when the fielding side knows the batsman is not out, with intent to pressure the umpire.
- Intimidating an umpire by language or conduct, or charging/advancing aggressively toward an umpire on appeal.

Note: A bowler or captain may ask an umpire to explain a decision. The captain may comment on umpiring performance in the Captain's Feedback. Loud and enthusiastic appealing is permitted — aggressive approaches are not.

3. Tournament Format & Teams

The 2026 CPCL Premiere 1515 follows a structured league-and-playoff format. The graphic below illustrates the Road to Finals pathway.

Road to Finals

Teams compete in a round-robin league phase, with the top teams advancing to the knockout rounds. Full schedule details and standings are published and maintained on CricClubs.

TEAMS GROUPING

Group A	Group B	Group C	Group D
FALCONS CC	HEADSTRONG XI	CHICAGO BULLS	ILLINOIS THUNDER
TEAM ROYALS	AURORA WARRIORS	KERALA STRIKERS	SHARKS
SHORELINERS	CHICAGO CENTAURS	BHARAT CRICKET CLUB	KENSHIRE PANTHERS
SHARKS BLUE	CHICAGO HAWKS	WINDY CITY STRIKERS	KNIGHT WOLVES
NAPERVILLE KNIGHTS	KERALA KINGS	CHICAGO CHALLENGERS	CRUSADERS
FRIENDS CRICKET CLUB	99ERS	CHICAGO INDIANS	VICTORS
SAWGRASS STRIKERS	CHICAGO VIKINGS	FALCONS	CHICAGO SPARTANS
CHICAGO LOCALS			ROYAL CHALLENGERS CHICAGO

TOURNAMENT FORMAT (CONTD.)

- Teams are divided into 4 groups, 2 groups of 8 teams and 2 groups of 7 teams each
 - For the 8 teams' groups - matches will be played with teams from within the group
 - For the 7 teams' groups - matches will be played with teams across the group
- Playoff plan:
 - For the 8 teams groups – Top 4 teams from each group will go to the Championship playoffs; Team ranked 5 from each group will go Gold plate playoffs
 - For the 7 teams groups – all teams will be ranked together at the end of league phase and Top 8 teams will go to the Championship playoffs; Teams ranked 9-10 will go to Gold plate playoffs

Top 16 teams picked for the Championship playoffs will be ranked based on points and run rate to identify their relative ranking and their Championship playoff opponents will be as listed.

The 4 teams identified for the Gold plate playoffs will be ranked based on points and run rate to identify their relative ranking and their Gold Plate playoff opponents will be as listed.



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ROAD TO PLAYOFFS



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Match Ball Provision

The CPCL Organizing Committee will supply Headley match balls for all games in the tournament.

4. Player Eligibility & Roster Rules

Team Roster Requirements

- Each team may register up to 25 players for the tournament.
- To qualify for participation in the knockout stage, a player must have played in at least three (3) games during the league phase — this may include one game that was rained out.

Roster Changes and Deadlines

- Teams may add players until the last league game.
- Teams are permitted to add up to 25 players in total.
- Once the roster is locked, teams must work with the league to make any further changes.

Player Exclusivity

- Once a player has played for a team in this CPCL Premier edition, that player may not play for any other team.
- Violation of this rule will result in a two (2) point deduction for the offending team, and the player will be barred from further tournament participation.
- Team captains are responsible for ensuring that any player added to their roster is not registered with another team.

Eligibility for Playing XI

Every player named in the Playing XI for a game must be officially registered on the team's roster before that specific game is played.

Misrepresentation of Players

CPCL treats any form of player misrepresentation in the Playing XI as a serious violation of tournament rules. Strict action will be taken to maintain the integrity and fairness of the competition.

Penalties for Misrepresentation

If a team is found guilty of misrepresentation in a match:

- The match will be forfeited.
- The opposing team will be awarded the win.
- The offending team will incur an additional deduction of four (4) points from the league table.

Definition of Misrepresentation

Misrepresentation includes, but is not limited to, the following:

- False Identity — any player participating under a false name or identity, including impersonation or use of another registered player's details.
- Multiple Team Participation — any player in the Playing XI who is also registered with or has played for another team in the tournament.
- Playing an Unnamed Player — if the captain submits a Playing XI but allows a different, unnamed player to participate in place of the declared player.

CPCL reserves the right to investigate such violations and enforce penalties without exception.

5. Rain Interruption Rules

League Match Rain Procedures

- If a match is interrupted by rain, the Duckworth-Lewis (D/L) method will be applied once the team batting second has completed a minimum of five (5) overs.
- The CricClubs app will be used as the official D/L calculator, allowing all players to view calculations in real time.
- If rain occurs after the fifth over of the second innings, on-field umpires are responsible for assessing playing conditions and determining whether a minimum five-over-a-side match is still possible. If both the teams agree to play, umpires need to be available to help complete the match.
- The primary objective is to complete a full 20-over-a-side game wherever possible.

Playing XI Submission Rules for Interrupted & Abandoned Games

Rained Out Game — No Toss

Teams must submit their Playing XI for rained-out games where no toss has occurred and the match will not be rescheduled. The submission deadline is the following Wednesday by 11:59 PM CST. This rule applies even over long weekends.

Example: If a match is washed out on the weekend of May 9/10, the Playing XI must be submitted by May 13 at 11:59 PM CST.

Rained Out Game — After Toss or Start

Where the toss has taken place or the game has begun before being rained out, the selected Playing XI for that game will remain unchanged. Teams may not make alternate submissions unless the match is rescheduled.

Games Abandoned Due to Interruption

When a match is abandoned mid-game, the Playing XI selected for that game remains unchanged. No alternate Playing XI may be submitted unless the match is rescheduled.

Walkover Games

- The team conceding the walkover cannot count players in that match toward their overall games played.

- The team receiving the walkover may submit their Playing XI for the game by the following Wednesday at 11:59 PM CST.

Teams Playing with Less Than Full Strength

- A match may proceed if a minimum of eight (8) players are fielded.
- Teams that participate with fewer than eleven players may not add other players to the roster for that game after the fact. The roster for that match remains unchanged.

Minimum Three Games Rule for Playoffs

To qualify for the playoffs, a player must have participated in at least three (3) games. Of these:

- A minimum of two (2) games must be matches that were not abandoned or interrupted.
- The remaining games may be counted from rained-out games (no toss or start) or other abandoned games without a start.

6. Match Procedures & Timing Rules

Toss and Minimum Player Requirements

- The toss must be conducted exactly ten (10) minutes prior to the scheduled match start time as published in CricClubs, regardless of ground availability, provided minimum player requirements are met.
- Both teams must have a minimum of eight (8) players present at the ground to be eligible for the toss.
- Any team that does not have at least eight (8) players at the time of the toss will automatically forfeit the toss.
- If both teams fail to meet the minimum requirement at the designated toss time, the team that first assembles eight (8) players will be declared the winner of the toss.

Rule Area	Requirement	Notes
Penalty Reference Time	Official match start time (CricClubs)	All penalties calculated from this time
Minimum Players	8 players at ground	Both teams must meet this requirement
Umpire Availability	Both umpires must be present	Required alongside minimum players
Reporting Deadline	10 minutes before scheduled start	Players and umpires alike
Toss Penalty	Auto-forfeit if under 8 players at toss time	Applies 10 minutes before match

Umpire Availability at Match Start

If assigned umpires are not present ten minutes before the match, team captains may proceed with the toss if both teams have the minimum required players and are ready to begin. The team responsible for providing umpires must ensure umpires are available and ready at the scheduled start time.

Match Start and Delay Penalties

- All teams and umpires must ensure the match begins at the scheduled start time.
- If a delay is attributable to a team not meeting the minimum player requirement, the umpires will penalize the responsible team by reducing its allotted overs by one (1) over for every four (4) minutes of delay.
- If both teams fail to field a minimum of eight (8) players by the scheduled start time, the match will be reduced from 15 overs. The final number of overs will be determined by when both teams meet the minimum requirement.

Ground Scheduling Conflicts

- If the current match overruns and another CPCL Premier match is scheduled on the same ground, the ongoing match must be stopped immediately to allow the next match to start on time.
- The result of the interrupted match will be determined using the Duckworth-Lewis (D/L) method.
- Captains of the ongoing match are responsible for ensuring the game concludes on time.
- Captains of the subsequent match, with umpire support, are responsible for ensuring their match starts on time.

Match Duration and Innings Timing

- Each match has a maximum duration of 150 minutes (2.5 hours).
- If the final over is not completed within this period, the D/L method will be used to decide the winner.
- Umpires and the fielding captain are jointly responsible for maintaining the pace of play and may limit unnecessary breaks.
- The team fielding first should aim to complete their innings within 90 minutes, allowing 85-90 minutes for their batting innings.

Break Between Innings

Both teams may take a break of up to ten (10) minutes between innings.

Rescheduling of Rained-Out Games

There will be no rescheduling of any rained-out games by the CPCL Committee. However, CPCL will accommodate both teams if they mutually agree to play and provide a result for any league game within the next weekend of the original scheduled date.

This accommodation is NOT applicable to the last week of league games.

7. On-Field Umpiring Decisions

Umpires are required to thoroughly read and understand all CPCL PREMIERE 1515 rules and exceptions before officiating any game. The CPCL Committee will assign two neutral umpires for each match.

General Guidelines for Umpires

- Umpires must verify their assignment details — including location and teams — on the day of the game.
- It is good practice to switch umpiring positions after each over to maintain a sense of fairness.
- Both umpires must refrain from using mobile devices during the match and must be ready to make decisions promptly.
- Umpires must remain attentive and manage heated situations proactively, working to de-escalate tensions immediately.
- Umpires, as custodians of the game, must avoid using foul language or engaging in aggressive behavior at all times.

Decision-Making Protocols

- Any final decision on caught-behind appeals must be made by the main umpire at the bowler's end. The leg umpire should only be consulted in cases of genuine doubt; the main umpire makes the final call, with benefit of the doubt always given to the batsman.
- Umpires are encouraged to consult each other before making a decision if there is doubt — this collaborative approach avoids revisiting decisions after they are made.
- Umpires have the authority, after consulting with the captain, to remove players who display verbal or physical dissent after a first warning.
- When issuing warnings, umpires must clearly state the reason to the player and subsequently inform both team captains of the warning and its grounds.
- Upon appeal, umpires are empowered to determine if a bowler is throwing rather than bowling. Such a delivery shall be called a no-ball. After two warnings for throwing, the bowler will not be allowed to bowl again in that match.

Finality of Decisions

The decision made by the umpires on the field is final. While human error is possible, both teams are required to respect all umpiring decisions in every situation. Incidents or disputes may be reported to the Organizing Committee with relevant details for future reference.

All rules follow the ICC Code, with the CPCL-specific exceptions listed in Section 8.

ICC Playing Handbook: <https://www.icc-cricket.com/about/the-icc/publications/playing-handbook>

8. CPCL-Specific Playing Rules

The following rules represent CPCL's specific exceptions and additions to the standard ICC T20 Laws.

LBW and Leg Byes

- Batsmen cannot be given out LBW (Leg Before Wicket) in CPCL matches.
- No runs are awarded for leg byes. However, a batsman may be run out while attempting to score a run from a leg bye.
- Overthrow extras are not awarded for any run-out attempt made while a batsman is trying to score runs off leg byes.

No Ball and Free Hit

- A free hit is awarded to the batsman for any no-ball called by the umpire.
- The fielding team cannot change the field placement if the same batsman faces the free hit.
- During a free hit, a batsman can only be dismissed by run out or handling the ball.

Overs and Bowling Restrictions

- Each inning consists of 15 overs.
- A bowler may bowl a maximum of 3 overs per inning.

Mankading

Mankading is NOT allowed in the CPCL Premiere 1515.

Power Play Regulations

Power Play Structure

- The first three (3) overs are a mandatory power play.
- The batting team may take a batting power play at any time after the mandatory power play ends.
- If the batting power play is not taken before the start of the 14th over, the umpire will enforce it during the 14th and 15th overs.

Fielding Restrictions During Power Plays

- Mandatory Power Play (Overs 1-3): Maximum 2 fielders outside the 30-yard circle. Minimum 9 fielders inside the circle.
- Batting Power Play (2 overs): Maximum 3 fielders outside the circle. Minimum 8 fielders inside the circle.
- Non-Power Play Overs: Maximum 5 fielders outside the circle. Minimum 6 fielders inside the circle (including wicketkeeper and bowler).
- No more than 5 fielders may be positioned on the leg side at any time.

- A bowler bowling round the wicket to a right-handed batsman is not counted in the 5-fielder leg-side calculation.

Match Phase / Overs	Min. Fielders Inside 30-Yard Circle	Additional Notes
Mandatory Power Play (Overs 1–3)	9	Applies to first four overs
Batting Power Play (2 overs)	8	Batting team chooses timing
Non-Power Play Overs	6	Includes bowler and wicketkeeper

Match Conditions and Tie Resolution

- On-field umpires have authority to determine whether match conditions are suitable for play, including decisions on rain, severe cold, or other adverse conditions.
- If scores are tied after the completion of regular innings, the match is considered a TIE and points are equally shared. There will be no Super Over in league games.
- Additional tie-resolution rules will apply for the playoffs.

9. Conflict Resolution & Umpiring Duties

Umpiring Responsibility

Each team is required to participate in umpiring duties throughout the tournament. Umpires are always selected from teams not playing in the match. The schedule for umpiring assignments is communicated well in advance.

- It is the captain's duty to ensure that their team's assigned umpires attend the match per the published schedule.
- CPCL advises umpires to plan their matchday, particularly for games that may continue until noon.
- Umpires must familiarize themselves with CPCL T20 rules and exceptions before officiating any game.

Penalties for Missed Umpiring Duties

- The team with umpiring responsibility must ensure assigned umpires are present and available on time. At least one umpire must be present for the toss, and both umpires must be available to commence the game.
- If two umpires from a team are assigned to a match, this counts as two separate umpiring assignments.
- An umpiring assignment is considered complete only when both assigned umpires arrive on time and fulfill their responsibilities until the end of the match. If an umpire leaves before the match ends, this will be treated as a missed assignment.

Situation	Point Penalty	Financial Penalty
Umpire arriving 30+ minutes late	1 point	None
First missed umpiring assignment	2 points	\$50
Second and each subsequent missed assignment	3 points	\$80

Conflict Resolution: On-Field

All conflict situations that arise during play are ultimately decided by the umpires present on the field. If needed, umpires may refer the issue to the Organizing Team, which will then make the final determination.

Conflict Resolution: Off-Field

For any conflict that occurs outside the field of play, the Organizing Team holds the authority to make the final decision. Once the Organizing Team has made a decision, it is considered final and no further discussions will be entertained.

10. Scoring, NRR & Miscellaneous Rules

TOPIC	RULE / DETAIL
Live Scoring	Playing captains arrange live scoring in the CricClubs app. Manual score sheets should be prepared as a backup if the app fails.
Net Run Rate (NRR)	Average runs per over scored by the team minus average runs per over scored against the team across the full CPCL edition.
All-Out NRR Rule	NRR is calculated based on the full quota of overs, not the overs in which the team was dismissed (especially where a losing team gets all out).
Chucking / Throwing	A throw is called a no-ball by the umpires. Either umpire may call no-ball if satisfied the delivery was thrown.
Detection Standard	Human eye detects a throw if the bowler's elbow exceeds 15 degrees of flexion during delivery.
ICC Law Reference	Law 21.2: the elbow must not be partially or completely straightened until the ball is delivered (allowance is made for wrist flex).
Chucking Penalty	One run added to the batting team's score; the delivery is bowled again; the next ball is a free hit. A second instance results in the bowler being removed from bowling for the rest of the match.
No-Ball (General)	A no-ball is an illegitimate delivery. The ball is delivered again; the bowling team is penalized one run; the next ball is a free hit.

11. No-Ball Definitions

The following are the most common scenarios in which a delivery may be called a no-ball during a CPCL match.

Foot Placement Infractions

- **Overstepping the Popping Crease:** The most frequent no-ball. At the moment of delivery, the bowler must have some part of his foot behind the popping crease.
- **Back Foot Outside Return Crease:** The bowler's back foot must stay within the return crease at the point of delivery.

Bowling Style and Notification

- **Underarm Delivery:** A ball delivered underarm is a no-ball unless both teams have previously agreed to permit such deliveries.
- **Wrong Arm / Wrong Side:** A ball delivered with the wrong arm, or from the wrong side of the wicket without notifying the umpire, is a no-ball.

Dangerous or Unfair Deliveries

- **Beamer:** Any full toss above waist height is a no-ball.
- **Head-High Bouncer:** A bouncer that passes over the batsman's head is a no-ball. The umpire may also call a no-ball for a bouncer judged to be dangerous or unfair.

Fielding Infractions

- **Encroachment on the Pitch:** If any fielder encroaches onto the pitch before the ball reaches the batsman.
- **Wicketkeeper Infringement:** If any part of the wicketkeeper's body crosses in front of the wicket before the ball hits the bat or passes the batsman.
- **Fielding Restriction Violations:** Placing two fielders behind square leg, or exceeding the allowed number of fielders outside the inner circle, results in a no-ball.

Illegal Bowling Action (Throwing)

- A 'throw' ball is a no-ball. If the bowler bends his elbow more than 15 degrees during the delivery motion, the delivery is a no-ball.

Stump and Bounce Infractions

- **Broken Stumps at Delivery:** If the bowler breaks the stumps at the non-striker's end while delivering the ball.
- **Double Bounce:** If the ball bounces more than once before reaching the batsman.

Umpire Authority on No-Balls

The main umpire has the authority to overrule any no-ball decision after consulting with the leg umpire, particularly for dangerous deliveries (beamers and bouncers). For illegal bowling actions (throwing), either umpire may call a no-ball. The main umpire's judgment is final for all other decisions.

12. Liability Waiver & Administration

Injury & Accident Waiver

Every player must assume personal responsibility for any injury or accident per the 'Injury & Accident Waiver and Release of Liability Form' shared with team captains.

Captain's Responsibilities:

- Share the waiver form with all players in the team squad.
- Obtain a signed (manual) copy from every player in the squad.
- Submit scanned copies to the CPCL Organizing Team before a player plays their first game.

Under any circumstances, the CPCL Organizing Team, Park Districts (Ground Owners), and Sponsors are NOT responsible for players' injuries, accidents, or related incidents.

Organizing Team Contacts

NAME	PHONE
Nishanth VJ	510-356-7140
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Jaydeep Devareddy	—
Rohit Yalavarthi	561-221-7278

Important Note — Organizing Team Authority

It is not possible to document all rules and scenarios applicable to this tournament. The CPCL Organizing Team is the final decision-making authority on all issues and conflicts arising during the tournament. This includes but is not limited to: rules, logistics, player and team behavior, and disciplinary actions. All decisions are final and binding.

The Organizing Team has final say on:

- Interpretation of any rule in this rulebook.
- Any situation or rule not explicitly mentioned in this rulebook.
- Any deviations from written or unwritten rules, as deemed necessary.

Agreement to This Rulebook

All captains must share this rulebook with all players. Any player wishing to participate in CPCL must read, understand, and agree to all points in this rulebook. By playing a match in CPCL, it is understood that the player has read, understood, and agreed to all provisions herein.