



CPCLT20 BIG BASH

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

The captain bears the primary responsibility for ensuring the match is played according to the rules and traditions of the game. This means:

- The Spirit of Cricket must be upheld by all players in the team at all times.
- Umpires' decisions must not be questioned.
- Opponents must not be abused by words or action.
- In any instance of unsporting conduct, the captain must intervene immediately.
- The captain must lead by example in attitude and sportsmanship.

Summary of the Spirit of the Game

- Umpires are the sole judges of fair and unfair play and may intervene at any time. It is the captain's responsibility to act when required.
- Umpires are authorized to address time wasting, dangerous or unfair bowling, ball tampering, or any other unfair action.
- The Spirit of the Game requires RESPECT for opponents, your captain and team, the 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 aggressively towards an umpire on appeal; 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 headshaking, 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 & Key Dates

The 2026 CPCLT20 BIG BASH is a 20-team league divided equally into two groups of 10. The team groupings are shown below.

TEAMS GROUPING

Group A	Group B
APOLLO XI	HEADSTRONG XI
ILLINOIS THUNDER	MCC
SCHAUMBURG CHAMPIONS	TITANS
SUNRISE 11	MG STRIKERS
STONEBRIDGE CC	ILLINOIS THUNDERBIRDS
CHICAGO WARRIORS	CHARGERS
SMASHERS XI	STREET SMASHERS
PSYCHOS	ROOKIES
SHARKS	THE BOYS
TRAILBLAZERS	GULLY BOYS

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Tournament Structure

- Each team will play 8 league matches and will also have 8 umpiring assignments.
- Teams play all other teams, except one, within their group. Following match-ups will be avoided while scheduling

Group A	Group B
APOLLO XI vs TRAILBLAZERS	HEADSTRONG XI vs GULLY BOYS
ILLINOIS THUNDER vs SHARKS	MCC vs THE BOYS
SCHAUMBURG CHAMPIONS vs PSYCHOS	TITANS vs ROOKIES
SUNRISE 11 vs SMASHERS XI	MG STRIKERS vs STREET SMASHERS
STONEBRIDGE CC vs CHICAGO WARRIORS	ILLINOIS THUNDERBIRDS vs CHARGERS

- Every team will have both home and away games. Teams without home ground will be hosted at the opponent's ground. If neither team has a home ground, the league will arrange a neutral venue.
- Schedule preferences for teams also playing in other CPCL tournaments will be accommodated first, followed by other tournaments listed in scheduling preferences.
- Organizers will provide the ground for all playoff matches.

TOURNAMENT FORMAT



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Key Dates

KEY DATE	DETAIL
Tournament Start	July 25, 2026
Tournament End	October 2026
Bye Weeks	Each team may receive one randomly assigned bye-week during the league phase
Labor Day Weekend	No matches scheduled — Sep 5-6, 2026
Playoff Format	Playoff matches may be scheduled back-to-back on Saturday and Sunday

Match Ball Provision

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

4. Player Eligibility & Roster Rules

Roster Size & Playoff Eligibility

- Each team may register up to 25 players on its tournament roster.
- To qualify for the knockout stage, a player must have played in at least three (3) league-phase matches. Only one (1) rained-out game may count toward this requirement.
- Teams may add players to their roster until the last league game.

Player Exclusivity

- Once a player has participated in a match for any team in the Chicago Cup, they are prohibited from playing for another team for the rest of the tournament.
- Violation of this rule results in a two (2) point deduction for the offending team, and the player will be banned for the remainder of the CPCL edition.
- It is the captain's responsibility to verify that every player added to the roster is not already registered with another team.
- Only players officially registered on the team roster before the match may be selected in the Playing XI.

Venue Relocation Rule

Teams may relocate a scheduled match to a different venue on the same day due to rain or other interruptions, provided the match at the new venue starts no later than 9:30 AM. If the match cannot be continued or rescheduled within the allowed window, points will be shared equally between the teams.

Misrepresentation of Players

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

Penalties for Misrepresentation

- The match will be forfeited by the offending team.
- 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

- False Identity — any player participating under a false name or identity, including impersonation or use of another player's registered 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 — 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 violations and enforce penalties without exception.

5. Rain Interruption Rules

League Match Rain Procedures

- The Duckworth-Lewis (D/L) method will be applied if the team batting second has completed at least ten (10) overs. The CricClubs app will serve as the official D/L calculator for real-time calculations during the match.
- If rain occurs after the chasing team has played 10 overs, on-field umpires assess whether conditions are suitable to continue. If not, the D/L method determines the winner.
- Every reasonable effort must be made to complete the match as a full 20-over-a-side game.
- If rain begins before the scheduled match starts, umpires should wait approximately one hour in light drizzle to assess if play can commence. If both captains mutually agree conditions are unfit, the match may be called off — points are shared, or the match may be rescheduled (see Rescheduling rules below).
- Rescheduling will not be permitted during the last week of the league phase.

Mid-Innings Interruption — Replay Rule

If an interruption (rain or baseball activity) during the second innings reduces the match to fewer than 10 overs:

- Teams are allowed to replay the match from the beginning.
- Results from replayed matches must be submitted by the end of the following match Sunday.
- Teams may need to play an additional game alongside their regularly scheduled match. The CPCL committee will not adjust the original schedule to accommodate replayed matches.
- Finding neutral umpires for rescheduled matches is often difficult — teams are advised to coordinate with the Organizing Committee when a new match needs to be created in CricClubs.

Playing XI Rules for Special Game Situations

Rained Out — No Toss

Where a game is rained out before the toss and will not be rescheduled, each team must submit their Playing XI by the following Wednesday at 11:59 PM CST.

Example: If the match was scheduled for the weekend of May 2/3, submissions are due by May 6 at 11:59 PM CST. This rule applies even if the next weekend is a long weekend with no games scheduled.

Rained Out — After Toss or Start

If the match is rained out after the toss or after play has begun, the Playing XI for that game remains unchanged. Teams cannot make alternate submissions unless the game is rescheduled.

Games Abandoned Mid-Match

When a game is abandoned after starting due to interruptions, the Playing XI submitted for that match remains as-is. Alternate submissions are not permitted unless the match is rescheduled.

Walkover Games

- The team conceding a walkover cannot count players in that match toward their total games played.
- The team receiving the walkover must submit their Playing XI by the following Wednesday at 11:59 PM CST.

Teams Playing with Fewer Than 11 Players

- A match may proceed with a minimum of eight (8) players fielded.
- Teams that play with fewer than the full roster may not add additional players to the roster for that game afterward. The roster for that match remains unchanged.

Minimum 3 Games Rule for Playoffs

To qualify for the playoffs, a player must have played in at least three (3) games:

- Two (2) games must not have been abandoned or interrupted.
- One (1) game may be counted from rain-out games without a toss or start, or other abandoned games without a start.

Rescheduling Rained Out or Abandoned Games

- Both teams must agree on a rescheduled date by Tuesday at 11:59 PM CST (including long weekends) and share it with the organizers.
- If no update is provided by the deadline, the game will be called off and points will be split.
- The rules for updating the Playing XI remain as defined above.

Games Called Off After Rescheduling

- If one team backs out of a mutually agreed rescheduled date, the other team will be awarded the match.
- If both teams decide not to play, each team receives zero (0) points, and no Playing XI will be added for the match.

6. Match Start, Timing & Delay Rules

Toss & Minimum Player Availability

- The toss needs to be conducted between 7:50 AM and 8:00 AM.
- Each team must have a minimum of eight (8) players present at the ground by 7:55 AM.
- If a team does not meet the minimum player requirement by 7:55 AM, that team automatically forfeits the toss.
- All efforts must be made to ensure the match starts on time at 8:00 AM.

Umpire Availability

- Both umpires must be present at the ground by 8:00 AM.
- If umpires are not available at the scheduled start time, captains may conduct the toss provided: both teams meet the minimum player requirement and both teams are ready to begin.
- The team assigned umpiring duties is fully responsible for ensuring umpire availability at the designated start time.

Umpire Lateness Penalties

Situation	Point Deduction	Notes
Umpire arrives 8:00–8:15 AM	0.5 points	Late but within grace window
Umpire arrives after 8:15 AM	2 points	Team loses two league points

Delays Due to Player Shortage

- If the minimum player requirement (8 players) is not met by 8:00 AM, match overs will be reduced by one (1) over for every four (4) minutes of delay, until the requirement is fulfilled.
- If the minimum player requirement is still not met by 8:30 AM, the match will be forfeited by the defaulting team.

Innings Break

A maximum innings break of ten (10) minutes is permitted between the first and second innings.

7. On-Field Umpiring Decisions

Umpires are expected to thoroughly read and understand the CPCL T20 rules and exceptions before officiating any game. Two neutral umpires are assigned by the CPCL Committee for each match.

General Guidelines

- Umpires should switch officiating positions after each over to ensure fairness to both teams.
- Both umpires must refrain from using mobile devices during the match and must be ready to make prompt decisions.
- The leg umpire is especially important for stumping and run out calls and must remain attentive and engaged throughout.
- Umpires must remain vigilant, manage heated situations proactively, and work to de-escalate tensions immediately.
- Umpires, as custodians of the game, must avoid using foul language or displaying aggressive behavior.

Decision-Making Protocols

- Caught behind decisions must be made by the main umpire at the bowler's end. The leg umpire should only be consulted in cases of genuine uncertainty — the final call rests with the main umpire, with the benefit of the doubt always given to the batsman.
- Umpires are encouraged to consult each other before deciding when there is doubt, to avoid reversing decisions after they are made.
- After consultation with the team captain, umpires are authorized to remove players who display verbal dissent or misconduct following a first warning.
- When issuing a warning, umpires must clearly communicate the reason to the player and inform both team captains with an explanation.
- Upon appeal, umpires have authority to determine if a bowler is throwing rather than bowling. Such deliveries are declared no-balls. After two warnings for throwing, the bowler will not be allowed to bowl for the remainder of the match.

Finality of Decisions

The umpires' decision on the field is final. While human errors can occur, both teams are required to respect all umpiring decisions in every circumstance. Incidents or issues may be reported to the Organizing Committee with relevant details for future reference.

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

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

8. Tournament Rule Exceptions (CPCL-Specific)

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

Batting & Dismissal Exceptions

- LBW: Batsmen cannot be given out LBW (Leg Before Wicket) under any circumstances during the tournament.
- Leg Byes: No runs are awarded for leg byes. However, a batsman may still be run out while attempting to score from a leg bye.
- Overthrows off Leg Byes: No overthrow extras are awarded for any run-out attempt made while the batsman is trying to score runs off leg byes.
- Mankading: Mankading — running out a batsman who leaves the crease before the ball is delivered — is not allowed in the Chicago Cup.
- Free Hit: A free hit is awarded to the batsman for any no-ball. If the same batsman faces the free hit, the fielding team may not change field placements for that delivery.
- Free Hit Dismissals: On a free hit, the batsman can only be dismissed by run out or handling the ball. No other forms of dismissal apply.
- Caught Dismissal — New Batsman Faces: When a batsman is dismissed caught, the incoming batsman will take strike, regardless of whether the batsmen had crossed before the catch was completed.

Bowling & Fielding Exceptions

- Overs & Bowling Limit: Each inning consists of 20 overs. Each bowler may bowl a maximum of 4 overs per inning.
- Wide Call (Offside): The offside wide line is determined based on the batsman's position at the time of delivery. The imaginary wide line shifts in line with any batsman movement now of delivery.
- Mandatory Power Play: The first four (4) overs of each inning are a mandatory power play. The batting team may choose to take a batting power play at any point after these four overs. If the batting power play has not been taken by the start of the 19th over, the umpire will automatically enforce it during the 19th and 20th overs.

Fielding Restrictions — Power Play Summary

- Mandatory Power Play (Overs 1–4): Maximum 2 fielders outside the 30-yard circle; minimum 9 inside.
- Batting Power Play (2 overs): Maximum 3 fielders outside the circle; minimum 8 inside.
- Non-Power Play Overs: Maximum 5 fielders outside the circle; minimum 6 inside (including wicketkeeper and bowler).
- Leg Side Restriction: 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 does not count toward the 5-fielder leg-side calculation.

Match Phase / Overs	Min. Fielders Inside 30-Yard Circle	Notes
Mandatory Power Play (Overs 1–4)	9	First four overs of each inning
Batting Power Play (2 overs)	8	Batting team chooses timing
Non-Power Play Overs	6	Includes bowler and wicketkeeper

Tiebreaker

Chicago Cup Tie Rule: If scores are tied after the completion of regular innings, a Super Over will be conducted to decide the winner. (Note: The T20 Premiere splits points on a tie — no Super Over.)

9. Umpiring Responsibilities & Penalties

Shared Responsibility

All teams share the responsibility of performing umpiring duties during the tournament. Umpiring is among the most important factors in ensuring a successful tournament.

- Umpires will always be drawn from non-playing teams for that match.
- The umpiring schedule is published well in advance. It is the captain's responsibility to ensure their assigned umpires attend as scheduled.
- Umpires are requested to plan their matchday assuming the game may continue until at least noon.
- All umpires must read and understand the CPCL T20 rules and exceptions before standing in any game.
- Participation in umpiring for rescheduled matches remains voluntary — teams may choose whether to attend based on the new date and time.

Penalties for Missed Umpiring Duties

- If a team provides two umpires for a single game, this is treated as two separate umpiring assignments.
- The team assigned umpiring duties must ensure their representatives arrive punctually on game day.
- Each missed umpiring responsibility results in a deduction of 2 points from the team's overall score.

SITUATION	POINT PENALTY	FINE	NOTES
First missed umpiring assignment	2 points	\$50	
Each subsequent missed assignment	3 points	\$80	Per umpiring assignment
Umpire arrives 8:00–8:15 AM	0.5 points	None	Late arrival penalty
Umpire arrives after 8:15 AM	2 points/ 3 points	\$50/ \$80	Considered a missed assignment

10. Scoring, NRR & Conflict Resolution

Live Scoring

Captains are responsible for ensuring live scores are updated in the CricClubs app. If technical difficulties arise, captains should have manual score sheets ready as a backup.

Net Run Rate (NRR) Calculation

Net Run Rate is an important metric used to rank teams when they are level on points. It is calculated as follows:

- Subtract the average runs per over scored against the team from the average runs per over scored by the team across all matches played in the CPCL edition.
- All-Out Rule: If a team is dismissed in fewer overs than their allotted quota, the NRR calculation uses the full quota of overs — not the actual number of overs in which the team was dismissed.

Conflict Resolution

- On-Field: The final decision for any on-field conflict is made by the umpires. Umpires may refer the situation to the Organizing Team for its final determination.
- Off-Field: The final decision for any off-field conflict is made by the Organizing Team. All decisions are final — no further discussions will be entertained.

11. No-Ball Definitions

A no-ball is an illegitimate delivery. The ball must be re-bowled to ensure the over contains six legitimate deliveries. When a no-ball is delivered: the bowling team is penalized one run, and the next ball becomes a free hit for the batsman.

Chucking / Throwing

A throw (chucking) is treated as an illegal delivery, similar to underarm bowling. Umpires are required to call it a no-ball. The umpire at the batsman's end generally has the best vantage point, but either umpire may call a no-ball for throwing.

Detection Guide for Umpires: A throw is detectable to the naked eye only when the bowler's elbow flexion exceeds 15 degrees. Once the bowler's arm reaches shoulder level, the elbow must not straighten until the ball is released. If you can see the straightening — it is a throw. ICC Law 21.2 is the relevant ruling.

Chucking Penalties & Warnings

- First instance: One run added to the batting team's score; the delivery is re-bowled; the next ball is a free hit. The umpire officially warns the bowler and informs the fielding captain.
- Second instance (called by either umpire): The bowler is not allowed to bowl again in the match. The fielding captain must use another bowler to complete the over.

Common No-Ball Scenarios

Foot Placement Infractions

- Overstepping: At delivery, the bowler must have some part of their foot behind the popping crease.
- Back Foot Outside Return Crease: The back foot must remain within the return crease at the point of delivery.

Bowling Style & Notification

- Underarm Delivery: A no-ball unless both teams have previously agreed to permit underarm bowling.
- Wrong Arm / Wrong Side: A no-ball if the bowler has not notified the umpire before changing bowling arm or side of the wicket.

Dangerous or Unfair Deliveries

- Beamer: Any full toss above waist height is automatically a no-ball.
- Head-High Bouncer: A bouncer that passes over the batsman's head, or is judged dangerous and unfair, is a no-ball.

Fielding Infractions

- Pitch Encroachment: 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:** Exceeding the permitted number of fielders outside the inner circle, or placing two fielders behind square leg, results in a no-ball.

Illegal Bowling Action

- **Throwing:** If the bowler's elbow bends more than 15 degrees at delivery, the ball is a no-ball. Either umpire may call this.

Stump & Bounce Infractions

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

Umpire Authority on No-Balls

The main umpire has authority to overrule any no-ball decision after consulting the leg umpire, especially for dangerous deliveries. The main umpire's judgment is final for all decisions — except for throwing (chucking), where either umpire may call a no-ball independently.

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 before their first game.
- Submit scanned copies to the CPCL Organizing Team before a player plays their first match.

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
Roshan GS	847-371-1206
Jaydeep Devareddy	—
Rohit Yalavarthi	561-221-7278

Organizing Team Authority

It is not feasible to anticipate and document every possible rule or scenario relevant to this tournament. The CPCL Organizing Team is the ultimate authority on all issues and disputes. This includes, but is not limited to rules, logistics, player or team conduct, and disciplinary actions. All decisions are final and binding.

- The Organizing Team reserves the right to interpret and clarify any aspect of this rulebook.
- Situations or rules not explicitly covered in this rulebook will be addressed by the Organizing Team.
- The Organizing Team may make necessary deviations from established or informal rules when deemed appropriate.

Agreement to This Rulebook

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