

C P C L T 15 PREMIERE

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FORMAT & RULEBOOK



PREAMBLE

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 causing further issues. The responsibility for ensuring the spirit of fair play rests with each player playing the game.

Responsibility of captain: It is the responsibility of the captain to ensure that the match is played according to the rules and traditions of the game. The captain is responsible for ensuring that the Spirit of Cricket is always upheld by all players in the team. Umpires' decisions must not be questioned. Opponents must not be abused either by word or action. In such an event, and in the event of any kind of unsporting conduct by members of his team, it is the captain's duty to intervene immediately. In terms of attitude and sportsmanship, the captain must give the best possible example to all his players during the game.

Players Conduct Guide

Rule	Guideline
<p>Use language or gestures that offend, insult, humiliate, intimidate, or threaten. Use language that is obscene, offensive, or insulting and/or the making of obscene gestures of a seriously insulting nature to another player, official or spectator.</p>	<p>This includes swearing and offensive gestures which are not directed at another person such as swearing in frustration at one's own poor play or fortune.</p> <p>The extent to which such behavior is likely to give offense shall be considered when assessing the seriousness of the breach.</p>
<p>Use language or gestures that offend, insult, humiliate, intimidate, threaten, disparage, or vilify another person based on that person's race religion, color, descent or national or ethnic origin.</p>	<p>This includes mimicking another player with the intention to insult, belittle, denigrate, intimidate, threaten, disparage, or vilify them based on that persons' race religion, color, descent or national or ethnic origin.</p>
<p>Point or gesture towards the players den, or behave aggressively or derisively towards either batsman, upon the dismissal of a batsman.</p>	<p>Includes charging or running towards any batsman and getting "in his/her face".</p>
<p>Threaten to assault another player, umpire, team official or spectator. Engage in inappropriate and deliberate physical contact with other players, umpires, or officials during play.</p>	<p>Without limitation, players will breach this rule if they deliberately walk or run into, or shoulder another player, official or match official.</p>
<p>Deliberately and maliciously distract or obstruct another player or official on the field of play.</p>	<p>Players will breach this rule if they deliberately attempt to distract a striker by words or gestures while a bowler is running in, or deliberately shepherd a batsman while running or attempting to run between wickets.</p>

Umpire Specific Rules and Guidelines

Rule	Guideline
Show excessive dissent at an umpires' decision by action or verbal abuse.	<p>Includes excessive, obvious disappointment with any umpires' decision and obvious delay in resuming play or leaving the wicket.</p> <p><i>This rule does not prohibit a bowler or team Captain involved in the decision from asking an umpire to provide an explanation for a decision. Further, it does not prohibit the Captain from commenting on the umpires' performance in the Captains' feedback.</i></p>
Show serious dissent at an umpires' decision by action or verbal abuse.	<p>Dissent should be classified as serious where the dissent is expressed by a specific action such as the shaking of the head, snatching cap from the umpire, pointing at pad or bat, other displays of anger or abusive language directed at the umpire or excessive delay in resuming play or leaving the wicket.</p>
Engage in excessive appealing.	<p>Excessive shall mean repeated appealing when the bowler/fielder knows the batsman is not out, with the intention of placing the umpire under pressure.</p> <p><i>This rule is not intended to prevent loud or enthusiastic appealing. However, the practice of celebrating or assuming a dismissal before an umpires' decision may also come within this rule.</i></p>
Intimidate an umpire whether by language or conduct. Charge or advance towards the umpire in an aggressive manner when appealing.	<p><i>This rule is not intended to prevent loud or en appealing. However, a player should not aggressively approach an umpire on appeal.</i></p>

To Summarize:

1. **Fair and unfair play:** According to the Laws the umpires are the sole judges of fair and unfair play. The umpires may intervene at any time and it is the responsibility of the captain to act where required.
 2. The umpires are authorized to intervene in cases of time wasting, dangerous or unfair bowling, tampering with the ball or any other action that they consider to be unfair.
 3. The Spirit of the Game involves RESPECT for your opponents, your own captain and team, the role of the umpires and the game's traditional values. There is no place for any act of violence on the field of play.
 4. It is against the Spirit of the Game:
 - a. To dispute an umpire's decision by word, action, or gesture
 - b. To direct abusive language towards an opponent or umpire
 - c. To indulge in cheating or any sharp practice, for instance: To appeal knowing that the batsman is not out
 - d. To advance towards an umpire in an aggressive manner when appealing
 - e. To seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side
 5. **Violence:** There is no place for any act of violence on the field of play.
 6. **Players:** Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution towards this
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Tournament Format

In 2024, CPCLT15 PREMIERE is a 25-team league. Teams participating in the league this year are grouped as below as shared in the captains meeting –

Group A	Group B	Group C
Sher	Chicago Tigers	Bharat Cricket Club
Illinois Thunder	Chicago Challengers	Chicago Bulls
Team Royals	Friends Cricket Club	Titans
Kenshire Panthers	Thunderbirds	Crusaders
Silly Sloggers	Matadors	Shoreliners
Kerala Kings	Mallard Cricket Club	Chicago Vikings
Chicago Spartans	Chicago United	Thunder Strikers
Chicago Hawks	Kerala Strikers	Sharks
Chicago Vipers		

Tournament format

1. Each team will play a total of 8 league matches.
2. Since Group A has 9 teams, each of them will play against each other once to get their 8 matches. However both Group B and Group C have 8 teams each. Each of the teams will play within their group teams only – once against 6 teams and twice against one selected team. The team listed below will play twice against each other and selected based on the ranking within the group –

Group B	Group C
Chicago Tigers vs Chicago	Bharat Cricket Club vs Chicago Bulls
Friends Cricket Club vs	Titans vs Crusaders
Matadors vs Mallard Cricket Club	Shoreliners vs Chicago Vikings
Chicago United vs Kerala Strikers	Thunder Strikers vs Sharks

3. We will attempt to provide 50% of your matches in the preferred location.
4. Attempt will be made to accommodate schedule preferences of teams playing other CPCL tournaments and other tournaments mentioned in match scheduling preferences – in that order.
5. Organizers will provide the ground for all the league games and playoff matches.
6. The team with the highest number of points within each group shall be at the top of the table and the team with the lowest shall be at the bottom. If 2 teams have the same number of points, run rate per CricClubs will be used to decide the order of ranking.
7. Each win will get 4 points, while a match with no result will get 2 points each for both teams. In case of a team forfeiting the winning team will get full 4 points. If a match is tied after the regular innings, a super over comes into play to decide the winner of the game.
8. Top 4 teams from each group in the League phase based on points will progress to the Playoff phase
9. The schedule along with the Home/ Away as well as Umpiring assignments will be uploaded to cricclubs on an incremental basis. (First team in the schedule is the home team i.e., if the schedule is A vs B, A will be the home team) each week for the first 4-5 weeks. After that the full schedule will be published.

<The organizing committee reserves the right to publish any additional rules for the playoff matches - before the first playoff match – to ensure the teams participating are held accountable to enhanced standards>

10. Playoffs Model will be as below. Top 4 teams from each of the group will be ranked based on the points earned and run rate at the end of league phase. Top 4 will get a bye, and the remaining teams will play the qualifiers

11. Teams ranked 5 TO 12 will play qualifiers in the following order

	Home team		Away team
Q4	12	vs	5
Q3	11	vs	6
Q2	10	vs	7
Q1	9	vs	8

12. Winners of each of these matches will progress to make it to Quarterfinals

	Home team		Away team
QF1	Winner of Q1	vs	1
QF2	Winner of Q2	vs	2
QF3	Winner of Q3	vs	3
QF4	Winner of Q4	vs	4

13. Semi-finals matchups will be as below

	Home team		Away team
SF1	Winner of QF1	Vs	Winner of QF4
SF2	Winner of QF2	Vs	Winner of QF3

14. Winners of both the semi-finals will play the **CHAMPIONSHIP FINAL**

General rules

1. Match balls (HEADLEY) will be provided by the CPCL organizing committee.
2. The team roster can have a max of 25 players for this tournament.
3. All roster updates need to be managed through the CPCL Management committee once the teams are locked.
4. Once a player has played for a team then he cannot play for any other team during this edition of CPCL T15. If a player is found to have violated this rule, then the team that used the player will lose 2 points and the player will be prohibited from playing this edition of CPCL T15. It is the captain's responsibility to ensure that any player he adds to the roster is not part of any other teams' roster.
5. Any player who is in the playing 11 should be part of the team roster before the specific game is played. CPCL consider misrepresentation of players in the playing XI as a very serious offence and if any team is found to have played a game using a player with fake identity, then that game will be forfeited, and the opposite team will be declared winner. The team that used misrepresentation to play the game will be docked 10 points.

Rules pertaining to rain interruptions

League matches

1. Duckworth-Lewis method will come into effect once the team batting second has completed a minimum of 5 overs. (<http://www.boltoncricket.co.uk/DLcalc.html>) or download the iOS app - Duckworth -Lewis Calculator
2. If there is rain after the 5 overs of the chasing innings, the on-field umpires will need to decide on playable/unplayable conditions. Umpires should wait to ensure whether there is atleast a 5 over aside match possible, before deciding no more match can happen during the allotted match time. Overall, the effort is to ensure the match happens as much as possible

Rules for adding players to playing 11 for rained out games, abandoned games, walk over and teams playing with less than full strength.

1. **Rained out game without toss:** Teams should submit their playing 11 for such rained out games, SAME DAY AS THE MATCH IS INITIALLY SCHEDULED.
2. **Rained out game after toss and/or after game started:** Players selected in the playing 11 for that game will continue to be the same and teams will not be allowed to make an alternate submission unless the game is rescheduled.
3. **Games abandoned due to interruption:** Players selected in the playing 11 for that game will continue to be the same and teams will not be allowed to make an alternate submission unless it is rescheduled.

4. **Walk over games:** The team giving walk over cannot include players for that game for counting them against the overall games played. The team receiving walkover can submit their playing 11 , SAME DAY AS THE MATCH IS INITIALLY SCHEDULED.
5. **Teams playing with lesser players:** A game can happen if there are minimum of 8 players fielded for the game. However, the team that has played the game with lesser players are prohibited from adding other players to the roster for that game later. The roster shall remain the same for that game.
6. **Minimum 3 games rule:** A player should have played a minimum of 3 games to qualify for the playoffs and he should have played at least one game, that was not abandoned or interrupted, while other two can be counted from rained out without toss or start or other abandoned games without a start.

Any other Interruptions.

1. In case of any interruptions (like rain, baseball interruptions etc., other than dispute between the teams); if the match is interrupted after 5 overs of chasing team's innings; and the umpires determine that match cannot be continued, we will use Duckworth Lewis method to determine the winner of the match. We would request umpires & the teams to try as much as possible and ensure the match happens rather than resorting to use of Duckworth Lewis.
2. For any interrupted match (due to rain/ baseball interruption), that is played less than 5 overs in second innings, points will be shared between the teams.
3. If the match is incomplete due to a dispute between the teams, organizers will work with the umpires to get the facts and decide best alternate course of actions.

Toss, Minimum players availability and Umpire availability rules to start game on regular days without rain interruptions at start of game.

1. A minimum of 8 players from each team and both the umpires should be present in the ground 10 minutes before the match time. If one of the team does not meet the minimum players availability requirement 10 minutes before the match time, they would lose the toss.
2. If umpires are not available 10 minutes before the match time, the captains can go for the toss if both teams have met the minimum player requirements and be ready for the game.
3. The team that has umpiring responsibility will have to make sure the umpires are available to start the match at the scheduled start time.
4. The umpiring team will lose 1 point if both the umpires don't show up for the game by the Match start time.
5. The match will start exactly at the match time. The umpires will start reducing one over for every 4 minutes delay to the team which does not meets the minimum player requirement. If both teams fail to meet the minimum player requirement, then the game will reduce from a 15 over game to applicable number of overs depending on when both the teams are 8 in number.

Penalties for missing umpiring duties:

1. The team that has umpiring responsibility will have to make sure the umpires are available BEFORE the match start time for the assigned umpiring game
2. Team missing first umpiring assignment will be charged 2 points & \$50 fine.
3. Team missing subsequent umpiring assignments will each be charged with 3 points and \$80 fine.
4. The umpiring team will lose one point if both the umpires don't show up in the ground to start the match at scheduled time and 0.5 points if 1 umpire doesn't show up before the match start time.

On field umpiring decisions

Umpires are requested to read the CPCL T15 rules and exceptions before standing in as an umpire for the game. There will be two neutral umpires assigned by the CPCL committee for each game. Additional points to be noted

1. Umpires are requested to check your assignment location and teams that you will be officiating on the game day.
2. It is a good practice to switch umpiring location after each over to give sense of fairness to the playing teams.
3. Any final decision pertaining to caught behind should be ruled by the main umpire standing at the bowler's end. The leg umpire should not decide on caught behind unless the main umpire consults the decision when in doubt. After the consultation the main umpire will make the final decision based on feedback received. The benefit of doubt should always go to the batsman.
4. Both the main umpire and leg umpire should abstain from using mobile devices during the game and be ready to make decisions quickly.
5. Leg umpiring is also very important especially in providing stumped and run out decisions and therefore should pay equal attention while the game is played.
6. The umpires should always be on top of the game and try to manage heated situations between teams and try to deescalate tensions immediately.
7. Umpires are empowered to take decisions, in consultations with captain, to remove players who show verbal dissent or through action after the first warning.
8. When warning players ensure to warn the player and provide the reason for warning and then inform about the warning to both the captains and reason for warning.
9. Umpires, being the custodian of the game, should also restrain from using any foul language or aggressive behavior during the game.
10. On appeal by the fielding team, the umpires are empowered to determine whether a bowler chucks (instead of bowling) the ball. Such a delivery will be termed a no-ball. After two such warnings Umpires can determine that the bowler cannot bowl in that match anymore.

11. Umpires are encouraged to consult each other before providing a decision, in case they are doubtful about a specific appeal. Doing such consultation before deciding will help take into consideration any details necessary in making such decisions rather than go back and forth on their decisions.
12. Umpires decision will be the final decision. While there could be human error at times, both teams are required to respect the umpiring decision in all circumstances. Teams can report any untowardly incident to Organizing committee with details for future reference.

All the rules are as per the ICC code, with the below mentioned exceptions. The latest ICC rules and regulations can be found here. (<https://www.icc-cricket.com/about/the-icc/publications/playing-handbook>)

We will use the T20 Cricket rules found here

(<https://www.icc-cricket.com/about/the-icc/publications/playing-handbook>)

The exceptions are listed below.

1. Batsman cannot be given out for LBW (Leg before Wicket).
2. There will not be any runs awarded for leg byes. However, a batsman can be made runout while attempting to score a run of leg byes.
3. There will be no overthrow extras allowed for any runout attempt made while batsman tries to score runs of leg bye.
4. A free hit will be awarded to a batsman for any no ball called made by the umpire. The fielding team cannot make a field change if the same batsman faces the free hit ball.
5. A batsman can be out in a free hit ball only by
 - i. runout
 - ii. handling the ball
6. 15 Overs per innings. Each bowler gets to bowl a maximum of 3 overs.
7. First THREE overs will be a mandatory power play. The batting team can take batting power play any time after the first three overs are completed. If the batting power play is not taken until the beginning of 14th over, then the umpire will enforce the batting power play in the 14th and 15th over of the innings.
8. A maximum of 2 fielders are allowed during the mandatory power play and once the powerplay is done, the fielding team can have 5 fielders outside the 30-yard circle. A maximum of 3 fielders are allowed by the fielding side during the batting power play. At no point, more than 5 fielders will be allowed to field on the legside. Bowler (when bowling round the wicket against a right-hand batsman will not be counted as a fielder for the above 5 fielder calculation)
9. A fielding team should always have:

- a. A minimum of 6 players inside the 30yard circle always including the keeper and bowler during all the non-powerplay overs and
 - b. A minimum of 7 players during the TWO batting power play overs.
 - c. A minimum of 8 players during the first THREE mandatory power play overs.
10. League Match playable/unplayable conditions will be determined by the on-field umpires. Unplayable conditions include but not limited to rain, severe cold etc.
11. If a match is tied after the regular innings, a super over comes into play to decide the winner of the game. The team batting second will have to bat first during the super over. Both the teams will have to decide their 3 batsmen and 1 bowler before the super over starts.
12. No Third Umpire.
13. Mankading (running out batsman when he is leaving or attempting to make a run at bowlers' crease) is allowed. Umpires should make sure Mankading happens before the bowler completes his bowling action and not after that.
- a. At any time from the moment the ball comes into play until the instant when the bowler would normally have been expected to release the ball, the non-striker is liable to be run out if he/she is out of his/her ground. In these circumstances the non-striker will be out run out if he/she is out of his/her ground when his/her wicket is put down by the bowler throwing the ball at the stumps or by the bowler's hand holding the ball, whether the ball is subsequently delivered or not.
 - b. The instant when the bowler would normally have been expected to release the ball is defined as the moment the bowler's arm reaches the highest point of his/her normal bowling action in the delivery swing.
 - c. Even if the non-striker had left his/her ground before the instant at which the bowler would normally have been expected to release the ball, once the bowler has reached that point it is no longer possible for the bowler to run out the non-striker under this Law.

If batsmen get out caught then the batsman coming in will take strike irrespective of whether the batsman have crossed or not

Conflict resolution on ground and off ground

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.

Umpiring responsibility:

All teams share responsibility of performing umpiring duties during the tournament and it is the most important task to have a successful tournament. Umpires will be from non-playing teams in that match. Umpiring schedule is published well in advance. It is the responsibility of the captain to send the umpires from his team for the match as per the schedule. CPCL committee request umpires to plan you day with the assumption that the match will go on at least till noon on matchdays. Umpires are requested to read the CPCL T15 rules and exceptions before standing in as an umpire for the game.

Umpiring work for Rescheduled games

This is still voluntary, and we will let teams decide whether they can make it to those matches at revised date/timing. (This is applicable when CPCL Management allows teams to replay an interrupted game at a ground arranged by one of the teams)

Scoring

It is the responsibility of playing captains to arrange for recording live scoring in CricClubs app. However, captains should plan for a temporary manual score sheets in case CricClubs app does not respond momentarily due to technical issues.

Net Run rate Calculation.

1. A team's net run rate is calculated by deducting from the average runs per over scored by that team during the matches they have played in this edition of CPCL, the average runs per over scored against that team within this CPCL edition.
2. In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

Chucking or Throwing:

As with other illegal deliveries such as underarm bowling, a throw shall be called as a no ball by the umpires. In general, the umpire standing at the batsman's end will have a better view of the delivery and the onus is, therefore, on this official to call and signal the no ball. However, the law states that either umpire can call a no ball if they are satisfied that the delivery has been thrown. The human eye can only detect a throw if the bowler exceeds the 15-degree mark, and anything less is not detectable to the naked eye.

To keep it simple for umpires, if you see and can notice the chucking (That is, once the bowler arm has reached the level of shoulder when ready to deliver the bowl the elbow cannot be straightened from that point until the ball has left the hand), it is only because the bowler has flexion of elbow more than 15degrees or else it is hard to notice. **Either umpire can call a no-ball for chucking.**

ICC law

For those that like to look things up, Law 21.2 is the relevant ruling in this case. It states that the elbow must not be partially or completely straightened until the ball has been delivered. The law does make allowance for flex of the wrist.

Penalties and warning

One run will be added to the batting team's score and that delivery must be bowled again. A no ball for throwing will also result in the next delivery being a free hit.

After calling a no ball for chucking on first instance, the umpire will have to officially warn the bowler for chucking, update the fielding team captain immediately. If the bowler is called for chucking again by **either of the umpires**, he will be not allowed to ball again in the match and the captain of the fielding team will have to use another bowler to complete the over.

Calling No-Ball:

A no-ball is an illegitimate delivery in cricket. The ball will have to be delivered again to have a complete over of six legitimate deliveries. When a no-ball is delivered, the bowling team is penalized with one run and the next ball is a free-hit for the batsman.

Different Ways a No-Ball be Delivered:

The below list are the most common ways in which a delivery may be called a no-ball in a cricket match:

1. The most common type of no-ball happens when the bowler oversteps the popping crease. The bowler must have some part of his foot behind the popping crease at the time of delivering the ball.
2. A no-ball may be called if the bowler's back foot is on or outside the return crease. The bowler's back foot must remain within the return crease at the point of delivery.
3. A ball delivered underarm is called a no-ball unless there is a prior agreement between the teams allowing such deliveries.
4. A ball delivered with the wrong arm is a no-ball if the bowler has failed to notify the umpire before changing the bowling arm. The player must also notify the umpire about which side of the wicket he plans to bowl from.
5. A full toss above waist height (beamer) will be considered a no-ball.
6. A bouncer that goes over the head of the batsman is considered a no-ball. The umpire may also call a no-ball if the bowler bowls a bouncer that the umpire considers dangerous and unfair.
7. If any fielder encroaches the pitch before the ball reaches the batsman, the umpire is likely to call a no-ball. This would include a wicketkeeper, whose body (any part of it) encroaches the area in front of the wicket before the ball hits the bat or passes the batsman. If the fielding side violates any fielding restriction at the time of delivery, the ball will be considered a no-ball. An example of such fielding restriction is placing two fielders behind square or exceeding the permissible number of fielders outside the inner circle in a limited-overs game.
8. A "throw" ball is a no-ball. If at the point of delivery, the bowler bends his elbow by more than 15 degrees, the delivery is considered a no-ball.
9. If the bowler breaks the stumps at the runner's end during his delivery stride, the umpire will call a no-ball.
10. If a ball delivered by a bowler bounces more than once on its way to the batsman, it will be called a no-ball.

The main umpire always has the right to overrule any no ball decision after discussing with the leg umpire. Especially in scenarios (5) and (6). The main umpire can gather input from the leg umpire for any decision, but the final say on any decisions during the game rests with the main umpire with exception to (8). **Either umpire can call a no-ball for chucking.**

Injury & Accident Waiver and Release of Liability Form

Every player must assume his own responsibility for any injury or accident that happens to him per the 'Injury & Accident Waiver and Release of Liability Form' shared with team captains. CPCL Organizing team asks all captains to make sure that they share this form with all players in the team squad, get signed (manual) copy of this form from all players in the team squad and share scanned copies (in case of manual signatures) of the same with CPCL Organizing team before the player plays their first game in CPCL. It is captain's responsibility to communicate and get signed copies to CPCL Organizing team before their first game. Under any circumstances, CPCL Organizing team or Park Districts (Ground Owners) or Sponsors are not responsible for players' injuries, accidents etc.

Ground measurements

- The inner circle should be 30 yards (90 feet) from middle of the pitch. This cannot be any other measurement.
- The boundary line should be 60 yards(180 feet) where possible. If your home ground cannot support 60 yards then you can have it anywhere between 55 yards (165 feet) - 60 yards (180 feet). The home team should not keep a 55 yards boundary line where 60 yards is possible on any side of the field. Umpires and/or the away team can talk to umpire or home team captain and ensure the measurements are right where possible.
- The pitch should be 22 yards (66 feet) from stumps to stumps on either end.
- The batting crease and the bowling crease should be 4feet away from the base of the middle stump.
- The wide line should be 3 feet on either side from the base of the middle stump. (Bat lengths are different so it is ideal to use tapes while measuring wide lines and Batting/bowling crease)
- The return crease (at the bowlers side) should be 4 ft. either side from base of the middle stump. if the bowler back leg cuts this line when bowling, it will be a no-ball.

The Organizing Team Members

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Important Note.

1. It is not possible to document all rules and all scenarios that would be applicable to this tournament. CPCL Organizing team will be the final decision-making authority on any issues and conflicts arising as part of this tournament. This includes but is not limited to rules, logistics, players/team's behavior, disciplinary actions etc. All decisions are final and binding on all teams. CPCL Organizing Team will have the final say in the following as well
 2. Interpretation in understanding the rulebook.
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3. Any situation/rule that is not explicitly mentioned in the rule book.
4. Any deviations from written or unwritten rules as deemed necessary.

Read, Understand & Agree to this Rule Book

All captains must share this rule book with all their players. If a player would like to participate in CPCL tournament, he must read, understand, and agree to all points in this rule book. By playing a match in CPCL tournament, it is understood that a player has read, understood, and agreed to all points in this rule book.