



CPCLT10 BLAST



STARTS THIS WEEK

#beatthebest

CPCLT10 BLAST

BASIC GAME RULES

- 11 Players each side. Match can begin with minimum of 9 players.
- It's 10 over per innings. Whoever scores the most runs wins.
- One bowler can bowl a maximum of 2 overs per match.
- First 2 overs mandatory power play. Maximum of 2 fielders can be out of the 30-yard circle during this power play.
- Batting team can choose one over power play (anytime from 3-10). If not selected, 10th over is the batting powerplay. A maximum of 3 fielders can be out of the 30-yard circle during Batting powerplay.
- In non-power play overs, a maximum of 5 fielders can be out of the 30-yard circle.
- Each team has 4 games and 4 umpiring responsibilities (mostly 2 umpires each for each match).
- THE NUMBER OF RUNS SCORED OFF THE FIRST LEGAL DELIVERY, WILL BE DOUBLED FOR THE TEAM.
 - a. If the batting team scores 6, then the teams will get 12 runs.
 - b. If the first ball is a wide/ no ball, and in the next legal delivery the batting team scores, 2; then the number of runs scored of the illegal delivery + number of runs scored in the legal delivery will be the runs scored for the team.

MATCH TIMING

- Please refer the CricClubs schedule to see the detailed schedule.
- When there are two matches for the day, the usual match timing is 6:30 PM (first match) & 8:15 PM (second match).
- The first match needs to finish by 8:15 PM. It is the responsibility of the captains of the 2 playing teams and the umpires to ensure the match will complete before 8:15 PM.
- If the match is not finished by 8:15 PM, the game will be stopped at 8:15 PM and winner will be based on Duckworth Lewis Rule as of that time.
- The lights at the Dee Park go off by 10:15, if the second match is not finished by then the scores at that time will be used to derive a winner by Duckworth Lewis method.
- Both innings should have completed at least 5 overs to have the Duckworth Lewis applicable.
- Par score per Duckworth Lewis calculation in cricclubs will be used for this purpose and the team should score par+1 to win the game.
- If the match ends up in a tie during the league phase, there is no Superover. Both teams will share the points for that match

- Toss needs to be done atleast 5 minutes before the game start. Both teams need to have atleast 9 players at the time of the toss. If one of the team doesn't have 9, the opponent team that has 9 or more players will win the toss.
- If there are delays in the starting of the first game (when two games scheduled on the same day), both the teams playing the first game need to agree on reduced overs after finalizing which of the teams led to the delays to happen. Each over will be counted as 4 minute duration when it comes o deducting the overs from one team/ both the teams (depending on the situation).
- Organizers can decide to schedule matches at any other location, but will be communicating to the teams in at least 24 hour notice.

TEAM ROSTER & KNOCKOUT ELIGIBILITY

- 25 players can be added to the team's roster and a player should be part of the roster before start of the game he plays.
- Players can be added to the roster until the beginning of the last league game for that team.
- A player must have played at least one league game to play in the Semifinals or finals.
- Organizers retain the right to remove players from the roster in case they do not sign the waivers within the specified deadlines TOURNAMENT FORMAT.
- 8 teams divided into 2 groups – Group A, Group B.
- Each team will play 4 League matches against each opponent from the other group.
- After the league matches are completed, Top two teams from each group will advance to semifinals.
- Rank will be decided by Points/Run rate/Total 6's/Total 4's/ Group Standing/ Toss)
- Semis (Ranking will be based on Run rate/Total 6's/Total 4's/ Group Standing/Toss) will be (A1 vs A2, B1 vs B2).
- Final's: Winner of Semis 1 and Semis 2.

OTHER RULES

- Home team needs to set the ground for every match. Per schedule if the match is Team A vs team B; Team A is the home team
- Please follow the regular CPCL tennis ball cricket league rules that are not included in this document.
- In case of disputes organizers retain the right to disqualify a player/ team from the tournament.