



Cricket Champions League Rulebook



CCL TOURNAMENT – OFFICIAL RULE BOOK, TERMS & CONDITIONS

(This document is legally binding for all registered teams and participants)

1. MATCH FORMAT & PLAYING CONDITIONS

1. All matches shall be played in a **limited-overs format of 10 overs per side**.
 2. Each team must field **11 players on the ground**. Substitutes are not allowed except in case of injury, subject to umpire approval.
 3. Each bowler is permitted to bowl a **maximum of 2 overs only** in an innings.
 4. No bowler shall bowl **consecutive overs**, unless permitted by umpires due to exceptional circumstances.
 5. Matches shall be played using **new balls for both innings**, provided by the tournament organizers.
 6. All matches will be played on **hard tennis ball / approved match ball** as decided by the organizers prior to the tournament.
-

2. FIELDING RESTRICTIONS & POWERPLAY

1. **Powerplay Overs (Overs 1 to 3):**
 - Only **2 fielders** are allowed outside the 30-yard circle.
 - A minimum of **8 fielders must be inside** the circle during this phase.
 2. **Non-Powerplay Overs (Overs 4 to 10):**
 - A maximum of **5 fielders** are allowed outside the circle.
 - Remaining fielders must stay within the circle at the time of delivery.
 3. Any violation of fielding restrictions shall result in:
 - **No-ball**, and
 - Free hit (if applicable as per umpire decision).
-

3. BOWLING RULES

1. **Throwing or jerk bowling is strictly prohibited.**
2. Any bowler reported for an illegal action shall receive:
 - First instance: **Warning by umpire**
 - Second instance: **No-ball + removal from bowling attack**
3. A bowler once barred for illegal action **cannot bowl again in the match.**
4. Overstepping the bowling crease will be judged as a **no-ball**.



4. UMPIRE AUTHORITY & DECISIONS

1. **Umpires' decisions are final and binding** under all circumstances.
 2. **No argument, dissent, or confrontation** with umpires shall be tolerated.
 3. Showing dissent includes:
 - Verbal abuse
 - Aggressive gestures
 - Questioning decisions repeatedly
 4. Penalties for dissent may include:
 - Warning
 - Penalty runs
 - Player suspension
 - Team disqualification
- **No team or player is allowed to dispute or protest umpire decisions during or after the match.**

5. DISMISSALS & BATTING RULES

1. **LBW decisions shall NOT be considered out** under any circumstances.
2. All other modes of dismissal as per standard cricket rules are applicable, including:
 - Bowled
 - Caught
 - Run out
 - Stumped
 - Hit wicket
3. A **runner is allowed** for an injured batsman only after:
 - Medical confirmation
 - Approval from umpires

6. TIME, OVERS & INTERRUPTIONS

1. Teams must report to the ground **at least 20 minutes before toss time**.
2. Delay in arrival may result in:
 - Reduced overs
 - Or **walkover** to the opposing team
3. Overs may be reduced due to weather or unavoidable delays at the discretion of umpires and organizers.
4. Organizer and umpires reserve full rights to alter match conditions to ensure smooth tournament flow.



7. TEAM ELIGIBILITY & PLAYER REGISTRATION

1. All players must be **registered before the tournament**.
2. No unregistered player shall be allowed to participate.
3. Any team found fielding an **ineligible or unregistered player** shall be:
 - **Immediately disqualified**, and
 - **No refund** shall be provided.
4. All players must carry **valid government-issued ID proof** on match day.

8. CODE OF CONDUCT & DISCIPLINE

1. All teams must follow the **Spirit of Cricket** at all times.
2. Strictly prohibited actions include:
 - Abusive or offensive language
 - Physical aggression
 - Threatening behavior
 - Damage to property
3. Consumption of alcohol, tobacco, or banned substances during matches is **strictly prohibited**.
4. Violations may result in:
 - Immediate removal of player
 - Match forfeiture
 - Tournament disqualification

9. REGISTRATION & REFUND POLICY

1. Registration fees are **strictly non-refundable** once registration is confirmed.
2. Refunds shall only be processed if:
 - The tournament is cancelled by organizers due to unforeseen circumstances.
3. Teams withdrawing voluntarily shall **not be eligible for any refund**.

10. PARTICIPANT WAIVER & MEDICAL LIABILITY

1. Cricket is a **physical sport involving inherent risks of injury**.
2. All participants confirm they are:
 - Medically fit
 - Physically capable to participate
3. Participation is entirely **at the player's own risk**.



4. Organizers, sponsors, officials, and venue owners shall **not be held responsible** for:
 - Injuries
 - Medical emergencies
 - Loss or theft of personal belongings

Medical Consent

In case of a medical emergency, organizers are authorized to seek medical assistance if emergency contacts are unreachable.

11. MEDIA & PROMOTIONAL RIGHTS

1. Organizers reserve full rights to capture:
 - Photographs
 - Videos
 - Match footage
 2. These may be used for:
 - Social media
 - Websites
 - Promotional materials
 - Future tournaments
 3. No participant shall claim financial compensation for such usage.
-

12. FINAL DECLARATION & ACCEPTANCE

I, the Team Captain/Manager, hereby declare that:

- All information provided during registration is accurate.
 - All players have read and understood the CCL Rules, Terms & Conditions.
 - The team agrees to abide by all tournament rules and umpire decisions.
 - **Any violation of rules, misconduct, or indiscipline may result in immediate team disqualification without refund, and the organizers shall not be held responsible for any consequences.**
-

FINAL NOTE (IMPORTANT)

- Organizer's decisions shall be **final in all matters not covered above**.
- These rules are designed to ensure **fair play, safety, and professionalism**.