



CLPSS Premier League Season-3, 2026



Organize By CLPSS OF GEORGIA

RULES & REGULATIONS

Other than the rules mentioned in this document, regular ICC cricket rules will apply.

- Date & Location**

Players Registration Deadline: August 25, 2026

Auction Date: SEP-10-2026

Welcome Dinner: October 26, 2026 - After First Day Game Ends.

Tournament Dates: October 26 to 29 - 2026

Location: 4130 US 41, Rydal, GA 30171 (Param Veers Sports Complex)

- Tournament Fees**

Team Registration Fee : \$7500

Player Registration Fee : \$200

Non-Player CLPSS Lifetime Member Fee : \$0

Non-Player CLPSS Annual Member Fee : \$50

Non CLPSS Member Fee : \$75

- Awards & Trophies**

Champions: \$7500 + Trophy

Runners up: \$2500 + Trophy

Tournament MVP: \$250 + Trophy

Best Batsman of the Tournament: \$200 + Trophy

Best Bowler of the Tournament: \$200 + Trophy

MOM (Final): \$100 + Trophy

MOM (Each Game): Trophy

- League Contact**

Bhavesh Patel: 484-686-0888

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- **Host Duties**

- a. The Host will be responsible for forming four members host committee.
- b. The Host Committee is responsible for maintaining fair and transparent conduction of CLPSS CPL season 3.
- c. The Host Committee is responsible for hosting the welcome party.
- d. The Host Committee is responsible for hosting players' auction.
- e. The Host Committee is responsible for deciding the tournament format, making schedule and arranging the required grounds and equipment for smooth conduction of the tournament.
- f. The Host Committee is responsible for providing daily breakfast & lunch. The Host Committee is responsible for providing water for the teams.
- g. The Host Committee is responsible for resolving any new/ongoing issues related to the tournament. The Host Committee's decision will be final on any matter.

- **Owner Duties**

- a. \$1000 nonrefundable deposit required at the time of team registration. The remaining \$6500 required 2 weeks prior to the auction date.
- b. All checks are payable to CLPSS OF GA. In case of cancellation of tournament, owners will receive a refund as per CLPSS GA guidelines.
- c. The owner will be responsible for submitting their two ICON players to host committee. The ICON players must mutually agree to play for the team, and they cannot be forced to play. Once both ICON players agree to play for the team, they cannot change a team.
- d. Owners have the option to add up to 3 sponsorships on their team uniform. The owner will be responsible for submitting artwork of the sponsorship to the host committee into format that host committee ask for.
- e. The owner will be responsible for implementing auction rules for his/her team.
- f. The owner will be responsible for making sure all sold players play at least 2 or 3 (decided by Host) games. In an event where a team is not able to play any player with a minimum requirement game, team will be disqualified for playoffs.
- g. In case of any unfortunate circumstances if sold player is unable to attend tournament, then team owner must get his replacement from unsold registered players list only. A written request by email must be sent to the host committee. The replacement player must get approval from the host committee.

- **Player Duties**

- a. Players will receive free Team Uniform, provided by Host.
- b. Players can only play for a team which he gets picked by. Players will not have a choice to play for other teams.
- c. The Host /CLPSS USA Sports committee may impose a ban rule for those specific players if players drop out from team without any legit circumstances. Host and CLPSS sports committee to decide the legitimacy of circumstances.
- d. Players are responsible for travel and accommodation.



- **Pitch**

Games will be played on both sides of the pitch

- **Ball**

White cricket balls will be provided by Host

- **Umpiring & Scoring**

Knowledgeable paid umpires & scorers will be provided by Host

- **Team Dress Code**

Teams must wear CLPSS provided team uniforms including uniform color pad sleeves.
WK must also wear colored sleeves on WK Pad.

- **Wide ball**

1. Too far out on the off side and anything on the leg side, as **decided by the umpire**
2. Any **non-full toss over head** of the batsman is a wide ball
3. A call of **No ball shall override the call of Wide ball** at any time.

- **No ball**

1. **One shortpitched ball** (above the shoulder but not above the head) is allowed per over.
The next such ball in the same over will be a NO BALL.
2. Any full toss ball passes **above the waist height** of the batsman standing upright at popping crease will be a NO BALL.
3. If bowler's back foot (not front foot) touches or crosses the side crease (**return crease, shall be considered to be unlimited in length behind the popping crease**), it will be a NO BALL.
4. Any "**overstepping the popping crease**" will be a NO BALL
5. If **bowler breaks nonstriker end stumps with any part of his body during delivery stride**, NO BALL will be called
6. Ball **bounces more than once or rolls along the ground** before it reaches the popping crease, will be a NO BALL.
7. Umpire must call NO BALL, in case bowler delivers with an **illegal action (chucking)** solely based on on-field umpires' judgment. **Bowler will be ejected** from bowling for the rest of the match after bowling a second delivery with illegal action on the same match. If the bowler is ejected from bowling, due to delivering a second ball with illegal action (thus called no ball by the umpire), the resulting **followon free hit shall be delivered by the replacement bowler**
8. It is the umpire's duty to ascertain whether the bowler intends to bowl right-handed or left-handed, over or round the wicket, and shall so inform the striker. It is **NOT a NO BALL**, and shall be considered as umpiring failure, in case the umpire forgets to inquire bowler's mode of delivery and notify the striker regarding bowler's mode of delivery. However, it is unfair if the **bowler fails to notify the umpire of a change in his mode of delivery**. In this case the umpire shall call and signal NO BALL.
9. A call of **No ball shall override the call of Wide ball** at any time.



- **Safety**

Batsmen must wear a helmet with a grill. No exception.

- **Free Hit**

1. There will be a free hit for **any kind of NO-Ball**.
2. Fielders **cannot change** their **field positions** for a Free-Hit, if the **same batsman** who faced the NO Ball is also facing the Free-Hit. However, fielders **can change** their positions for a **different batsman** on strike for the Free Hit

- **Power play**

First **six overs** minimum **9 players** (including bowler and wicket keeper) must be **inside the inner circle**. Power play for shortened games shall be calculated as 30% of total overs. For examples: (1) if game is shortened to 16 overs, Power Play will be $16 \times 30\% = 4.8$ (round it up to 5 overs of power play); (2) if game is shortened to 14 overs, Power Play will be $14 \times 30\% = 4.2$ (still round it up to 5 overs of power play). Always round up to calculate power play,

- **Maximum number of overs per bowler**

Bowler can bowl a maximum of **4 overs**

- **Match result**

1. Team batting second must have faced at least **5 overs to continue a match**. Otherwise, match will be considered **"washed out"**. If the match was interrupted and called off due to inclement weather after team batting second has played a minimum of 5 overs, then the DLS method will apply.
2. If a team abandons the match in progress, which umpires does not agree match is completed, they agree that the match be awarded to the opposition as a Forfeit. Criteria under "Para 4" of this section applies.
3. In case of a completed match resulting in a **tie, super over(s) will be played** (maximum 2 super overs (See Super Over section for additional details)).
4. If a team **forfeits** the game, then the other team wins with **full points (2 points)** but the NRR will not change. The Owner/Team will be assessed a \$1,000 penalty for each forfeited game.

- **Scorecard**

1. CLPSS assigned scorers will digitally score using Cricclubs live scoring option.

- **Points**

1. Winning team will get **2 points**
2. Losing team: **0 point**



- **Player eligibility**

1. Teams are allowed to use only players in the team roster that are attained thru CLPSS auction. (Unsold player can be used as a replacement by requesting CLPSS committee to maintain your teams 13 players roster)

- **Game start time and penalties**

A Toss winning team must inform umpires of their decision on the spot.

1. Incoming batsmen must enter the field before the outgoing batsman crosses the boundary.
2. Three, 3 minutes strategic timeouts will be allowed for the fielding team.... First strategic time out will be at 4.6 over. Second strategic timeout shall be taken at 9.6 over. Last strategic time at 14.6 over. No drink breaks are allowed other than in strategic timeouts.
3. Innings break shall be 15 minutes maximum.
4. TIMING SUMMARY:
 - a. TOSS - 15 min before scheduled start time.
 - b. 20 overs must be completed in 100 minutes.
 - c. Including timeouts 20 overs must be completed in 109 minutes.
 - d. Three, 3 min strategic time outs shall be taken at 4.6 overs, 9.6 overs & 14.6 overs.
5. If the game is delayed for the natural causes related to weather:
 - a. 1 over per innings will be reduced for each 5 minutes lost.
 - b. If the game is delayed by **20 mins** total overs per innings will be **reduced to 18** (1 over/5min lost. Total 4 overs reduced for 20 minutes lost) (4 overs max for 3 bowlers).
 - c. If the game is delayed by **40 mins** total overs per innings will be **reduced to 16** (3 overs max per bowler, 1 bowler can bowl 4 overs)
 - d. If the game is delayed by **60 mins** total overs per innings will be **reduced to 14** (3 overs max per bowlers)
 - e. If the game is delayed by more than **120 mins** it will be considered as “**washed out**”, as there won't be enough time to complete 10 overs per side. However, both the teams and umpires have to be on the ground to decide it. If a team does not show up thinking that the game will be washed out, they will lose points; game will be considered a Forfeit.

- **Playing 11 and Substitute**

1. It is the umpires' as well as both team captains' responsibility to get the playing eleven from the other team before the toss is done.
2. Once the playing eleven is submitted, it can't be changed for that game.
3. Substitute player may not bowl, bat, or act as captain.
4. Player being substituted is required to spend a period back on the field at least equal to the number of overs that he was absent before resuming bowling.



5. Player being substituted is required to field/restricted from batting if second innings commence/combination of both, for at least equal number of overs that he was absent, or until the 3rd wicket is down, whichever comes first, before the player can bat.
6. A batsman can only **retire hurt for an injury** that he picks up during the game. Otherwise, batsman will be considered retired Out. Being tired is not considered an injury.
7. A retired hurt batsman cannot come back to bat until the 6th wicket is down. A batsman can only retire hurt once. Second time batsman will be considered retired out.
- 8. Runner for a batsman is not allowed**
- 9. Impact Player rule is applicable.**

● **Super Over**

1. Team batting second in the match will **bat first** in super over
2. One over to bowl and **only 3batsmen** allowed (i.e. 2 wickets)
3. Each team will give the match officials their bowler and 3 batsmen names before the start of super over.
4. The bowler of the super over **is allowed** to bat in the super over.
5. In the event teams tie in the Super Over, another Super Over will follow. Maximum 2 super overs can be played.
6. In case of a second super over, different set of batsmen and bowler must be used than the first super over. Same set of batsmen and bowler cannot repeat in 2nd super over.

● **Miscellaneous**

1. In case of incidents that occur during the game that is not mentioned in this document, on-field umpires of that particular game have authorization to enforce the rule for that GAME ONLY.
2. 5 penalty runs will be awarded to the batting side, in case of ball touching personal gear/drink bottles/any other external removable unusual/unnatural object that is not part of the ground or not supposed to be inside the boundary line. Fielding side is responsible for keeping the ground debris free.
3. Umpires can overturn their decision if realized faulty. In a situation the umpire has given a decision without knowing some new rule or what really happened, the umpire can recall the decision after discussion with the second umpire on field. Umpires' decision is final.
4. Captains should make sure that their team plays with good conduct and help maintain sportive environment on the field. Captains are required to manage their respective teams and avoid any arguments /discussions, Abusing umpires and fellow players on the ground during play. Any unethical behavior and conduct breach could lead to team's disqualification.

● **Rescheduling of games**

No rescheduling allowed during the group stage. In case of washouts points will be split.



Code of Conduct & 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.

CLPSS will enforce this code of conduct for all players and participants.

Teams and Players violating the code of conduct will be subject to be terminated from the Tournament or the season based on the review after hearing concerns from all parties.

All participating members (Captains, Vice Captains, Team supporters) must always comply with below defined code of conduct:

1. Avoid any abusive action which can cause harm to the game itself.
2. The major responsibility for ensuring the spirit of fair play rests with the captains and team managers.
3. There are two Laws which place the responsibility for the team's conduct firmly on the captain.

Responsibility of captains:

- a. The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.
- b. Player's conduct, In the event of a player failing to comply with instructions by an umpire, or criticizing by word or action the decisions of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first-place report the matter to the other umpire and to the player's captain, and instruct the latter to take action.

Fair and unfair play:

- a. 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 take action where required.
 - b. The umpires are authorized to intervene in cases of:
 - χ Time wasting
 - χ Tampering with the ball
 - χ Any other action that they consider to be unfair
4. The Spirit of the Game involves RESPECT for:
 - a. Your opponents, your own captain and team
 - b. The role of the umpires
 - c. The game's traditional values
 5. It is against the Spirit of 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:
 - χ To appeal knowing that the batsman is not out
 - χ To advance towards an umpire in an aggressive manner when appealing
 - χ To distract an opponent by harassment.



6. **Violence:** There is no place for any act of violence on the field of play.
7. **Safety:** All participating members must take care and handle their personal situations (physical & mental) and take utmost care on the field.
8. Any intentional damage/loss caused by any willful act of participant(s) will be addressed with necessary law enforcement intervention.
9. Players must carry their health insurance in event of personal injuries/sports injuries. Captains must ensure that all their players are well covered. CLPSS will not verify the proof of insurance of players.
10. Players Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

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NOTE:

The captains are responsible to make sure that the umpire's decision is respected and no foul behavior is displayed by any player towards umpires or other players.

Thank you.

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