



ACL Rule Addendum

1. Registration Fees

1.1. The League registration fee for 2011 season is \$350 per team. Registration fee will be considered only for the regular league season but not for other ACL events and it is non-refundable. In addition to the registration fee the teams will have to pay \$50 as a refundable deposit. The deposit fee is refundable only if the team is deemed eligible for a refund. The refund eligibility criteria are under sole discretion of ACL.

1.2. The deposit fees will be used for penalties in case of any violation made by the team. ACL has all rights to make any decision regarding penalties.

1.3. Some of the violations, but not limited to, are

1.3.1. No show for a game without any prior notification

1.3.2. Failure to send umpires

1.3.3. Failure to upload score sheets by deadline

1.3.4. Any other actions considered offense by the ACL Disciplinary committee

2. Team Roster

2.1. Teams are allowed to play with a roster of 15 members. A team can provide the member list to ACL during registration. A new member can be added to the roster before the start of match. Team registration fee cover up to 15 members and any further addition of players can be approved by ACL with a fee of \$10 per player. All changes have to be approved by ACL. Please have at least 2 days window to get approved.

2.2. 'Minimum Games' Rule: A player has to play at least 30% of the games in the preliminary rounds to take part in play offs. In case of fraction the number of matches will be rounded off to the next higher whole number. Ex: If 11 matches are played in the preliminary round, then a player should have played at least 4 games to be eligible to take part in play offs. For example, $11 * 30/100 = 3.33$, rounding off to greatest number makes it 4

3. Game Format

3.1. All matches will consist of one inning per side

3.2. Each innings will be of 15 overs duration.

3.3. A bowler will be allowed to bowl no more than 4 overs. In case the total number of overs gets reduced due to late start or rain, the maximum limit per bowler shall be determined by dividing the number of overs per innings by 4 and rounding up to the next integer. As an example, if the match is reduced to 10 overs per side, then only 2 bowlers can bowl up to 3 overs each and 2 bowler can bowl 2 overs each. The basic idea is to use 4 bowlers.

- 15 – 4,4,4,3
- 14 – 4,4,3,3
- 13 – 4,3,3,3
- 12 – 3,3,3,3

- 11 – 3,3,3,2
- 10 – 3,3,2,2
- 9 – 3,2,2,2
- 8 – 2,2,2,2

3.4. Each team will be required to bowl the allotted 15 overs in no more than 1 1/2 hours. There will be a scheduled drinks break for 5 minutes after 10 overs

3.5. Minimum overs requirement **MUST** be satisfied for any game to be considered completed with result. Refer to 6.1

3.6. No last man batting is allowed. This holds true even if the team has less than 9 players in the playing roster.

4. Start Time and Duration

4.1. The start time is subject to change to accommodate seasonal changes. The start time is **8:30 AM** until unless notified of changes.

4.2. The home team is responsible for setting up the field and boundary markers as per ACL guidelines before the start time of the match.

4.3. At start time, the toss shall be conducted. Immediately following the toss, the toss-winning captain **MUST** let the opposing captain and umpire know of his team's decision right then and there.

4.4. Every team will get a grace time of 30 minutes for late arrival for unavoidable circumstance to the ground and this is **one per season**. This will act as warning.

4.5 Umpire need to specify this in the score sheet and it will help to track.

4.6. At the time of the toss, if one of the teams is not ready to play, which means at least 6 players are not present and accounted for at the ground, then the toss will be awarded to the team that is ready to play.

4.7. After the toss is over, if a team is still not ready to play 15 minutes after start time, the defaulting team shall lose an over for first 10 minute delay and another over for next 5 minute delay. If a team is not ready to play 30 minutes after start time (two overs loss is maximum penalty) the match & points will be awarded to the opponent team, provided the other team is ready to play. The neutral umpire will make the final decision. It will consider as forfeit.

4.8. A team can start playing with minimum 6 players in field. However a player has to join the team before the completion of 5 overs otherwise he cannot bat or bowl.

4.9. If both teams are not ready to play 30 minutes after start time, the overs will be reduced in order to make up for the time and this will be decided by umpire.

4.10. If both teams are not ready to play 60 minutes after start time, then the match will be counted as a loss for both teams, and no points will be awarded to both the teams

4.11. In case of a delayed start, the umpire and both the captains should agree to the start time of the game and the number of overs to be bowled per innings. If it is reserved field then the reservation time needs to be considered. The maximum overs per inning cannot be modified once the game has started.

4.12. At least one party (any playing team captain or one of the umpires) should complain to ACL to take necessary action.



5. Completion of Overs and Slow Over Rate

5.1. Under normal circumstances, timely start and without rain delays and interruptions, all teams must bowl their allotted overs in the scheduled time as follows:

5.2. Team bowling first must finish the allotted overs in one and half hours. The last over MUST be in progress at the mentioned time to avoid any penalty.

5.3. Umpires may make first announcement 75minutes after start time by which 12 overs must be completed. Bowling team captain is advised to consider the time remaining and the overs to be bowled to make necessary adjustments

5.4. Team bowling first will lose one over for their batting turn for every 5-minute (BLOCK) delay. For example: 6 minutes of delay will cost the team batting second, 1 over and 11 minutes of delay will cost the team batting second, 2 overs.

5.5. There will be a scheduled drinks break of 5 minutes after 10 overs. Batsmen can ask for drink or a bat change only during the change of overs with permission from the Umpires

5.6. The second innings must start by one hour and 45 minutes after start time or 10 minutes after the first innings finish time

5.7. Team bowling second failing to complete their allotted in one and half hours will be penalized by ACL

5.8. At any stage, if the shortfall is more than 2 overs, the Umpire will warn the Captain of the offending team. If the same trend continues in other games for the same team, a disciplinary action may be taken against the respective team by the committee

5.9. Umpires have the authority to stop or continue play if an appeal is made for bad light or rain by the batting side. Umpire can direct the game to continue beyond the scheduled end time (3 and ½ hours after start time) to have a valid result of the game.

5.10. Umpires are solely responsible to ensure that no side intentionally or unintentionally causes significant delay to the game in progress. Umpires should also take the delays due to rain, bad light, lost ball, and injury on the field into consideration before making a decision if a bowling side needs to be penalized for slow over rate

5.11. Umpire's decision is final

5.12. The above times will be adjusted accordingly in case of a delayed start due to any reason

6. Minimum Overs Requirement

6.1. In order to have a valid result for any match same number of overs to be played in both the innings and a minimum of 8 overs should be played in each inning.

6.2. The regular game will be played for 15 overs per innings. The first innings will consist of maximum allotted overs of 15 and minimum of 8. For rain-delayed start, the number of overs will be reduced to account for lost time. For example: for a 10-minute delayed start, the match will consist of 14 overs per innings.

6.3. Under no conditions the number of overs shall be reduced to less than 8 per innings.

6.4. The number of overs per innings must be finalized before the start of the game. Once determined, the

maximum allotted overs cannot be changed at any stage of the game

6.5. If the game is set to be played for 9 or 11 overs or 13 overs (odd numbers) then same number of overs should be played in both the innings

6.6. If minimum overs requirement cannot be satisfied on the game day, “reserve day” may be used as alternate day for a NEW game. Reserve day is only applicable to playoff games that are scheduled to have one. Under no circumstances a round robin game is postponed to the following weekend. In case of regular season games, in case of rain, both teams need to agree to play on the same scheduled day – otherwise, the default will be sharing of points.

6.7. If minimum overs requirement cannot be satisfied on the reserve day for a playoff game, then depending on the situation ACL will make arrangements to complete the match without affecting the schedule.

7. Rain Affected Games

7.1. In the event of rain, if much time is lost, a game will have to be decided on the basis of the rain Rule. A game may have to be shortened in most cases, and in some, the result might have to be determined using this rule. All umpires should be aware of how this rule works

7.2. Rain before the start of the game

7.2.1. Captains of both Home and Visiting teams should be at the ground before start time, no matter how bad the weather is unless if there is announcement by ACL.

7.2.2. If both teams do not show up, the committee will hand out a penalty which it deems fit for the situation

7.2.3. Umpires will decide the starting time of the game based on the playing conditions and ground availability.

7.2.4. A round robin game may be played at a later time on the same day subject to ground availability. Under no circumstances a round robin game can be moved to next day or week unless ACL arranges any alternate.

7.2.5. The teams will play a reduced over match depending on the length of the delay

7.2.6. A minimum of 8 overs must be played by both the teams and equal number of overs should be played by both the teams. In other words there cannot be a 7 overs-per-innings game. If the umpire feels that there cannot be 8 overs (because of time constraints) per innings, he can rule out play on that day and the two teams can mutually decide to play the reserve day. This holds good only for play offs

7.2.7. On a Reserve day, the match has to be replayed - including a fresh toss. This holds good for play offs only.

7.2.8. Play can extend beyond 12:00 Noon provided that umpires agree .In case of reserved field then the reservation time to be considered.

7.2.9. If a game is cancelled due to rain or other issues, both captains can decide to play at an alternate ground on the same day. If both teams agree to a rescheduled game on same day, the team designated to umpire is required to fulfill its responsibility – all penalties will still apply for the umpiring team if they do not show up on the alternate arrangement



7.3. Rain after the start of the game

7.3.1. Umpires have to calculate and decide whether the match can be continued or not. The various factors which should be considered in the decision are

7.3.1.1. Number of minutes delayed 7.3.1.2. Whether Team batting second can play the same number of overs as that of the team playing first

7.3.1.3. Whether the play area is in playable condition

7.3.1.4. If the umpire feels that the game cannot be continued, he can call off the game. For a game to produce the result, at least 8 overs should be played by both the teams. If the minimum over conditions are not met, a NO RESULT will be declared unless BOTH teams agree to play at an alternate time on the same day. However a playoff game may be moved to a reserve day scheduled by ACL

7.4. Rain on the reserved day: All the Rain Rules will apply. If still result cannot be determined, then depending on the situation ACL will make arrangements to complete the match without affecting the schedule. This is only for play offs. ACL will make important decisions under demanding situations and these rules may change.

8. Umpiring

8.1. If an umpire fails to show up for an assigned game (start time CUT OFF time), then ACL may impose fine to the umpiring team or his team will lose one (1) point per violation up to two violations. The team will also be considered for disqualification from the league and cannot participate in any games for the rest of the season. The decision on penalty will be made by ACL depending on the situation.

8.2. The officiating umpire MUST show up for the game by start time on the day of the game. IN case an umpire arrives 15 minutes after start time (time to conduct the toss), his team will be penalized. Two playing teams captains must file a complaint with ACL

8.3. In the absence of an assigned umpire the teams have two options

8.3.1. Provide their own umpires, agreeable to the opposite captains, and play the game or call the game off and inform ACL. However ACL does not guarantee to provide umpires. In case of play offs with scheduled reserve day it can be moved to reserve day of play. If such an event occurs on a reserve day of play, and teams do not reach an agreement to play with their own umpires, a request to re-schedule the game MUST be filed to ACL before Noon, the following day. ACL will then try to make necessary logistics arrangements to schedule the game. Please note that due to logistics constraints, ACL will not entertain any special requests regarding the date and/or venue

8.3.2. Either way, the team assigned to send in neutral umpires will be penalized

8.4. The square-leg umpire shall be a playing member of the batting team (unless there are 2 neutral umpires from the designated umpiring team)

8.5. If the square-leg umpire from batting team appears to have made a clear error in judgment, then the official ACL umpire has the authority to reverse that decision. If the official umpire finds the square leg umpire to be incompetent, he may request to have him replaced

8.6. Team captains may lodge a complaint with ACL in case they are not satisfied with the standard of umpiring (only if umpire is officiating under the instructions of ACL)

8.7. No one is allowed on the field during play other than the batsmen, the fielding side and the officials. In case of an injury or substitution or bringing in drinks or equipment, the umpire must be notified

8.8. We advise all the Umpires to keep a copy of rules while umpiring.



9. Playing Surfaces & Markers

9.1. All games must be played on surfaces approved by ACL. These include grass, or clay surfaces assigned for different parks. ACL will decide on the grounds. Home team has to come and occupy early. The clay surface in baseball grounds has to be used as pitch. Only under in unavoidable circumstances the grass surface can be used as pitch. ACL encourages playing on soil surface as pitch

9.2. If the umpire feels that the surface is not fit for the play due to any reason (including surface deterioration due to rain or unavailability or other causes), he may call off the game. Both teams have to agree to play on the same day failing which points will be shared among teams. A playoff game can be moved to play on a scheduled reserve day.

9.3. The creases and boundaries shall be distinctly marked by the designated home team. Boundaries, Pitch length, Creases should be marked by strictly following ACL guidelines. ACL will not tolerate any discrepancies regarding this. **ACL will provide a detailed guideline regarding this along with the schedules.**

9.4. We advice the visiting team to be present at the grounds 15 minutes before start time to have their input on setting of the field and boundaries. See ACL main rule section 12 for dispute on field setup, pitch length, boundary setup, boundaries, etc

9.5. In case of natural obstructions or the shape restrictions of the field, a DECLARED boundary can be used by mutual agreement of two captains and MUST be approved by the Umpire. Most of the fields approved by ACL will have boundary dimensions and all the teams have to follow that. Any mutual agreement only applies for that particular game day and should not expect the same rule for other matches. Any catch taken outside or touching the declared boundary will be considered invalid. In addition any catch taken as a "re-bound" from natural element (like a tree, fence or a bench) will not be considered valid but batsman can still be "run out" for any obstructed shot

9.6. Players are not allowed to wear metal spikes. Spring stumps must be used.

9.7. ACL will provide a list of alternate grounds, Teams are encouraged to play on these grounds in case of allotted ground is not available

9.8. Both teams are eligible to clean the pitch at the start of their innings by broom stick or bat or any other substance with mutual understanding of the captains.

10. Field Setup and Pitch Length

10.1. The pitch length should be 22 yards/66 Feet Stumps to Stumps.

10.2. Creases

Each end of the pitch is also marked by three separate creases, which indicate the area in which a batsman can play and also the area from which a bowler must deliver the ball. The bowling crease is the back end of the crease, and is a line measuring 8 feet, 8 inches in length (2.64 m), which runs through the line of the wicket, with the wicket in the center. The popping crease is 4 feet (1.22 m) in front of, and parallel with, the bowling crease. The two return creases stand at right angles to the bowling and popping creases, 4 feet, 4 inches (1.32 m) either side of the imaginary line joining the middle stumps of the two wickets.

10.3. The pitch length should be verified by both captains and umpire BEFORE the start of the game and cannot be modified once the play has started.

10.4. The suggested boundary limit is 55 yards/165 Feet minimum and a maximum of 65 yards/195 Feet unless restricted by the shape of the field. On sides where full-length boundary cannot be setup, declared boundary can be used as per the ACL ground specific boundaries. Umpire's decision will be final in case captains cannot reach an agreement. Umpires have to follow the dimensions specified for the grounds by ACL.

10.5. ACL strongly recommends all the team to carry a measuring tape atleast for 25 feet and it should be used for measuring the pitch length.

10.6. ACL will provide the list of grounds with what the offside boundary and any declared runs should be.

10.7. There should not be more than 4 fielders on any side of the field (Off/Leg side) at any point of Time.
. Ex: 3 fielders on off side / 4 fielders on leg side excluding wicket keeper and bowler
3 fielders on leg side / 4 fielders on off side excluding wicket keeper and bowler.

11. Awards and Trophies

11.1. The winning side of the final game shall be awarded the ACL Cup.

11.2. Each registered player (up to 15) of winning side will receive a champion's trophy

11.3. Each registered player (up to 15) of the losing side will receive a runner's trophy

11.4. Man of series: One best Batsman and one best Bowler trophies will be awarded.

11.5. Individual man of match awards for Pre Quarter Finals, Quarter Finals, Semi-Finals and Finals may also be given

11.6. Awards are subject to change and this is under sole discretion of ACL.

12. Disclaimer

The Rules and regulations can be changed by ACL at any time. However the changes to the rules will be announced to the teams via email/website updates. ACL reserves right to modify, add or delete any of the rules and rules addendum at its own discretion