

Rules and Bylaws

1. Season and Registration

1.1. Season Schedule

- 1.1.1. The start and end dates for the various rounds and playoffs are made known via the schedule distributed prior to the season.
- 1.1.2. The schedule specifies mandatory umpiring requirements.
- 1.1.3. The schedule also specifies the 'minimum games' rule (the number of games a player must participate in order to be eligible for playoffs). See Rules Addendum section 2.2 for Minimum games rule.
- 1.1.4. Requests for rescheduling games will not be entertained by ACL.
- 1.1.5. The only exception to the above rule will be made when ACL deems it necessary to reschedule a game, as in "acts of God".
- 1.1.6. An alternate play day – "Rain Day/Reserve Day" will be used as a reserve game day for playoff stages at the discretion of the ACL committee. The rainy day may not be available for all the play offs matches.
- 1.1.7. A playoff game may or may not have a "Rain Day" and will be specified in the schedule.
- 1.1.8. Any schedule related changes (including venues) must be approved by the committee.

1.2. Team Registration

- 1.2.1. The registration fee for the season will be announced to the captains of the interested teams (typically via email or website updates).
- 1.2.2. Payment should be paid to Atlanta Cricket League.
- 1.2.3. Payment must be received by the date specified in the registration fee announcement communication.
- 1.2.4. Team contact information (email, phone number, etc.) must be provided along with the fees.
- 1.2.5. Each Captain must obtain signature from each member of the team on the Waiver form and submit to ACL before the start of their first game. No team will be allowed to participate in the league without submitting the waiver form.
- 1.2.6. ACL reserves the right to approve and disapprove team names for registration.

1.3. Team Roster

1.3.1. A player representing a team either in the playing 9 or as a substitute shall not represent (playing 9 or substitute) another team during the same season.

1.3.2. If above rule is violated, the opposition team will be awarded the game and corresponding points, irrespective of the actual result of the game. The team which the player first represented is not in violation of the multiple representation rules. The player cannot represent any other team, including the first one. If he does, then that team is deemed as violating the multiple representation rules.

1.3.3. A team violating the multiple representation rules more than once will not be allowed to take any further part in the remainder of the season (including the playoffs).

1.3.4. Teams yet to play the violating team will be deemed to have 'won' the match and will be awarded the full game points.

1.3.5. Violation discovery

1.3.5.1. If discovered before the start of the match, the player shall not be allowed to play under any circumstances. If that player's captain insists on playing him, the umpire will call the game off and award the game and corresponding points to the opposing team.

1.3.5.2. If such an incident takes place and is discovered during a match in progress, the umpire will have no choice but to stop play, call the game off, and award the game and corresponding points to the opposing team.

1.3.5.3. If discovered after the game has been completed, the opposing team may file a written complaint to the league. If such a case is found to be true, the offending team will lose the game, and corresponding points will be awarded to the opposing team.

2. Substitute players, Runners and Retiring

2.1. If Umpires are satisfied that a playing member of a team has been injured or become ill during the progress of the game, umpires can allow that player to have a substitute acting instead of him on the field.

2.2. Maximum of two substitute player is allowed at any time. In case of play offs the 'minimum games' rule will be applied to the substitute player. A substitute player can only field. He can neither bowl nor bat or be allowed to act as a captain. He cannot be a wicket keeper. The substitute fielder cannot be from any other team participating in the league.

2.3. A rested player from the fielding side can bowl/keep only after he is in the field for one full over in that match.

2.4. For reasons other than the one quoted in 2.1 a player should leave the field and he is not allowed to have a substitute for him.

2.5. Umpires reserve the right to disallow substitute fielders for late arriving players of the fielding side. A player from the fielding side will be allowed to play only if he reports before the start of the 6th over of the innings.

2.6. A batsman may retire at any time during his innings. The umpires, before allowing play to proceed, should be informed of the reason for a batsman retiring.



2.7. If a batsman retires because of illness, injury or any other unavoidable cause while playing, he is entitled to resume his innings subject to 2.9 below. If for any reason he does not resume his batting, his innings is to be recorded as „Retired - Not Out“. However his runs will be added to his total runs scored in that season.

2.8. If a batsman retires for any reason other than 2.7 above, he may resume his batting only with the consent from opposing captain. If for any reason he does not resume his batting, his innings is to be recorded as Retired - Out and his innings will be added to his match count for calculating statistics.

2.9. If after retiring a batsman resumes his innings, it shall be only at the fall of a wicket or the retirement of another batsman

2.10. Wicket keeper is allowed to bowl and he can do it any time

2.11. If both Umpires agree then an injured player can be allowed to have a runner when batting.

2.12. A player acting as a runner for a batsman should be a member of batting team and shall, if possible, should have already completed batting in that innings.

2.13. The regular run out rules is applicable to the player acting as a runner

3. Rules and Regulations

3.1. ACL committee members are responsible to formulate all rules concerning specific circumstances and/or issues

3.2. Most of the rules are covered by this document and addendum(s) to this document. The ACL committee reserves the right to add, modify or delete any rule or guideline during the season if deemed necessary to maintain the integrity of the league.

3.3. Any changes made to the rules during the season will be communicated to all participating teams.

4. Approved equipment

4.1. All clubs will be required to use cricket equipment deemed legal as per the ICC regulations.

4.2. ACL will provide teams with approved balls which must be used during official games. Each innings should be started with a new ball. No exceptions.

4.3. Any team found not using the standardized balls or not in possession of a NEW ball at the start of their bowling inning shall forfeit that game.

4.4. All teams must provide at least one spring base stumps before the game is started. Home team and Visitor team each is responsible for one spring base stumps each. Also the home team should carry a measuring tape to help out with all sorts of measurement like pitch length, boundary, creases, etc.

4.5. Team must use the score sheets provided by ACL and must be send the completed scorecard with results and signatures from team captains and umpires. The scoresheets much be sent (email or fax) by the umpiring team by end of the next day of the match.

5. Terminology

5.1. Umpire: Any use of the word umpire in this document means a neutral umpire, i.e., an umpire not belonging to the two playing teams.

5.2. Play Offs: Play offs includes Pre-Quarter Finals, Quarter Finals, Semi-finals and Finals. It does not include round robin matches.

5.3. Rain Day: If the play is stopped due to rain, then the reserve day will be used. Rain Day holds good only for play offs and ACL will determine whether and when to have rain day or not. It's not necessary that all the play-off matches should have rain day. ACL reserves the right to determine this.

5.4. Home Team: Home team is team that is responsible coordinating and setting up that particular match. Responsibilities include, but not limited to, coming in early and setting up the ground (boundary, pitch, creases, and so on). Every team will be assigned this responsibility at some point or other. This must be completed before the start time of the match.

6. Spirit of the Game

6.1. 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. The major responsibility for ensuring the spirit of fair play rests with the captains.

6.2. Captain's Responsibility - 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. The responsibility for the team's conduct firmly lies with the captain.

6.3. Player's Responsibility - It's their utmost duty to maintain the spirit of the game till the end

6.4. 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.

7. Misconduct Warning

7.1. The neutral umpires are empowered to oversee the behavior of the teams during the game. In case of dissent shown by any player during the game such as using abusive language, fighting on the field, too many appeals to the umpires, vehemently disagreeing with the umpires decision, the umpires reserve the right to call the captain of the team involved in such an act and warn the particular player involved. If the umpire gives 3 warnings to a player and it happens the 4th time the player would be sent out of the game and he cannot be replaced by a substitute nor can he bat if he hasn't done so already. In case of the team being a batting team and if the batsman has already finished his batting and if such a scenario has been reported by the umpire, the player will be banned from playing the next game. If it is a batting team and if it is during a playoff game, the team will be penalized 1 over of play.

7.2. Each Team has to pick up their trash after their match and should leave the ground in similar condition in which it was before the match. ACL will take disciplinary action in the event any Team fails to follow this.

7.3. Smoking on the field or on the premises is prohibited and all the park rules apply while playing.

8. Fair and Unfair play

8.1. The neutral umpire(s) is/are the sole judge(s) of fair and unfair play.

8.2. The umpire(s) may intervene at any time and it is the responsibility of the captain(s) to take action where required. Umpires must intervene for:

- Deliberate wasting of time by either team.
- Damaging the pitch by either team.
- Dangerous or unfair bowling by either team.
- Tampering with the ball by either team.
- Any other action that the umpire(s) may consider to be unfair.

9. Time delays

9.1. In case of time delays, when the ball is lost or a player is injured, it is the duty of the neutral umpire to make note of the time. It is a good practice for both captains to also make a note and remind the neutral umpire. Either way, the neutral umpire's decision, as in all cases, will be final or no requests can be made to reconsider time delay issues.

10. Clothing

10.1. The Sponsor or Committee recommended clothing must be worn during the game. ACL recommends all players to wear the T-shirts provided by it. This is one way we thank our sponsors.

10.2. In case of no official clothing, any cricket-appropriate clothing may be worn.

10.3. Sporting attire is required

11. Respect

11.1. Respect your opponents, your own captain and teammates, the umpires and their decisions and the games traditional values.

12. Disputes regarding Field Setup, Boundaries and Boundary Catches

12.1. The home team is responsible to setting up the pitch, field, and boundaries. If the setup is not agreeable to the opposing team, then umpire has to make a call on the field setup. Umpires decision will be final in the event of field setup dispute between teams. Captains and umpires must follow ACL ground rules for setting up the field and boundaries.

12.2. In case of a potential or real dispute regarding a hit for 4/6 runs and /or a catch at the boundary, fielders are advised to stay put and help the umpire make the decision by holding their ground. **Benefit of doubt shall always go to the batsman.**

13. Against the Spirit of the Game

13.1. To dispute an umpire's decision by word, action or gesture.

13.2. To direct abusive language towards an opponent or umpire.

13.3. There is no place for any act of violence on the field of play. The committee reserves the right to decide the penalty against the team(s) and/or player(s) and/or umpire(s).

13.4. To indulge in cheating or any sharp practice, for instance:

- to appeal knowing that the batsman is not out
- to advance towards an umpire in an aggressive manner when appealing to seek to distract an opponent either verbally or by harassment with persist

14. Tournament Format and Rules of Play

14.1. Cancellations, Bad Weather & Match Postponement

14.1. In case of inclement weather the assigned officiating umpire will make the decision regarding the game. For play offs with scheduled reserve day it can be moved to the reserve day. However a round robin game must be completed on the same scheduled day, may be at a different time, if it cannot be played on the scheduled time. See 14.4, 14.5 and 14.6 on disagreement with decision to play at a different time or on a reserve day

14.2. On a Reserve day, the match has to be replayed - including a fresh toss. See Rules Addendum 7 for more information on Rain affected games

14.3. Teams are expected to show up for all the scheduled games, and the umpire(s) on the field would make a decision whether the playing conditions are favorable to play or not. Failure to show up for the scheduled game by any side will be considered as "forfeiting the game".

14.4. If the team captains disagree with the umpire's decision, they may lodge a complaint with ACL, and play under protest. The score sheet has to reflect that they are playing under protest.

14.5. If both the teams are not ready to play by the adjusted date/time, then the match will be registered as a LOSS to both the teams and no points will be awarded.

14.6. If one of the team captains disagrees with the Umpire's decision and refuses to play, then the game shall be awarded to the opponent team. The captain in disagreement may file a protest with the committee.

14.7. Under any circumstances a match cannot be played in advance i.e. a scheduled Sunday game cannot be played on Saturday

14.8. Tournament format will be published in separate document.

15. Points Assignment

15.1. The following point system will apply:

- The winning team will get 4 points and losing team will get 0 points.
- In case of a Tie or No Result, each team will get 2 points.
- Teams which forfeit the match will get minus 1 point. This will be accounted in the previous or next game.

15.2. Teams may be penalized by the disciplinary committee for points and this will be decided by the ACL committee.

15.3. Any further rankings will be based on final tally of points which include any penalty of points. For example a team may get minus 1 point penalized and the ranking will be made based on minus 1 from the total points.

15.4. In the event of teams finishing on equal points in any division (or pool or group), rankings will be decided as per the following criteria:

15.4.1. Team with higher net run rate will be ranked higher

15.4.2. When two teams have equal points and equal net run rate, the team which was the winner of the head-to head match played between them will be placed in the higher position. When more than two teams have equal points and equal net run rate, the team which was the winner of most number of matches played between those teams will be placed in the higher position. For example, if 3 teams are tied in the following scenario:

- Team A beat team B but lost to Team C Team B lost to A but did not play Team C
- Head-to-head: Team A is 1-1 (50% win) Team B is 0-1 (0% win) and Team C is 1-0 (100% win) So Team C is ranked higher than Team A and Team A higher than Team B.
- If still equal, the team with the higher number of wickets taken will be placed in the higher position.
- In the highly unlikely event that teams cannot be separated by the above criteria then random draw will be used to choose the winner between the contending teams.

Play offs

Pre-Quarterfinals, Quarterfinals, Semifinals

- For these games, the game **MUST** be played on the reserve day if the minimum overs rule cannot be satisfied on the scheduled day. If there is no reserve day scheduled for a play offs game then depending on the situation ACL will make arrangements to complete the match without affecting the schedule. If there is a tie then Super Over will be played to decide the winner and in case of no result even on the reserve day, then depending on the situation ACL will make arrangements to complete the match without affecting the schedule
- In case of Tie super over will be used.

Finals

- In case of no result Trophy will be shared by both the finalists.
- In case of Tie super over will be used.
- Net Run Rate (NRR) Formula: $(\text{Runs Scored}/\text{Balls Faced} - \text{Runs Scored Against}/\text{Balls Bowled})$

15.5. In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate will 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.

15.6. Only those matches where results are achieved will count for the purpose of net run rate calculations. In case a match is awarded to a team because an opposite team violated league rules (forfeiture of games/walk over) the NRR will not be awarded to both the teams. In case of forfeited/walk over game the team in violation will be not get a Point.

16. Game Results

16.1. The team scoring the greater number of total runs in the allotted overs shall be declared the winner.

16.2. If a game is canceled due to bad weather in round robin matches the match will be considered No result and points will be shared and Net Run Rate will not be taken into consideration. Round robin match should be completed on the scheduled day under any circumstances and it cannot be postponed to another day or week unless otherwise determined by the ACL committee. In case of Play offs, if a reserve day is scheduled, then the match should be played again from the start (rematch) on the reserve day.

16.3. For playoff match with scheduled reserve day if the game is canceled due to bad weather even on the reserve day of play, then depending on the situation ACL will make arrangements to complete the match without affecting the schedule.

16.4. In case a game has to be shortened due to weather, the minimum over's requirement **MUST** be satisfied for it to constitute a complete match.

16.5. SUPER OVER will be used **ONLY FOR PLAY OFF** matches only. In the event of a tied match - when both teams have an identical number of runs at the end of the allotted overs - the winner shall be determined using SUPER OVER. SUPER OVER does not apply to round robin matches.

16.6. SUPER OVER

16.6.1. A new toss will be done for Super Over.

16.6.2. Each team decides a bowler to bowl and three batsmen to bat during one over named as the super over. The same ball used in the match will be used in super over. The umpires will decide which of the ball (from either innings) to use.

16.6.3. Both the teams need to provide the three batsmen and a bowler before the toss for Super Over

16.6.4. Team A will score some runs in the first over and team B needs to chase it successfully to win the match. In case, it is unable to chase, team A wins.

16.6.5. In case scores are level, the team hitting maximum sixes in the match will win. If it is also the same, then team with maximum fours wins the match. If still the same then the team that got higher number of wickets will be considered winner. If still same, then one more super over will be played

16.6.6. No last man batting will be allowed for Super Over i.e. if two batsmen are out then the team is considered all out for Super Over

16.6.7. Super Over Runs will not be counted towards Net Run Rate



17. Wide Ball

17.1. Wide markers should be set up before the start of the game and should be set up as follows: Off side wide marker should be placed at 36 inches (3 ft) from the middle stump. Anything on leg side is wide considering ball crosses the leg side in batsman's normal standing position. The umpire will verify the setup.

17.2. Any ball over the marker is not considered a wide.

17.3. Wide should be called by the main umpire if he feels the ball crossed the plane of the batsman outside the marker. It does not matter where the batsman is at that time.

17.4. Stumping is considered out in wide ball and an extra run will be added to the batting side score. The bowler has to bowl an additional ball.

17.5. After first bounce if the ball is above the head of the batsman standing upright on the crease, then the umpire may call it a wide (Obviously ball should not touch any part of batsman otherwise it will be called as no-ball).

17.6. All ICC rules for scoring, counting the number balls bowled in an over and getting out to a wide ball is valid.

18. No-Ball Rule

18.1. Fair delivery feet

- The bowler's front foot must land with some part of the foot, whether grounded or raised, behind the popping crease
- The bowler's back foot must land within and not touching the return crease.
- Only the back leg should be considered for a no ball for return crease (side lines).

18.2. Any delivery, which passes or would have passed on the full above waist height of the striker standing upright at the crease is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker and can be called as a No Ball. Over the waist no ball should be considering if it passes the stump in the same height. If a batsman gets bowled, then it's out.

18.3. After first bounce if the ball is above the shoulder height of the batsman standing upright on the crease, then the umpire may call it a No Ball. (No warning rule)

18.4. If, in the opinion of either umpire, the ball has been thrown, he shall Call and signal No ball.

18.4.1. Caution the bowler, when the ball is dead. This caution shall apply throughout the innings.

18.4.2. Inform the other umpire, the batsmen at the wicket, and the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

18.4.3. If either umpire considers that after such caution a further delivery by the same bowler in that innings is thrown, the umpire concerned shall repeat the procedure set out in (a) above, indicating to the

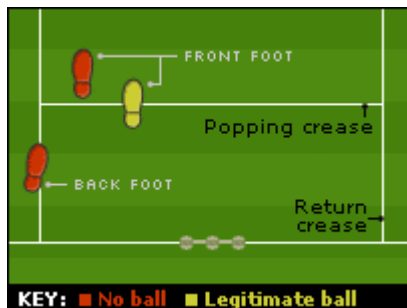
bowler that this is a final warning. This warning shall also apply throughout the innings.

18.4.4. If either umpire considers that a further delivery by the same bowler in that innings is thrown,

18.4.5. The umpire concerned shall call and signal No ball. When the ball is dead he shall inform the other umpire, the batsmen at the wicket and, as soon as practicable, the captain of the batting side of what has occurred.

18.4.6. The umpire at the bowler's end shall direct the captain of the fielding side to take the bowler off forthwith. The over shall be completed by another bowler, who shall neither have bowled the previous over nor be allowed to bowl the next over. The suspected bowler thus taken off shall not bowl again in that innings.

18.5. All ICC rules for scoring, counting the number balls bowled in an over and getting out to a no-ball is valid.



19. Dead Ball Rule

19.1. If a bowler bowls a ball that makes two bounces before the stumps on the batting side, and then the ball should be called a Dead ball by the umpire.

19.2. Any kind of batsman dismissal, scoring rule is invalid with Dead Ball.

19.3. If a fielder is not trying for run out i.e. when a fielder pass the ball to keeper and from then the ball is dead.

20. LBW

20.1. ***There will no LBW***

20.2. However runs for leg byes are allowed as long the batsman does not do deliberate padding.

Note: There is no such rule saying batsman not offered any stroke. As long as not deliberate padding batsman can have leg bye. For Example if a batsman tries to avoid a bouncer and if it hit his body, there is always run for that.



21. Mankadding

21.1 Mankadding is not allowed, that is, bowler attempting to run out the non-striker before entering the delivery stride. The umpire should then warn the non-striker.

21.2 If the non-striker continues to run after 2 warnings, mankadding can be allowed.

22. Wicket Put Down

22.1. Regular run out rules apply. If all the stumps are put down on the ground, then following two situations apply.

22.1.1. if regular stumps are used, then one or more stumps has to be put back before run out is made or one of the stump need to be carried by hand with ball in the same hand.

22.1.2. if spring based stumps are used, then the entire stump pack has to be brought upright before run out is made or the entire stumps to be carried by hand with ball in the same hand.

23. Recalling a batsman

23.1. Once a batsman is declared out by the umpire, only the fielding captain can recall the batsman to continue batting. Stop appealing to the umpire to recall, the umpire cannot recall once the batsman is declared out

24. Fair & Unfair Play

24.1. ICC rules are valid for judging and awarding penalty runs in case of unfair play. The umpire(s) will make the determination and may call the committee for clarifications (even during the game). Any time delays associated with these clarifications will not be considered for game duration rules.

25. Scores Cards & Umpire Reports

25.1. Scorecards for all games must include the full batting, bowling, and fielding records.

25.2. It is the sole responsibility of the umpires to provide the committee with the scorecards no later than the Monday after the scheduled game. In case the game is moved to the "rain day" the deadline for submitting the scorecards will be extended. Umpires **MUST** sign a completed scorecard and ensure that both captains also sign it.

25.3. Both captains are responsible for providing and completely filling in the entire statistics from their innings (this includes their batting and the other teams bowling and fielding details) to the umpires.

25.4. Teams are urged to put names of fielders involved in a dismissal on the score sheets.

25.5. If a game is played under protest, this should be mentioned on the report. Any and all other issues (e.g., delays, misconduct, umpire incompetence, etc.) must also appear on the score sheet.

26. Protests & Complaints

26.1. All protests and complaints must be properly signed and submitted to the committee no later than Tuesday following the game day.

26.2. Copies of the complaint letter should also be sent to the officiating umpires and team involved in question in due course. No protests or complaints will be valid if a game is played without an approved ACL umpire.

26.3. The decision of the committee will be final.

26.4. No protests or complaints will be considered unless proper procedures are followed.

26.5. There will be separate document to explain about disciplinary actions.

27. 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