



# Atlanta Cricket League

Casual Cricket with Professional Outfit

## ACL Knock Out Rules

1. All matches will be played with the ACL approved "Hard Tennis" cricket balls that are provided by ACL. The games will be played as per the MCC Laws of Cricket with some exceptions. The exceptions and other tournament rules are as follows: The tournament will be played as a **knockout** game.
2. Each game shall be played between two teams of **11** players each.
3. Each game shall have a maximum of **TWELVE** 6-ball overs per inning.
4. **Minimum 5 bowlers** should be used in the game. Only 2 Bowlers can bowl a **maximum of 3 overs**.
5. The overs shall all be bowled from one end of the pitch, as determined by the umpires.
6. There will be **no LBWs**. However, leg byes will be permitted as long as there is no deliberate padding by the batsman – umpires call is final.
7. Each team will be permitted to register a maximum of 15 players (15 allowed as per standard roster plus up to max 3 more players by paying \$20 per player), although only 11 can bat or bowl in any one game. All 15 players should be registered and should have signed the waiver form and should not have played in any other team in this tournament. The teams should submit the playing 11 at the beginning of the match. However, a team can get individual trophy for max 15 players.
8. **Minimum matches:** To play in Semi-Final or Final, a player should have played (in playing 11) minimum 1 match in earlier rounds (QF or earlier rounds) and this applies for substitute player too.
9. No last man batting is allowed.
10. All **NO-BALLS** will result in a **FREE HIT**
11. **Both teams have to provide two players for umpiring before the start of the game. After the game is completed, two players from Winning team MUST umpire for the immediate match as assigned by the KO Committee or member of a KO Committee.**
12. A ball bowled shall be deemed a **WIDE**, by the umpire, if
  - a. At the point at which it crosses the batsman (hasn't touched the ball)
    - i. It is more than 36 inch in length away from the middle stump on the off side if batsman hasn't done a bilateral move and if he did then umpires call, or
    - ii. It is on the leg side of the batsman and away from leg stump.
  - b. The umpire has the final word on each call. However, the umpire or ACL shall mark the pitch with a chalk (or tape), measuring 36 inches from the middle stump on the off-side area of the batsman to help make the decision easier.



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- c. The first bouncer (in an over) above batsman head and if the batsman not touched the ball, then it is considered a **WIDE**.

## 13. A ball shall be deemed a **NO-BALL** if:

- a. The bowler has over-stepped the popping crease, i.e. entire foot should be outside at the time of landing, **OR**
- b. The ball is a full-toss above the waist height of the batsman - in normal stance, at the batting crease irrespective of batsman charging front to the bowler **OR**
- c. If a delivery which, after pitching, passes or would have passed **over the shoulder** height of the striker standing upright at the crease will be called a **warning for first time** by the umpire and from next time in the same over it is called as no-ball irrespective of whether the batsman makes contact with the ball in any way or not.
- d. One bouncer is allowed per over (warning will be given), however if the first bouncer is above batsman head and batsman has not touched the ball then it is considered as a wide.
- e. Same over and a second bouncer and if it is over the shoulder or head then it is a no-ball irrespective of the batsman touching the ball or not.
- f. The umpire will give a no-ball when a bowler crossing or touching his back foot over the return crease (the side lines)
- g. The umpire will give no-ball if the bowler hit the non-striker end stumps when he was landing in bowling stride.

## 14. Free Hit

- a. Off a free hit delivery, the batsman cannot be out except for run out.
- b. The fielding positions, for a free hit delivery, cannot be changed unless the batsman on strike is changed.
- c. If a Free Hit delivery is also called for a no ball, then one more Free Hit delivery will be given.
- d. A Free Hit delivery will be counted as a legal ball if there is no violation of no ball/wide ball rules.



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15. **Substitute fielder** shall be permitted only for an injured player - if he cannot return to the game or player retires for some overs (umpires' decision). A substitute player cannot bowl or bat but can be a wicket keeper. A maximum of two substitute players shall be allowed at any given time. Substitute player must be from the team's roster (a player who does not represent any other team in the tournament).
16. If a fielder retires in the middle of the match for some overs, then the player must spend minimum one over on the field before he can bowl.
17. **By runner** – No by runner is allowed for any batsman, under any circumstances.
18. Each team **MUST** have at least 8 registered players on the field to begin playing a match by the specified time. Violation may result in a forfeit of the match.
19. In the event of a tied match, when both teams have an identical number of runs at the end of the allotted 12 overs - the winner shall be determined using Super Over.

## 20. SUPER OVER

- a. The team that batted second in main match will bat first in Super Over.
  - b. 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 and if ball is lost it would be umpires call to choose next ball.
  - c. Both the teams need to designate three batsmen and a bowler for Super Over. Each team will be allowed to bat for just one over bowled by the designated bowler assigned by the team. Team A bats first and sets a target and Team B needs to chase it successfully to win the match. If Team B is not able to chase, Team A wins.
  - d. In case scores are level, the team with the higher number of boundaries (Both 6's and 4's) combined from the main match and the Super Over is the winner. If these boundaries are also the same, then team with maximum boundaries (6's and 4's) in main match wins. If still the same, then a count back from the final ball of the Super Over shall be conducted. Team with higher scoring delivery is the winner. Runs scored from non-legal deliveries count towards the total for the following legal delivery. If still the same, then one more super over will be played.
  - e. 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
  - f. The Super-Over runs will not be counted towards Net Run Rate (if applicable).
21. **POWER PLAY** for first 3 overs will be used and the batting team captain can choose a power play over between overs number 4 and 10. Over numbers 11 and 12 can NOT be power play overs under any circumstances. If the batting captain doesn't use the batting power play by end of 9th over, the 10th over will be an automatic power play over.



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- a. Maximum TWO fielders will be allowed outside the inner circle. The circle dimensions will be marked. If this rule is violated, then the umpire will call a **NO-BALL. This will result in a FREE HIT**
- b. The two fielders can be anywhere on the field. However, at any point there cannot be more than **5 fielders on leg side of the batsman.** The violation will result in a **NO-BALL. This will result in a FREE HIT**

## 22. Field Restriction:

- During non-power play overs, **maximum 5 fielders** are allowed outside the inner circle. Wicket keeper should be present all the time irrespective of power play or not. The violation will result in a **NO- BALL. This will result in a FREE HIT**
- **This Field Restriction applies, irrespective of total number of players per side on the field.**

## 23. Ground Rules: Players shall be allowed to use any regulation cricket equipment including gloves (batting and keeping), pads (leg and elbow), abdomen- guards, etc.

- a. Boundaries and power play circle dimension shall be defined and explained to the captains at the start of every game.
- b. All tournament rules are subject to change by the tournament committee and / or the umpires.
- c. If the tournament extends due to unforeseen circumstances (weather, etc.), matches could be rescheduled. ACL will let the teams know of the new schedule.
- d. Umpires decision is final during a match; both teams should accept the ruling.

## Additional Rules:

1. Both **WIDE** and **NO** balls shall count as 1 extra run and an extra ball will have to be bowled in the over. Any runs (byes, leg-byes, etc.) scored off wide-balls or no balls will be credited to batting team's score as well.
2. A batsman can be, stumped off a **WIDE ball** and run-out off a **WIDE ball** or a **NO-BALL**.
3. If a bowler bowls a ball that makes **two bounces before the stumps** on the batting side, then the ball is a called **NO-BALL** by the umpire. **This will result in a FREE HIT** A batsman retiring in the middle of the innings (batting) is considered **RETIRED OUT**, unless injured while batting and allowed by umpire to retire in the middle of the innings. The **RETIRED** player can only resume after a loss(fall) of wicket
4. Bowler can retire in the middle of over at any point and can come back to bowl in the innings, but it will be for a new over only.



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5. **All inner circle fielders MUST stay inside the inner circle when the bowler starts the run up.**
6. In a situation where the **stumps are displaced from the original position, or knocked down** and the batsmen are looking to run an extra run (Example: in an over throw situation), if there is a possibility of a run-out again - the fielder(s) must fix stumps back in an upright original position on where it was originally placed and, then knock the stumps down again or carry the stumps together with the ball in the same hand.
7. **Mankading-out** is allowed only after one warning (team warning). Umpire can warn and give out if it is more than 1 time in the innings and when appealed by the bowling team player/captain. Umpire shall try to inform the batting captain about the team warning, but not mandatory.
8. Either of the team captains or Umpires can approach/offer **bad light**. Umpires decision would be final to continue or stop the game and if a match is stopped due to bad light, it will be a re-match. If any of the team doesn't want to play(continue) the match even though umpires suggested playing(continuing) then it would be considered as they (team does not want to continue) had forfeited the match and opposite team would be declared as winner. ACL KO committee decision will be FINAL.
9. In the event, that a match has to be moved to another ground after commencing the first innings (a ball was bowled), it will be a considered as new start of the match including new toss.
10. Players coming in late will be allowed to play, only if the players arrive before the completion of 6th over of match. Player name must be part of the playing XI and informed to umpire before start of the match. Any player coming in late must field a minimum of 1(one) over before becoming eligible to bowl (if represents bowling team) or wait until the loss(fall) of 2 wickets in the innings before becoming eligible to bat (if represents batting team).
11. Chucking decision would be vested with umpire, when the playing batsman complains to umpire, leg umpire is to cross check next deliveries by the bowler and if they determine it is chucking then warning is given to correct action and if further umpires determine bowler is still chucking then he has to be taken out of bowling and cannot bowl for rest of the match.
12. Umpires would warn a player on any misconduct / any kind of foul words on the ground and if it is third time then player would have to leave match and no substitute is allowed.
13. **All players MUST be in proper sports attire and athletic shoes. No shorts or sleeve less shirts or non-athletic shoes are allowed.**