



Atlanta Cricket League

Casual Cricket with Professional Outfit

Rules and Regulations for ACL Ten10

All matches will be played with "Hard Tennis" cricket balls.

All the matches will be played in Baseball fields

The games will be played as per the MCC Laws of Cricket with some exceptions. The exceptions and other tournament rules are as follows:

1. The tournament will be played as a **knock-out** game.
2. **Each game shall be played between two teams of nine players each.**
3. Each game shall have a maximum of **Ten** 6-ball overs per side.
4. Each bowler 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 the batsman has attempted a shot.
7. A ball bowled shall be deemed a **wide**, by the umpire, if
 - a. at the point at which it crosses the batsman (in normal batting stance and hasn't touched the ball)
 - b. it is more than 1 bat in length away from the middle stump, or
 - c. anything leg side of the batsman and away from Leg stump
 - d. The umpire has the final word on each call. However the umpire shall mark with a chalk (or tape) the 1 bat length point to help make the decision easier.
8. 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, or
 - b. the ball is a full-toss above the waist height of the batsman - in normal stance, or
 - c. the ball is over the shoulder of the batsman after one bounce
 - d. There is **no warning for a No ball over the shoulder**
 - e. Only **no ball because of overstepping the popping crease** will result in a **Free Hit**. For any other No balls free hit is not applicable.
 - f. The umpire can warn the bowler for crossing his back foot over the return crease (the side lines). If bowler continues then the umpire can call a no ball. However this no ball will **not** result in **Free Hit**
9. **Free Hit**
 - a. Off a free hit delivery, the batsman cannot be out except for run out.
 - b. The **fielding positions cannot** be changed and it should remain the same as before the free hit was given
 - c. If a free hit delivery is also called for a over stepping No ball, then one more free hit will be given



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d. A free hit delivery will be counted as a legal ball if there is no violation of No ball/Wide ball rules

10. **Substitute fielders** shall be permitted, for injured players - if they cannot return to the game. A substitute player cannot bowl or bat or be a wicket keeper.

11. If a **fielder retires** in the middle of the match for some overs, then the player has to spend one over on the field before he can bowl.

12. **By Runner** - If both Umpires and opposition captain agree then an injured player can be allowed to have a runner when batting

a. 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

b. The regular run out/stumping rules are applicable to the player acting as a runner

13. **No Last man** batting is allowed. Each team will be permitted to register a maximum of 12 players, although only 9 can bat or bowl in any one game. Only one substitute fielder is permitted. All 12 players should be registered and should have signed the waiver form and should not have played in any other team. The teams should submit the playing 9 and the name of the substitute fielder at the beginning of the match.

14. Each team should have at least 6 players on the field (and registered) to begin playing a match.

15. In the event of a tied match, when both teams have an identical number of runs at the end of the allotted 10 overs - the winner shall be determined using **Super Over**

16. SUPER OVER

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

b. 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.

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

d. In case scores are level, the team hitting maximum sixes in the super over will win. If it is also the same, then team with maximum fours in the super over wins the match. If still the same then the team that got higher number of wickets in the super over will be considered winner. If still 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. Super Over Runs will not be counted towards Net Run Rate

17. **Power play for first 3 overs** will be used

a. Only two fielders will be allowed outside the circle. The circle dimensions will be marked. If this rule is violated then the umpire will call a **no ball**.

b. The two fielders can be anywhere on the field. However at any point there should not be more than **4** fielders on any side (offside/legside). Once violation will result in **no ball**.

18. **Field Restriction:** At any point there should be two players inside the power play circle. Also the maximum number of fielders that any side (off or leg) can have is 4. Wicket keeper should be present all the time.



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19. Players shall be allowed to **use any regulation cricket equipment** including gloves (batting and keeping), pads (leg and elbow), loin-guards, etc.
20. **Boundaries, power play circle dimension** shall be defined and explained to rival captains at the start of every game.
21. All **tournament rules are subject to change** by the tournament committee and/or the umpires.
22. If the **tournament extends** due to unforeseen circumstances (weather, etc), matches could be rescheduled. ACL will let the teams know of the new schedule.
23. Umpires decision is final during a match; both teams should accept his ruling.

Additional Rules:

1. Both wides and no-balls shall count as 1 extra run and an extra ball will have to bowl in the over. Any runs (byes, leg-byes, etc) scored off wides or no-balls will be credited as well.
2. A batsman can be, stumped off a wide ball and run-out off a wide or a no-ball.
3. If a bowler bowls a ball that makes two bounces before the bowling crease on the batting side i.e. the stumps on the batting side, then the ball may be called a Dead ball by the umpire. Any kind of batsman dismissal, scoring rule is invalid with Dead Ball. An extra ball should be bowled.
4. In a situation where all the stumps are knocked down and the batsmen are looking to run an extra run (in an over throw situation), if there is a possibility of a run-out again - the fielders have to fix at least one stump back in an upright normal position and then knock the stumps down again or carry one of the stumps together with the ball in hand. In case of spring stumps, entire set can be considered as a single stump.
5. **Mankadding**-out is **NOT** allowed.
6. 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 has to be a re-match. If any of the team doesn't want to play the match even though umpires suggested playing then it would be considered as they had forfeited the match and opposite team would be declared as winner. ACL committee decision will be FINAL.

Note: Rules are subject to change.