



Atlanta Cricket League

Casual Cricket with Professional Outfit

Rules and Regulations for ACL Ten10 Knock Out

All matches will be played with the ACL approved "Hard Tennis" cricket balls that are provided by ACL

All the matches will be played on ACL approved baseball fields and on mats (half size). 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 inning.
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 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 (12 allowed as per standard roster plus up to max 3 more players by paying \$20 per player), although only 9 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 9 at the beginning of the match. However a team can get individual trophy for max 12 players.
8. To play in semifinal or final a player should have played (in playing 9) minimum 1 match in earlier rounds (*QF or earlier rounds*) this applies for substitute player too.
- 9. No last man batting is allowed**
10. 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)
 - It is more than 36 inch in length away from the middle stump on the off side, or
 - 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 shall mark the pitch with a chalk (or tape), measuring 36 inch from the middle stump on the off side area of the batsman to help make the decision easier.



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11. 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, 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 give no ball for crossing or touching his back foot over the return crease (the side lines). However this no ball will **not** result in **Free Hit**.
12. **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 if the same batsman as before the Free Hit is playing the Free Hit ball. However, if the **batsman changed** due to a run or run out **fielding positions can be changed**.
 - c. If a Free Hit delivery is also called for an over stepping 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.
13. **Substitute fielder** shall be permitted only for an injured player - if he cannot return to the game or payer retires for some overs (umpires call). A substitute player cannot bowl or bat or be a wicket keeper. A maximum of one substitute player shall be allowed at any given time.
14. If a **fielder retires** in the middle of the match for some overs, then the player has to spend minimum one over on the field before he can bowl.
15. **By runner** – No by runner is allowed for any batsman.
16. Each team should have at least 6 players on the field (and registered) to begin playing a match.
17. 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**.



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18. 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.
 - 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 hitting maximum sixes & boundaries in the match (Super Over is NOT counted) will win. If these statistics are also the same, then team with maximum sixes & boundaries including Super Over 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.
19. **Power play for first 2 overs** will be used and the batting team captain can chose a power play over between overs number 3 and 8. Over numbers 9 and 10 can NOT be power play overs under any circumstances. **If the batting captain doesn't use the batting power play by end of 7th over, the 8th over will be an automatic power play over.**
- 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/leg side). The violation will result in a **no ball**.
20. **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.

21. Ground Rules:

- a. **Leaning on or Touching the fence while catching**
 - i. A fielder may take a catch leaning/touching the fence which otherwise would have been a direct hit/going over for 1D, 2D or 4D. This catch is valid.
 - ii. For regular boundary, if the fielder touches the fence, then it's not a valid catch.



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b. **Ball getting stuck in the fence**

- i. If the ball gets stuck in the fence then batsman will be awarded the runs that are declared as a result of either direct hit to the fence or ball going over the fence in the area where ball is stuck. In the area where we have declared runs for both "Direct Hit to the Fence" and "Ball going over the Fence", runs given for "Direct Hit to the Fence" would be considered.

Example1: Area behind the wicket keeper – If the ball gets stuck in any part of the fence in this area, batting team will be awarded 1 run because if the ball goes over the fence in this area, the declared run is 1.

Example2: Offside fence – In few fields, we have 2 runs declared if there is a direct hit to the fence and 4 runs declared if the ball goes over the fence. In this scenario if the ball gets stuck in fence, batting team will be awarded 2 runs.

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

Additional Rules:

- 1) Both wide-balls 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 team 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 consider to be dead ball by the umpire. If the ball pitches on the edge of the mat either in the front or on the side it is consider to be dead ball. Any kind of batsman dismissal, scoring rule is invalid for a dead ball. An extra ball should be bowled for the dead ball.

NOTE: A ball pitch either in front of the mat or on the side of the mat ball is consider to be in play, all normal rules apply.

- 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



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or carry one of the stumps together with the ball in hand. In case of spring stumps, the stumps need to be in upright and original position or can be considered as single stump.

- 5) **Mankadding**-out is **NOT** allowed. However umpire can warn and give out if it is more than 1 times by non-striker and appealed by the opposite team player/captain.
- 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.
- 7) If the ball goes under the fence, the runs will be declared by the umpire. For example, if the ball goes under the fence from behind the keeper, then it would be 1 run declared.

Note: ACL reserves the right to change the rules.