



ACL Rules 2017

1. Rules and Regulations

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

1.2. Most of the rules are covered by 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.

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

2. Season and Registration

2.1. Season Schedule

2.1.1. The start and end dates for the various rounds and playoffs are made known via the schedule distributed prior to the season.

2.1.2. The schedule specifies mandatory umpiring requirements where applicable and the teams must strictly follow the umpiring requirements.

2.1.3. The schedule also specifies the 'minimum games' rule (the number of games a player must participate in order to be eligible for playoffs). See section 2.3.2 for Minimum games rule.

2.1.4. Requests for rescheduling games will not be entertained by ACL.

2.1.5. The only exception to the above rule will be made when ACL deems it necessary to reschedule a game, as in "acts of God". Under no circumstances a round robin league game would be rescheduled unless otherwise stated in the rule book and/or the decided by officials of ACL schedule.

2.1.6. 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 rain day may not be available for all the playoff matches. The following Saturday after the rained out match day will be used as a reserve game day for playoff matches at the discretion of the ACL committee. If reserve day is washed out then higher ranked team will be the deemed winner. This rule will not be applicable for the Finals. There will be no reserve day for the Finals and if the Finals are washed out the finalists will be declared as joint winners and will split the trophy.

Examples: 1) If a Division 1 or 2 pre-quarter final game between teams ranked B4 and B5 is washed out on the game day and the reserve day, then team B4 will advance to the quarter final. 2) If a Division 3 quarter final game between teams ranked 3 and 6 is washed out on game day and the reserve day, then team ranked 3 will advance to the semi-final.

2.1.7. Any schedule related changes (including venues) must be approved by the committee.



2.2. Team Registration

2.2.1. The registration fee for the season will be announced to the captains of the interested teams (typically via email or website updates).

2.2.2. Payment should be paid to Atlanta Cricket League.

2.2.3. Payment must be received by the date specified in the registration fee announcement communication.

2.2.4. Team contact information (email, phone number, etc.) must be provided along with the fees.

2.2.5. Each team Captain must obtain signature from each member of the team on the Waiver form and submit to ACL before the start of the players' first game. No team or player will be allowed to participate in the league without submitting the waiver form. The team captain will be held responsible for any violation of this rule. Refer to ACL Code of Conduct document for violations and penalties. Waiver forms must be uploaded before start of first match played by the player.

2.2.6. ACL reserves the right to approve and disapprove team names for registration.

2.3. Team Roster

2.3.1. 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 \$25 per player. All changes have to be approved by ACL. Please have at least 2 days window to get approved.

2.3.2. '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 if the decimal is ≥ 0.5 or lower whole number if the decimal is < 0.5 , depending on the fraction. ACL has right to specify the exact Minimum Games for the season.

For example,

1. If a team to play 11 Round Robin matches, where the 30% is $11 * 30/100 = 3.33$, rounding off to lowest number makes it 3.

2. If a team to play 13 Round Robin matches, where the 30% is $13 * 30/100 = 3.90$, rounding off to highest number makes it 4.

2.3.3. 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 tournament.

2.3.4. 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.

2.3.5. 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).



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

2.3.7. Violation discovery

2.3.7.1. 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.

2.3.7.2. 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.

2.3.7.3. 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.

3. Format & Match related rules

3.1 Match Format

3.1.1 All matches will be played as one inning per side. Division 1 teams will have power play in first 3 overs of the innings where only 2 fielders are allowed outside the inner circle. At any point in the match, there should be a minimum of 2 fielders within the inner circle. Violation of this will result in a no-ball.

3.1.2. Each inning will consist of 15 Overs unless it's a shortened match due to weather or any other situation, determined by the ACL authority. Number of overs per inning should be decided before the first ball of the match is bowled. Minimum overs per inning is 8 to be called a completed match. Both teams have to play same number of overs for a result.

3.1.3. 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 bowlers 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

3.1.4. Each team will be required to bowl the allotted 15 overs in no more than 1 1/4 hours. There will be a scheduled drinks break for 5 minutes after 8 overs.

3.1.5. Minimum overs requirement MUST be satisfied for any game to be considered completed with result. Refer to 3.4



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

3.2 Start Time and Duration

3.2.1. ACL Match Play Times are all EST/EDT. The start time is **8:30 AM** until unless notified of changes. Start time for the second match in the same field is **11:30 AM** which could be followed by another match at **2:30 PM** only on selective fields. The **2:30 PM** matches are scheduled only for the first couple of months of the season.

- A. **08:30 AM to 11:15 AM** (15 minutes of grace period included for breaks/change over)
- B. **11:30 AM to 02:15 PM** (15 minutes of grace period included for breaks/change over)
- C. **02:30 PM to 05:15 PM** (15 minutes of grace period included for breaks/change over)

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

The toss shall be conducted no later than 5 minutes before the match start time if both teams are present on the ground. 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.

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

3.2.5. 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.

3.2.6. 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 be considered as forfeit.

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

3.2.8. 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 umpires.

3.2.9. 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

3.2.10. 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.

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

3.3 Completion of Overs and Slow Over Rate



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

3.3.2. Team bowling first must finish the allotted overs in 1 1/4 hours. The last over MUST be in progress at the mentioned time to avoid any penalty.

3.3.3. Umpires may make first announcement 50minutes after start time by which 10 overs must be completed. Bowling team captain is advised to consider the time remaining and the overs to be bowled to make necessary adjustments

3.3.4. 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.

There will be a scheduled drinks break of 5 minutes after 8 overs. Batsmen can ask for drink or a bat change only during the change of overs with permission from the Umpires. The second innings must start by one hour and 30 minutes after start time or 10 minutes after the first innings finish time team bowling second failing to complete their allotted in one and half hours will be penalized by ACL

3.3.5. 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

3.3.6. 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 hours after start time) to have a valid result of the game.

3.3.7. 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

3.3.8. Umpire's decision is final

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

3.4 Minimum Overs Requirement

3.4.1. 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.

3.4.2. 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.

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

3.4.4. 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



3.4.5. 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

3.4.6. 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.

3.4.7. 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.

3.5. Substitute players, Runners and Retiring

3.5.1. A team is allowed to have maximum of one substitute player per game if approved by the umpires and an approval from opposition captain is NOT required. Match played as a substitute will not be counted towards the "minimum matches" count (to be eligible for the play offs), i.e. this will not be counted as a match played.

3.5.2. 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.

3.5.3. A substitute player should belong to the requesting team roster and should have been listed on the ACL website, In case of play offs the 'minimum games' rule will be applied to the substitute player.

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

3.5.5. 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.

3.5.6. 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.

3.5.7. If a batsman retires because of illness, injury or any other unavoidable cause while playing, he is entitled to resume his innings. 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.

3.5.8. If a batsman retires for any reason other than 3.5.7 above, he may resume his batting only with the consent from umpires. If for any reason he does not resume his batting, his innings is to be recorded as Retired - Out and his runs will be added to his match count for calculating statistics.

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

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

3.5.11. No by-runner allowed in any situation of game. As per ICC no more by-runners in cricket as well ACL.



3.6 Rain Affected Games

3.6.1. 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

3.6.2. Rain before the start of the game

3.6.2.1. 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.

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

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

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

3.6.2.5. 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.

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

3.6.2.7. Play can extend beyond allotted time provided that umpires agree. In case of reserved field then the reservation time to be considered.

3.6.3. Rain after the start of the game

3.6.3.1. 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

3.6.3.1.1. Number of minutes delayed

3.6.3.1.2. Whether Team batting second can play the same number of overs as that of the team playing first

3.6.3.1.3. Whether the play area is in playable condition

3.6.3.1.4. 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. However, a playoff game may be moved to a reserve day scheduled by ACL

3.6.4. Rain on the reserved day: All the rain rules will apply. If still result cannot be determined, then higher ranked team will be deemed the winner.



3.7 Umpiring

3.7.1. 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 may 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.

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 team captains must file a complaint with ACL

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

3.7.2.1. 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 .If both captain agrees to have their own umpires then ACL can't take action for umpiring error.

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

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

3.7.5. 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

3.7.6. 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)

3.7.7. 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

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



3.8 Playing Surfaces & Markers

3.8.1. 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

3.8.2. 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.

3.8.3. 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.**

3.8.4. We advise 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 section 3.9 for dispute on field setup, pitch length, boundary setup, boundaries, etc.

3.8.5. 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 touching the fence where the runs are declared (1D, 2D, 4D) by either direct hit to the fence or the ball going over the fence, will be considered valid. On the other hand, any part of the fence where the regular boundary is, leaning on the fence and taking catch is NOT allowed. A regular boundary is defined where a batsman hits the ball along the ground and awarded 4 runs or awarded 6 runs where the ball directly hits the fence or goes over the fence. 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.

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

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

3.8.8. 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.

3.9 Field Setup and Pitch Length

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

3.9.2. Creases



The boundary and pitch set up is covered under “ACL Ground Rules” document in the “Downloads” section.

3.9.3. 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.

3.9.4. The suggested boundary limit is 55 yards/165 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.

3.9.5. ACL strongly recommends all the team to carry a measuring tape at least for 250 feet and it should be used for measuring the pitch length.

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

3.9.7. A batting side stump should be kept minimum 20ft from the fence and maximum of 30ft distance.

3.9.8. 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.

3.10 Awards and Trophies

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

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

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

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

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

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



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 standard ball 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 send the completed scorecard with results and signatures from team captains and umpires. The score sheets must 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 include Pre-Quarter Finals, Quarter Finals, Semi-finals and Finals and any match that's played to determine the playoff spot or ranking. It does not include round robin matches.

5.3. Rain Day (Play Offs Only): 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.

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

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.

6.1. 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.**



6.2. Player's Responsibility - It's their utmost duty to maintain the spirit of the game till the end on and off the field during the match

6.3. 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 2 warnings to a player and it happens the 3rd 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. Please refer to the penalties doc for more accurate information and details.

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 or consumption of alcohol on the field or on the premises including the parking lots and the area surrounding the fields is prohibited and all the park rules apply while playing. Violating team is subject to severe penalty and/or match ban (refer to ACL Code of Conduct)

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

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. In case of no official clothing is provided by ACL, any cricket-appropriate clothing may be worn.

10.2. 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 for setting up the pitch, field, and boundaries. If the setup is not agreeable to the opposing team, then umpire must make a call on the field setup following the ACL guidelines. 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.**

12.3 The home team should use a minimum of 18 cones with the distance between two adjacent cones not exceeding 20 ft. to mark the boundary line. Based on the dimensions of the field, if additional cones are required, to meet the 20 ft. maximum distance requirement, the home team should increase the number of cones to adequately mark the boundary line. The straight line between two adjacent cones, which should be at a distance of 20 ft. or less, should be considered to determine the boundary line.

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. ACL 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.

14.2. On a Reserve day, the match has to be replayed - including a fresh toss. See Rules 3.6 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 (the day before).

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. A team forfeiting the match should also be penalized monetarily as well as the ground fees is wasted for ACL.



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

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 the higher ranked team will be the deemed winner.
- 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 average NRR that was scored against the forfeiting team until that match will be awarded to the team. In case of forfeited/walk over game the team in violation will 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. 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. The team batting second in the main match will bat first in the 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 start of 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.

- In case scores are level, The team with the most number of boundaries combined from the main match and the Super Over is the winner the team with the most number of boundaries from the main match (that is, not including the Super Over) is the winner
- In case scores are level, the team with the most number of boundaries combined from the main match and the Super Over is the winner.
- the first satisfied of the following criteria will determine the winner:



- The team with the most number of boundaries (Both sixes and four) combined from the main match and the Super Over is the winner.
- The team with the most number of boundaries (Both sixes and four) from the main match (that is, not including the Super Over) is the winner.
- Still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery is the winner. Runs scored from illegal deliveries count towards the total for the following legal delivery.

Still equal in super over Scenario

1

RUNS SCORED FROM	TEAM 1	TEAM 2
Ball 6	1	1
Ball 5	2	2
Ball 4	6	4
Ball 3	4	2
Ball 2	4	1
Ball 1	1	4

Team 1 wins because of 4th ball Team 1 scored more run than Team 2.

Scenario 2

RUNS SCORED FROM	TEAM 1	TEAM 2
Ball 6	1	1
Ball 5	2	2
Ball 4	2	2
Ball 4(wide)	1	0
Ball 3	4	4
Ball 2	1	1
Ball 1	1	1

Team 1 wins, because team 1 has total score of 4(2+1+1) compare to team 2 score of 3 (2+1)



Scenario 3

RUNS SCORED FROM	TEAM 1	TEAM 2
Ball 6	1	1
Ball 5	2	2
Ball 4	6	6
Ball 3	4	4
Ball 2	1	1
Ball 1	1	1

Still equal then ACL to decide!!!!!! May be another super over.

16.6.5. 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

16.6.6. per 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.

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).

17.5. 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 (side 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 considered 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.

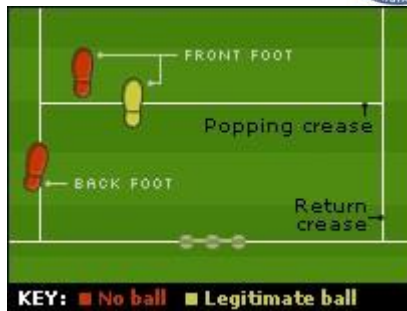
18.4.3. If either umpire considers that after such caution a further delivery by the same bowler in that innings is thrown, the umpire concerned shall repeat the procedure set out in (a) above, indicating to the bowler that this is a final warning. This warning shall also apply throughout the innings.

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.

19.4 It is unfair if the wicket-keeper standing back makes a movement towards the wicket after the ball comes into play and before it reaches the striker. In the event of such unfair movement by the wicketkeeper, either umpire shall call and signal Dead ball.

20. LBW

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

20.2. However runs for leg byes are allowed as long the batsman does not deliberately pad.

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 allowed but only after a legitimate warning by the umpire to the bowler and/or the captain of the fielding team. Mankadding means, bowler attempting to run out the non-striker before entering the delivery stride. The umpire should then warn the non-striker. Also the bowler should NOT have completed his bowling action (bowler should NOT have entered his delivery stride) in order to make an attempt for Mankadding.

21.2 If the non-striker continues to run after 1 warning and the bowler runs him out non striker can be declared out Mankadding if umpire think he was out of his crease.



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.

20.1.2. 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 hand. This also applies when the base moved but wicket didn't fall.

23. Recalling a batsman

23.1. Once a batsman is declared out by the umpire, umpire can revoke the decision before batsman gets out of the field or the fielding captain can recall the batsman by informing it to umpire.

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 Monday 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