



# Atlanta Cricket League

*Casual Cricket with Professional Outfit*

## Atlanta Cricket League 2018 Rules and Regulations for Fall Charity Knockout

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:

1. 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 \$25 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. To play in semifinal or final, a player should have played (in playing 11) 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)
    - i. It is more than 36 inch in length away from the middle stump on the off side, 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 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.

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. 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 contacts with the ball in any way. This includes balls that bounce over the head of the batsman. Anytime balls bounces over the head will be deemed as no ball.
- d. No ball because of **overstepping** the popping crease will result in a **Free Hit**.
- e. The umpire can give no ball for crossing or touching his back foot over the return crease (the side lines) and **this will also result in a 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/touching return crease 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 player retires for some overs (umpires call). A substitute player cannot bowl or bat but can 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 12 overs - the winner shall be determined using Super Over.

## 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 with the most number of boundaries (Both sixes and fours) combined from the main match and the Super Over is the winner. If these statistics are also the same, then team with maximum sixes & boundaries 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.
19. **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.
- a. Only 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.
  - b. The two fielders can be anywhere on the field. However, at any point there should not be more than **5 fielders on leg side**. The violation will result in a no ball. No restriction on number of players on Offside.
20. **Field Restriction:** At any point there should be **minimum of FOUR players inside** the inner circle. Maximum number of fielders allowed on leg side is 5. Any number of players can field on offside and there is no restriction. Wicket keeper should be present all the time.
21. **Ground Rules:** Players shall be allowed to use any regulation cricket equipment including gloves (batting and keeping), pads (leg and elbow), loin- 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-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 considered to be a **dead ball** by the umpire. Any kind of batsman dismissal, scoring rule is invalid for a dead ball. An extra ball should be bowled for the dead ball.
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 should 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, the stumps need to be in upright and original position or can be considered as single stump.
5. **Mankading-out** is allowed only after a warning (team warning). Umpire can warn and give out if it is more than 1 time by team 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 will 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: ACL reserves the right to change the rules.