



Atlanta Cricket League

Casual Cricket with Professional Outfit

(A non-profit organization)

www.atlantacricicketleague.org

ACL Ground Rules

- **All teams MUST follow the ACL ground rules, field categories, and specifications**
- Umpiring should enforce these rules and should report any violation
- **NO SMOKING** on the field or the premises. This is required by the City Park and Recreation Department.
- Team **MUST** use spring stumps. Each team should carry at least one set of stumps to the match
- Team should not dig stumps into the ground to prevent damage to the surface
- **HOME Team**
 - Is responsible for setting up the pitch and boundaries following the ACL specifications (See Field Categories and Field Diagram Section)
 - Home team should carry at least one set of spring stump, all cones/flags (30), and measuring tape for pitch and boundary, scores sheets
- Visitor team should provide one set of spring stumps for the match
- If the baseball bases/pitching mound/nets are remove during the game, they should be replaced after completion of the match
- Teams should clean up the trash after the match and should leave the dug outs clean. The City will charge ACL if the dugouts are not cleaned up.

ACL Field Categories

The grounds are divided into categories based on field size and offside obstruction (metal fence). Team must follow the following categories. The boundary/field remains the same for right-handed and left-handed batsman

Category	Off Side Requirement*	Rules	ACL Fields
Cat 1	Off side fence / boundary more than 140 ft	Regular boundary	Bell Memorial – 3, Best Friend Park - 1, Roswell Area Park - 2, Sawnee Mountain Park - 1, 3 Sharon Springs - 8
Cat 2	Off side fence more than 110 ft and less than 140 ft	Direct Hit is a 4D, Over the fence is 4D. Pitching and going over the fence is 4D.	Blackburn - 2, East Roswell Park – 4, Hobgood Park – 1, 2, 3, 4, Midway - 3, Newtown Park - 2, OCEE - 1, 3, 4, Roswell Area Park – 3, 4, Shakerag/River Trail Baseball Field, Sharon Springs - 5, 6, 7, Terrell Mill 1 (pitch on Dirt), Waller Park Ext, Webb Bridge Park - 3, 4, Wills Park – A
Cat 3	Off side fence between 90 to 110 ft	Direct hit is 2D, Over the fence is 4D. Pitching and going over the fence is 2D.	Best Friend Park – 2, Bethesda - 8, 9, 10, Blackburn - 1, East Roswell Park – 1, EE Robinson – 6, 7, George Pierce - 1A, 2A, Hembree - 5, 6, Midway - 2, Nickajack - 2, 3, North Park - 1, 2, 3, 4, Terrell Mill – 2, Wills Park – C, D

ACL reserves the right to amend the policies from time to time without advanced notice

Cat 4	Off side fence less than 90 ft	Direct hit is 2D, Over the fence is 2D	North Park - 5, Ocee Park - 2
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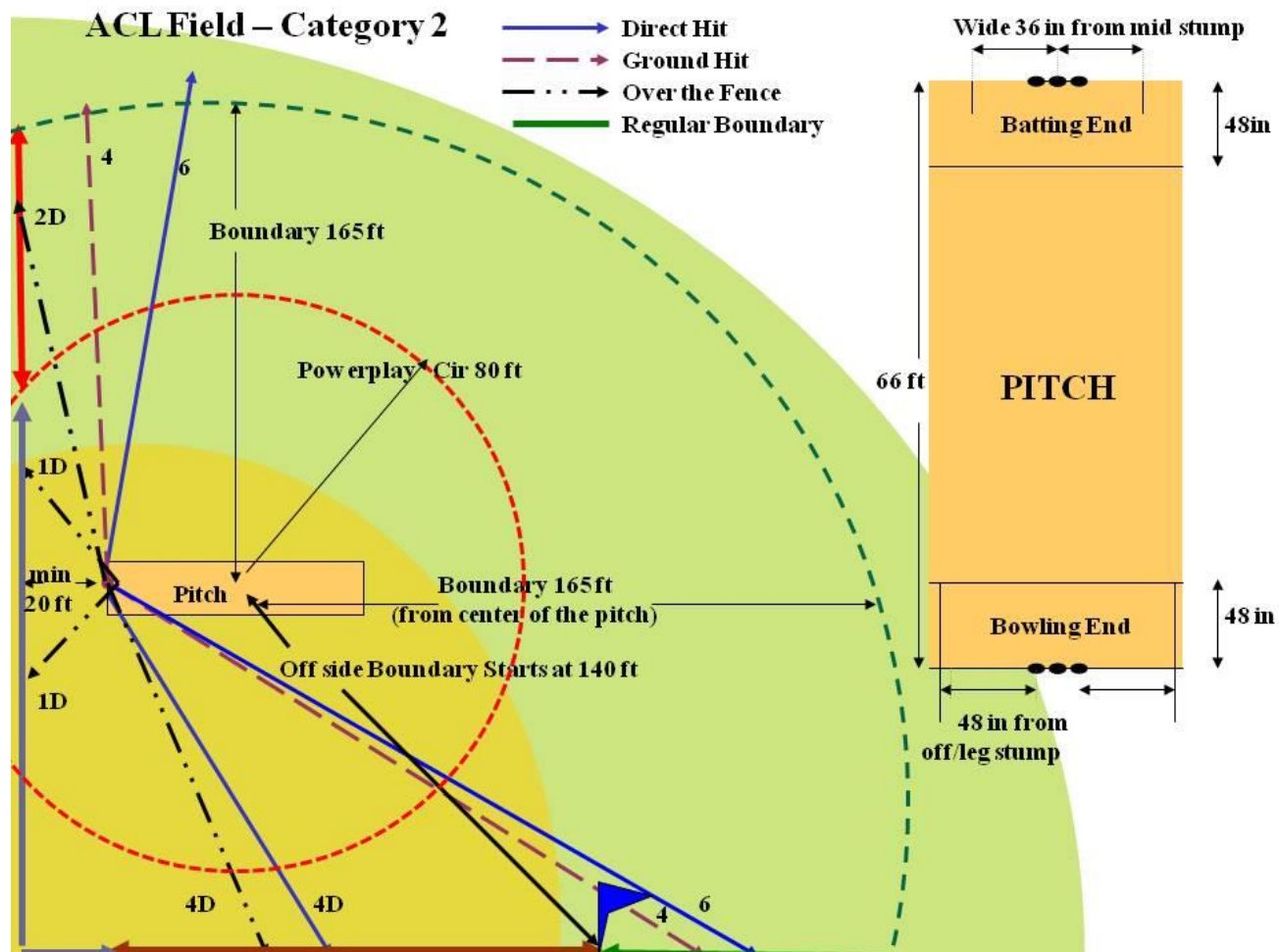
- *Off Side: Off side in this context is for Right Hand Batsman (RHB)
- The **stumps should be placed as far as possible from the offside fence**
- If off side fence is less than 140 ft (~ twice the pitch length), the regular boundary on off side starts from 140 ft (measured from center of the pitch). See field diagram section.
- **Over the Fence:** Fence refers to the metal fence and the soft net over the metal fence should be considered "over the fence"
- **Backside Fence**
 - On the leg side, 2D starts at 80ft from the wickets on the batting side. A cone/flag must be place to mark this spot
 - There is no offside 2D for Cat 2, 3 and 4 fields
 - Offside 2D mark starting at 80 ft can be used for soccer fields (e.g. Newtown Soccer field) or when playing on grass surface of regular baseball fields (e.g. Terrell Mill)
- **Leaning on or Touching the fence while catching**
 - 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
 - For **regular boundary**, if the fielder touches the fence, then it's **not a valid catch**
- **Ball getting stuck in the fence**
 - If the ball **bounces and then gets stuck, passes through or goes under the fence** (or gate),
- 2 runs will be declared (2D) for Off Side Fence (from Point area to 140 ft mark) or after Leg side 80 ft mark
- 1 run will be declared (1D) for Behind the keeper : from Point area to leg side 80 ft mark
 - 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.
- **Ball pitches and then bounces over the offside fence** (from point area to 140 ft mark)
 - For Category 2 field: 4D
 - For Category 3 field: 2D

Field Set Up and Diagram

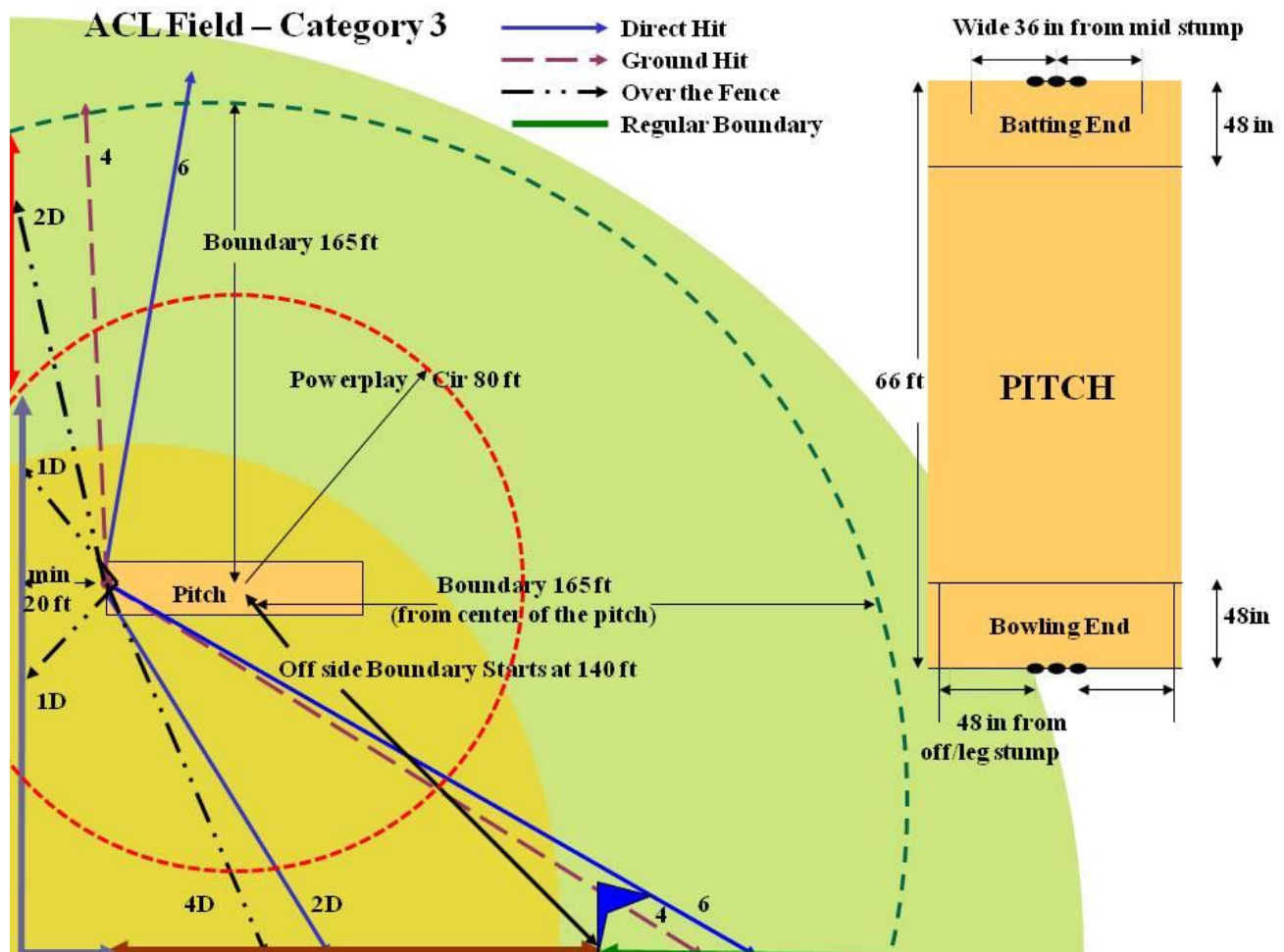
- Teams should follow ACL pitch and boundary specifications (illustrated in the diagram)
- **Pitch, Creases**
 - Pitch Length: 66 ft (22 yards)
 - Wide Mark: 3ft from **middle stump** (use of bat length is discontinued)
 - Batting and Bowling (Popping) Crease: 4 ft (use of bat length is discontinued)
 - Return Crease: 4ft 4in from **middle stump** - (use of bat length is discontinued)
- The crease should be drawn for a length of **at least 8 ft from the popping crease**
- Stumps: The batting side stumps should be placed **at least 20 ft** from the fence to give room for the wicket keeper.
- Bowler should have at least 10 ft gap between the bowling side stumps and the grass (where applicable) for a safe transition

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ACL Field Diagram (Category 2 Shown)



ACL Field Diagram (Category 3 Shown)



ACL Field Diagram (Category 4 shown)

