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Summary and Scope

The purpose of this document is to provide information for matters related to cricket being played under Atlanta Cricket League (“**ACL**”). This includes guidance on rules and processes as well as removing ambiguities to ensure smooth conduct of matches.

This document has been developed by ACL and every effort is made to make it complete and comprehensive. This document will continue to be enhanced and updated to address changes, facilitate clarification of rules and regulations and in response to feedback from the community

For more clarity on specific situations that are not discussed within this document, please refer to ICC rules document. It is highly recommended that everyone in the ACL community read and understand the ACL & ICC/MCC

- a) [MCC Cricket Laws](#)
- b) [Standard International T20 Rules and Regulations](#)
- c) [spirit of the match](#)

Please note that the ACL community has modified certain ICC/MCC laws and regulations to make the match more suitable for the hard tennis ball cricket. These changes and clarifications are defined in this document. It is mandatory for

- a) Captains and Team Members to read this document and understand the variances from standard Cricket rules and modifications.
- b) For any team member taking up umpiring responsibilities must read this document and understand the rules.

Every team will have access to a digital copy of this ACL T20 handbook (posted on the ACL website) and is recommended to carry a physical copy to the ground. All umpires are also strongly advised to ensure that they have access to this ACL T20 handbook.

ACL Board & Committees

Board – Guidance and Governance

board@atlantacrickettleague.org

Executive Committee – League Operations

committee@atlantacrickettleague.org

Umpiring & Scheduling Committee

scheduling@atlantacrickettleague.org; umpires@atlantacrickettleague.org

Statistics Committee – Scoring, Statistics and Awards

scores@atlantacrickettleague.org

Web & Media Committee – Website, Social Media & Email Campaigns

webmaster@atlantacrickettleague.org

Disciplinary Committee - Appeals

appeals@atlantacrickettleague.org

ACL Contact

info@atlantacrickettleague.org

Change in Procedures and Rules

ACL is a community of volunteers which is established with the objective of being run under a democratic process. The volunteers who in effect will review process and rule changes and propose the changes to ACL. This in turn will result in thorough deliberation and review for implementation or deferment, by ACL.

Waiver Requirement

Every ACL team member/player is required to sign a mandatory waiver that indemnifies the ACL organization and its Trustees, Board members, Officers, Committees, Subcommittees, and Volunteers from any legal proceedings.

Rules: Changes and Clarifications

This section enumerates recent changes to rules and regulations. Please also go through the details for a complete description of the changes. This section also provides additional clarification to issues and question raised in the recent past by the community.

Changes to Rules

None Available

Clarifications

None Available

Leagues and Teams

Leagues

ACL conducts the following Leagues as part of common minimum programs (Regular Season) that has associated play-off rounds (like Quarter Finals, Semi Finals & Finals). The following four championships will be referred as **League Championships**.

1. T20 League Championship
2. Division 1(15/15) League Championship
3. Division 2(15/15) League Championship
4. Division 3(15/15) League Championship

Teams are expected to register for League Championships and based on their ACL eligibility criteria teams will be placed accordingly.

Change of Team Name

Teams can change their names at any time by getting ACL approval. Teams registering for League Championships without official ACL approval for team name change shall lose their ranking/seeding. Teams can register in Ten10 Knock out tournaments with any name that is not objectionable to ACL. ACL reserves the right to approve/deny team names.

Teams and Player Association to Teams

A player who is considered associated to a team being in playing squad even for one match. Players are to be associated with one and only one team for the entire season for League Championships. The association is reflected in the registration of the team roster. No player should maintain multiple profiles in ACL.

Player Transfer

Not permitted in the League Championships in the same season

Penalties for using Ineligible Players (League Championships)

Teams are required to keep their players informed that they cannot play for two teams during the same season.

The onus is on the captain or others in the team management to ensure that all players who are playing for the team have not played for any other team in the same season and if there is any doubt on the field on the match day about player(s) having played for more than one team during the same season, then the opposing team captain has a right to ask for an ID check through the neutral umpire(s). The umpire(s) are expected to relay the matter to ACL and take appropriate action.

Player is equally responsible to make sure that he plays for one and only one team for the entire season.

Penalties

This section defines the penalties that will be levied on the player(s) and team(s) that contravene the rules associated with players representing multiple teams in the same season. The penalties below are defined to ensure that team management including captain performs due diligence before adding a new player to the team. Including a player whose transfer is not approved will be deemed as fielding an ineligible player with full knowledge, which is a clear violation of the ACL rule, and will be penalized as such (see case 1, 2 and 3 below)

Example:

If a player plays for a second team without disclosing that he has played for another team in the same tournament.

Penalties

1. The player is banned for the rest of the League round robin and associated playoff rounds
2. The team fielding an ineligible player will forfeit the up to next three matches and the captain may be suspended for additional matches. The penalty can be extended to the next season

Please note that a team can withdraw a player from the playing XI before play has started if it comes to their attention that the player concerned has played for another team during the course of the season. In such a case the team can also request the umpire for a change in the playing XI since play has not started.

Registering a Player

Teams are expected to register a player in their team before he is included in the playing XI/IX for a match. The player must sign the mandatory waiver to be considered eligible. Failing which, the player is deemed to be ineligible for the match.

Teams are not allowed to have or use fictitious names in the roster. This includes names such as - 'Team Manager', "First name Last name" etc., and the same will not be allowed to be entered in the online scorecard.

Equipment List

Provided below is a minimal list of equipment that each team must have in their possession to play a match. The absence of at least this much will almost surely cause problems to the normal conduct of the match -

1. At least one set of spring/regular stumps and usable bails. At least fifteen (30) boundary marking cones and sufficient (at least 15) flat/disc cones to mark out the inner circle.
2. ACL provided match balls, these ACL balls are provided either at the start of the season or at designated ball distribution events by ACL. At least two bats and any other related equipment required for playing the match.
3. ACL Blank score-sheets and/or ACL provided scorebooks for the match along with some writing instrument(s). The umpires are expected to come to the match with writing instruments. The playing XI details are to be provided to the umpires before the toss.
4. At the very least access to digital copies of this rules and the ICC rules through mobile devices.

Scheduling of Matches

Note: All times reflect EST or EDT as appropriate.

The Venue and Time

ACL assigns the ground, day and time for all matches.

The umpires are required to be present at least fifteen (15) minutes before the official start of play to oversee the toss and discuss ground rules. The umpires are to take all steps necessary to ensure that the match starts on time. Please note that late arrivals by the umpires and players can result in penalties.

Grounds

All ACL matches have to be played on grounds reserved by ACL in order to comply with requirements imposed by the owners of the grounds (local cities and private parties). Teams must carry a copy of the ground permit which needs to be shown to any parties contesting usage of the ground.

Playing without permits will result in censure from the authorities which in turn can lead to jeopardizing the availability of grounds for the league. This is applicable to scheduled matches as well as practice matches. No ACL matches of any kind can be played without permits.

Please refer to [Section: Interrupted Matches](#) for details on non-weather related interruptions.

Assembling for the Match

1. All matches are scheduled to start at the defined time of the match week. Both the teams must arrive at the ground 30 minutes prior to the scheduled start of the match. The umpires must arrive at the ground 15 minutes prior to the start of the match to initiate the toss, confirm ground rules, and ensure a timely start of the match
2. The two captains will provide the names of the playing XI in official score-sheet.
3. Both the teams must have at least 8 players on the ground at the time of the Toss; else the defaulting team will automatically forfeit the toss.
4. Both of teams should have at least 8 players on the ground to start the game
5. If one of the teams does not have 8 players on the ground at the scheduled start time and opponent team have at least 8 players then the umpire has to deduct 2 overs for every 15 minutes for first 30 mins and 3 overs for next 15 mins up to 1 hour from the number of overs the defaulting team's batting innings. After 1 hour the defaulting team forfeits the match. This will result in -1 points for the team in default during round robin and \$50 penalty.

Ex: Considering 8:30 AM as start time. 8:15 as Toss time. Team A has 8 or more players and Team B has 7 or less players. If Team B has 8 players any time before 9:30 AM then the match can start and we need to use the following deductions based on the 8th player arrival

8:15 AM – Team A wins the toss by default

8:30 AM – Team B overs will be deducted to 18 Overs and game will be pushed to 8:45 AM

8:45 AM – Team B overs will be deducted to 16 Overs and game will be pushed to 9:00 AM

9:00 AM – Team B overs will be deducted to 13 Overs and game will be pushed to 9:15 AM

9:15 AM - Team B overs will be deducted to 10 Overs and game will be pushed to 9:30 AM

9:30 AM – Team B forfeits the match

6. If both teams do not have 8 players at the scheduled start time (8:30AM EDT), the umpire can delay the start of the match using the following reference. At any point in time before forfeit if one of the team meets the minimum 8 player requirement use the rule above(section 5) after deducting respective overs using the table below

Ex: Considering 8:30 AM as start time. 8:15 as Toss time. Team A has 7 or less players and Team B has 7 or less players.

Toss will happen when one of the team has 8 players. Toss will be awarded to the first team that has 8 or more players after 8:30 AM.

- 8:30 AM – Match will be delayed to 8:45 AM. 1 over will be reduced for both innings(19 over game)
 - 8:45 AM – Match will be delayed to 9:00 AM. 2 over will be reduced for both innings(18 over game)
 - 9:00 AM - Match will be delayed to 9:15 AM. 3 over will be reduced for both innings(17 over game)
 - 9:15 AM - Match will be delayed to 9:30 AM. 5 over will be reduced for both innings(15 overs match)
 - 9:30 AM – Match will be considered as forfeit by both teams
 - In the round-robin/league phase, the standard forfeit penalties will apply
 - In the knock-out phase, the next opponent will be granted a bye
7. For rainy days, [Section: Rain Forecast](#) below overrides this rule 4(above).
8. All players are expected to be present at the ground at the start of the match and to be present at the ground until their participation in the match is completed. There are however situations wherein players either arrive late or leave the match (or field) for periods of time. This section defines the restrictions to the participation of players who arrive at the ground after the start of the match. Essentially no player can join the match after the match has started, unless -
- Captain had informed the Umpires BEFORE the start of the match that the said player(s) is/are going to be late. Umpires will NOT allow any player to join unless they were informed before the first ball was bowled.
 - The team captain must inform the umpire of the name(s) of the player(s) joining the match after its commencement. Once this communication is complete, the player cannot be changed. This is equivalent to announcing the playing XI.
 - The player in question must register (check-in) with the umpires at the completion of the over that is in progress when he arrives or at the fall of a wicket.
 - The restrictions on the participation for late arrivals are listed below (this assumes that the umpire was informed before the match and the player has checked-in)
 - A player who comes late can only bat after the fall of 5th wicket if his team was batting first.

- A player who comes late can bowl anytime in the second innings if his team was batting first.
 - A player who comes after X overs of his team's bowling inning will not be allowed to bowl for another X overs of the bowling inning.
 - A player can only join within the first 1 hour of match start time either they are bowling or batting
- If the umpires are not informed that a specific individual is joining the match late, then he is treated as a substitute. In other words the player is neither allowed to bat nor bowl or keep wickets. The player is only allowed to field for the match as a substitute.
 - Examples that can be used as guidelines:
 - Team A is batting first and the player(s) arrive late. The player(s) can bat after the fall of the 5th wicket AND can bowl after waiting X number of overs he is late by.
 - Team A is bowling first and the player(s) arrive(s) after 5 overs were completed. The player(s) can bowl from the 11th over onwards and can bat after the fall of 5th wicket in their team's batting inning.
 - A player came after 10 overs or after first one hour of first innings (which ever come fast). The player(s) will not be allowed to bowl or bat and can only be used as substitute.
9. The rules and penalties associated with the late arrival of an umpire are explained in the [Section: Umpiring](#)
10. Rain forecast

If rain is predicted over the weekend including Friday night OR if it is drizzling during the early morning of match day OR it has rained heavily during the days before the match day thereby making the ground conditions unplayable then, **the following steps must be taken unless the matches are called off by ACL.**

Step 1: The Team's must report to ground with the minimum required players. Umpires and both Captains to review the field and playing conditions before a decision is made. The final decision must be taken by the on-field umpires based on the circumstances

Step 2: The Team's captain(s) must call ACL coordinator for the weekend, to communicate and seek clarification, if required. The final decision must be taken by the on-field umpires based on the circumstances

Step 3: Teams must submit the playing 11 to on field umpires on ACL official score sheet at the time of decision, and update ACL website scorecard.

During the deliberations for arriving at a decision, Team Captains and Umpires, must weigh the below options

- **Reschedule:** ACL will decide if the game needs to be rescheduled..
- **Delayed Start:** If the match is going to be outside of scheduled window even with minimum of 10 overs each innings then both captains and umpires has to agree on new start time on the same day. If possible, the match must be shortened as per ACL guidelines to complete the match within the stipulated time period.
- **Mutual review and consent:** If there is no mutual consent between the two teams to either re-schedule/abandon or play the match, the umpire(s) will assess the ground and weather conditions, and decide which will be binding and final on both teams.
- The decision to play the match must be made with **"Safety of the Players" as the first criteria** and then based on the ability to complete the match and finally the quality of the match.

11. For every match, one of the team will be assigned as HOME team. Home team will carry the responsibility of preparing the pitch, placing the boundary cones.
12. If the scheduled ground is found to be not available or the condition not suitable for playing on the match day then before moving to the new ground(ACL should provide alternate ground) minimum 8 players from both the teams should be present on the originally scheduled ground and rules mentioned above regarding timing, over deduction and forfeit still applies.
13. If, before start of the match, both the captains are aware that the ground will be available only for a certain amount of time and that they cannot finish the 20 overs match by the prescribed time due to external factors, then umpires can calculate a reduced overs match of not less than 10 overs per innings within intent of completing the match in scheduled window.
 - The two teams must make a conscious effort to play the match.
 - The umpire will use a basis of 5 minutes per over plus a 10-minute inter-inning break to calculate the maximum number of overs per inning.
14. If the match is reduced due to the reasons mentioned in the earlier rules then both teams must use minimum 5 bowlers with maximum overs per bowler being restricted to # overs match / 5 rounded off to the next highest integer. Some examples are provided hereunder:

Overs per innings	Max for each bowler
20	Max 4 Overs per bowler
19	Max 4 Overs per 4 bowlers
18	Max 4 Overs per 3 bowlers
17	Max 4 Overs per 2 bowlers
16	Max 4 Overs per 1 bowlers
15	Max 3 Overs per bowler
14	Max 3 Overs per 4 bowlers
13	Max 3 Overs per 3 bowlers
12	Max 3 Overs per 2 bowlers
11	Max 3 Overs per 1 bowler
10	Max 2 Overs per bowler

15. The captains of both the teams will need to provide a list identifying the playing 11 at the time of the toss to the neutral umpire(s).
 - This is a requirement.
 - The list should include the names of the players as indicated in the ACL website profiles and not any aliases or nick names
 - Please note that the captain will also need to inform the umpire of team members who are joining the match late.

Interrupted Matches

There are occasions when the matches get interrupted. The causes could be a loss of a ground, bad weather or for that matter any external event over which the teams have no control. In all such situations the expectation is that both teams make a very conscious effort to play out the match

on the same day.

- An interrupted match can only be resumed at the same ground where the match was started. In other words, an interrupted match cannot be continued at an alternate venue.
- An interrupted match is moved to another ground at an alternate time, it must be considered as a new match and new toss is required.
- To complete matches by the desired time, the numbers of overs per side will be reduced for any case wherein the match started after 8.30AM EDT or 1.30PM EDT. While this is more likely to be an issue when matches are interrupted, the same table is to be used if a match commencement is delayed.

Start Time		Innings Break	Max overs per inning
8:30AM EDT	1:30 PM EDT		
After 9.30AM EDT	After 2.30PM EDT	N/A	Abandoned or Forfeited
Between 9:15 and 9:30	Between 2:15 and 2:30	10 Minutes	16 overs
Between 9:00 and 9:15	Between 2:00 and 2:15	10 Minutes	17 overs
Between 8:45 and 9:00	Between 1:45 and 2:00	20 Minutes	18 overs
Between 8:30 and 8:45	Between 1:30 and 1:45	20 Minutes	19 overs
At 08.30AM EDT	At 1:30PM EDT	20 Minutes	20 overs

Here are some guidelines for the umpires to estimate a realistic match start time:

- Time to set up the field: 15 minutes
 - In effect from the time ACL communicates that a ground is available, the umpire should add 10 minutes to estimate the match start time and use that to determine the maximum number of overs per inning.
 - In case the 10 overs a side match cannot be completed due to weather related interruption on the same day, it is considered "abandoned".
 - Note that any penalties in the form of reduction of overs assessed at the official start will be assessed on the revised number of overs.
2. If the match cannot be completed and is deemed abandoned on the same day, then the captains can request ACL to reschedule the match at an appropriate point (If possible). Please refer to the section on [Rescheduling Matches](#) for more details.

Teams Withdrawing and Forfeiting

1. If a team withdraws from the League mid-way, then the results of all the matches involving this team shall remain valid. All future matches scheduled involving this team will be considered as forfeits and the opposing team will be awarded 4 points and 0 NRR (during Round Robin).

2. A team which withdraws from playing in ACL before the completion of League, other regular teams cannot take players from this withdrawn team. ACL will enforce a monetary penalty and award a forfeit for the team that takes players from these teams.
3. Forfeit Penalties: This specifically enumerates the penalties related to forfeits of matches by teams. This covers forfeits from (a) teams declining to play a match due to internal reasons (b) teams unable to have eight players by 9:30AM EDT (c) walking away during a match.

During Round-Robin phase

- Forfeit prior to match: -1 Point
- Forfeit because of not meeting the 8/8 rule : -1 point
- Forfeit due to expulsion from ground: -1 point
- Forfeit due to walking away from the match: -1 point, a team penalty of \$200

During Playoffs phase

- Forfeit prior to match OR
 - Forfeit because of not meeting the 8/8 rule OR
 - Forfeit due to expulsion from ground OR
 - Forfeit due to walking away from the match, a team penalty of \$200
4. All forfeits are subject to the following additional penalties -
 - ACL reserves the right to assess additional penalties of teams that forfeit multiple matches in a tournament which could include not being invited for future tournaments.

Penalties

In a League like ours it is imperative that each member does their due diligence to ensure that others in the League are not inconvenienced or put ACL at risk. Thus, a number of deterrents in the form of penalties have had to be put in place in order to ensure the common good. Some of these are reflected in the form of monetary penalties, some others in the form of exclusion from participation and in some cases warnings to teams or players.

To reiterate, all penalties have only been defined to support the common good and ensure that the spirit of the match/game is upheld and league runs with least disruption.

Various sections in this handbook have references to penalties for actions that are detrimental to the league. This section reflects expectations on how teams need to handle the assessed penalties.

1. Monetary Penalties

- A payment link will be sent by ACL to the team for submitting the payment. Please note any additional transaction fee is also to be paid by the team which is being penalized.
- All monetary penalties must be paid by NO LATER THAN Friday 12 Noon before scheduled match day, from the occurrence of the first day of infringement. For example.
 - If the umpire no-show happens on Sunday, Mar 19 the penalty is due by no later than noon EDT on Friday, March 24
- If the penalty is not paid by then, the team will continue to “forfeit” its matches till penalty is paid in full through electronic transfer via PayPal.
 - This would also attract the standard forfeit penalties.

2. Suspensions

- Teams are expected to honor suspensions of players by not including them for the prescribed set of matches.

- ACL will be communicating suspension related information to opponents and umpires of future matches.

3. Warnings

- There are some occasions where teams and players are formally warned for contravening rules or expected behavioral patterns.
- Although there is no material or participation penalty, teams are expected to treat these seriously and convey these to the players who have caused this warning to be issued.
- ACL may let opponents and umpires of future matches of warnings issued to certain teams and players.

Ground Preparations

This section defines the dimensions of the pitch and ground to be used for all ACL matches. While it is understood that not all grounds will be able to honor the distance to the boundary, the expectation is that teams do their utmost to ensure that grounds are as close to the prescribed guidelines below.

1. The boundary

- The boundary length will be measured from the center of the pitch in line with the middle stump and it will be a radius of 165 feet, in all the directions.
- If sufficient distance is not available the teams should agree to ground rules on declaring runs when a ball goes out of play. The final decision will be made by the neutral umpire(s) if the teams disagree.
- If there is sufficient distance the boundary MUST be set at 165 feet
 - Teams should NOT deliberately set the boundary line beyond 165 feet.
 - Teams also should NOT deliberately set the boundary line to be less than 165 feet if there is enough distance to accommodate the required distance.
 - The rationale that this is the same for both teams will not be accepted.
 - Any team that indulges in this action deliberately will be penalized to the tune of 2 points and a 0.5 NRR reduction.
 - If the deviation was discovered before the match, the boundaries are to be reset to the expected distances. The umpire is to issue a warning to the home team.
 - If the deviation from the rules discovered during the match, the away team and umpires can choose to reset the boundaries should they desire.
- The umpires can choose to ask for a measure of the boundary lines at the start of the match or at any point in the match. They should report violations wherein the boundary was not set to 165 feet where it was possible (irrespective of whether it was intentional or not)
- Place sufficient number of cones to ensure that the boundary is clearly visible. Please note that the cones should be placed as close to each other as possible. At least 20-25 cones should be used and ideally up to 30 for full 360 degree grounds.

2. The Pitch

- The pitch length should be exactly 66 feet between the wickets.
- The bowling crease is drawn in line with the stumps on both sides. The crease line should be drawn for a minimum length of 8ft from the popping crease.
- The batting crease (popping crease) will be drawn four feet in front of and parallel to the bowling crease at both the batting and bowling ends.
- The return crease is drawn perpendicular to the bowling crease and should extend 4 ft in front and 4 feet behind the bowling crease (from stumps).
- Wide markers are set 3 feet from the middle stump on the bowling crease at the batting end. These are to be used by the umpires as guidelines to call wide balls on the off-side.
- The umpires can ask for a re-measure of the pitch and crease dimensions at the start of the match.
- Some suggestions –

Commented [1]:

Commented [2]:

- Measure a rectangle with dimensions of 66ft by 8ft 8in and then draw the popping, return and bowling creases as well as the wide lines and location of middle stump. Place the stumps after that based on the measurements. This will ensure the correct orientation of the pitch
 - Ideally teams are requested to use visible marker (or powder) to mark out the popping crease, the return crease and the wide markers.
3. Inner/Power Play Circle
- Power play is for first six overs
 - The concept of an inner/power play circle has been introduced to prevent teams from placing all their fielders on the boundary at the end of the inning. This inner circle from the center of the pitch in line with the middle stump and it will be a radius of 80 feet, in all the directions.
 - The fielding team can have at most **two fielders** outside the inner circle at any point of the power play.
 - The fielding team can have at most **five** fielders outside the inner circle at any point of the innings.
 - Please note that (a) only five fielders are allowed on the leg side at any point and (b) additional restrictions are imposed during the power play overs.
 - Guidelines and penalties for not setting the inner circle to the prescribed distance are identical to the penalties for a similar offense with the boundary lines. Only one of the penalties will be assessed if both the boundary lines and inner circle have not been set correctly.
4. Teams are encouraged to use bails for the stumps on both sides. If only one set of bails is available then the batting side stumps should have bails. Missing batting side bails will result in a warning to the designated home team and follow on offences may lead to penalties for the team. The umpire will report matches played without bails to ACL.
5. Declared Runs (**Where Applicable only**):
- The umpire and captains from both the teams should review all the declared runs rules, before start of the match and these cannot be changed. The umpires will have the final authority for any scenarios that are not discussed for declared runs.

Commented [3]:

Umpiring

Honoring umpiring commitments is a mandatory obligation that each team must fulfill to run ACL effectively. Teams are requested to ensure that no umpiring commitments are missed; the designated umpires do the necessary preparation to ensure that they can officiate a match properly.

1. The umpiring team must update the names and contact numbers of the umpires as per the ACL guidelines on ACL Website (Team Login)
2. The designated umpires must:
 - Familiarize themselves with all the rules, and rules that are different in ACL, and specific to the format and grounds.
 - Make sure that they have access to the ACL T20 Rulebook, and have a writing instrument.
 - Required to be present at the ground minimum fifteen minutes before the start of the match.

3. Late Arrival of Umpire:

If an umpire is late, either of the team captains is to report this to the ACL (log a complaint via email to Umpiring and Scheduling Committee with a CC to info@atlantacrickettleague.org and along with the match ID).

- If an umpire shows up after the stipulated start time but before 9 am,
 - The umpiring team will be penalized \$25 for each such offence
- If an umpire shows up after 9:00 am but before 10 overs are completed
 - The umpiring team will be penalized \$50 for each such offence
- If an umpire shows up after 10 overs or does not show up at all
 - The umpiring team will be penalized \$100 for each such offence

The penalties will be communicated to the umpiring team and will need to be paid as per the ACL defined payment method and by the following (immediate) Saturday 12 Noon.

4. Playing teams should start the match at the scheduled start time if the neutral umpire is late and proceed with the match with batting team's umpires. If the neutral umpire shows up late then he is allowed to administer the match going forward. In the second innings umpire should resume duty at the same point as he did in the first innings. No inputs/comments will be entertained from the umpire for the portion of the match when he is off duty. This is only applicable for Round Robin matches. ACL will provide neutral umpires for Play Offs
5. Umpires should make sure that both the teams have new balls distributed by ACL. If one of the teams does not have a new ball then the other team should extend the courtesy to lend one ball to the first team. The umpire and the captains should report this incident to ACL. If both the teams do not have new ACL supplied balls then the umpire can allow the match to be played with any other new ball that the teams have, provided that two identical new balls are available. Umpires must notify ACL about the incident and the teams shall be penalized as per the [ACL Code of Conduct](#)

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6. Substituting umpires – Substituting umpires is NOT allowed to maintain consistency of decisions. However, if an emergency arises (such as an injury, sickness or a family emergency) due to which an umpire must leave, the match can continue with a substitute umpire or with just one main neutral umpire and the leg-umpire from batting team. ACL must be notified of such incident by the Team Captains
7. If there are two neutral umpires, the umpires **MUST** exchange their positions at least every two overs. The only exceptions to this situation is when both captains approve a request from the umpires that one of them has impairments due to which he is not able to physically discharge the duties of the main (straight) umpire. In this case, the umpires will not change their positions throughout the match.
8. Use of camera replays
Umpires cannot use camera replays of any kind to confirm or complete any decision. Teams are requested not to present umpires with slow motion replays to content or influence any decision. The umpires should ignore the presented evidence and stay with their current decision.

Post-Match Activities

Score sheet validation

Umpires must make sure that the scorecards are filled out completely before the teams leave the field. If not, Umpires should make sure that the playing team captains complete the scorecards before leaving the venue.

The scorecards must be amended to only use names that are registered in ACL and not use nicknames or shortened names to avoid confusion when the detailed scorecard is entered on ACL website.

All Score Sheets must be signed by both umpires and captains.

Man of the match

Based on the observation of the match and score sheet, the umpires should nominate a single player as the man of the match.

The final call rests with the umpires and is to be done before the teams leave the field. Teams are requested to avoid lobbying for any specific player(s).

Please note that it is not binding that the man of the match must be from the winning team. There are some cases wherein players from the losing team merit the Man of the Match award on the strength of their individual performances although it may not have resulted in a win.

Match Result Update on ACL Website

Match result entry in schedule page should be used to enter brief score and detailed score for that match. This is the responsibility of Captain for the respective team.

Score Sheet Handover

On completion of the match both the score sheets must be handed over to the umpires. Umpires MUST upload the Score Sheets through their team captain to ACL website. This will also facilitate any corrections, clarifications or amendments to be applied during the score sheet validation process.

Detailed Scorecard Entry

The respective team captains are responsible for entering and submitting the detailed scorecard on ACL Website.

A complete and correct detailed scorecard must be entered and committed by immediate Tuesday 6PM EDT for the match played on preceding Saturday/Sunday. Delays in submitting the detailed scorecard will result in penalties. The penalties will be assessed on the team(s) responsible for the delay.

There are often situations wherein teams are hamstrung due to situations such as listed below –

1. Players who are not registered or activated.
2. Use of nick-names in the scorecards.

These causes quite significant additional work for either teams and often for the volunteers. And of course, often are the cause for delays in getting the scorecards submitted and ensuring penalization. It is therefore expected that all teams make sure that due diligence is exercised to eradicate this problem.

Penalties

The team responsible delays in submitting the detailed scorecard will be penalized as follows:

1. A Warning for the first offense
2. A Penalty of \$10 for the second offense
3. A Penalty of \$25 for each subsequent day.

Incomplete Scorecards

Scorecards that are incomplete will be deemed invalid and the teams will be subject to penalties associated with delayed scorecards.

All scorecards must only have the names of the players who played in the said match. Use of substitute names is prohibited and the scorecard will be automatically deemed incomplete.

If there are problems in the scorecards or scores please email in the specified format in ACL provided email address as listed in ACL website

The only instance when the deadline will be extended to teams is, if the score is in dispute and the matter is under investigation.

It is mandatory that the Score Sheets are reviewed thoroughly before signing and leaving the ground.

Rescheduling Matches

ACL does not allow rescheduling of matches for any reason.

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

An alternate play day – "Rain Day/Reserve Day" will be used as a reserve match 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 match 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 championship.

Example: If a pre-quarter final match between teams ranked B4 and B5 is washed out on the match day and the reserve day, then team B4 will advance to the quarter final.

Umpires for Rescheduled Matches

Matches rescheduled by ACL

The original Umpires assigned for the earlier match shall be required to stand in for the rescheduled match. The only exception is if the original umpiring teams have an ACL scheduled match on the same weekend as well. ACL will assign alternate umpires for the rescheduled match.

Ground and Umpiring Assignment Allocations

ACL reserves the right to change the dates, the grounds, the umpiring assignments and the overall timeline of the league. ACL will be very fair and reasonable to all its member teams while making any adjustments

Team Rankings

Team rankings will dictate the grouping for league and the ranking will be based on performances in the most recent Regular Season.

The final rankings for a league will be based on the following model

- The winner will be ranked one and the runner-up will be ranked two.
- The losing semi-finalists will be ranked three and four based on the NRR of the semi-final match that they lost.
- The losing quarter-finalists will be ranked five through eight based on the NRR of the quarter-final match that they lost.
- All remaining teams are ranked based on points and NRR from the round robin stage.
- All new teams or teams that have not played in the last year will be ranked below the current ACL teams based on a draw.

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

Dispute Resolution

Disputes

Both playing teams and umpire(s) are required to have access to this document (the ACL T20 Handbook). They are also suggested to carry [ACL Code of Conduct](#) document.

Please refer to the above documents to resolve disputes that may arise between the various parties. If, however the disagreement cannot be addressed, please call one of the [ACL](#) for assistance.

In the absence of a resolution through the document or a phone call with ACL, the umpire's decision should be upheld and match should be continued

Appeals Procedure

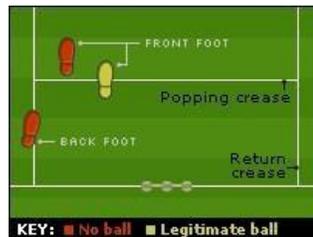
Teams are requested to send their appeals to info@atlantacricicketleague.org. ACL will then forward the respective appeals for adjudication by the Disciplinary Committee. The teams are strongly discouraged from using any other forum for airing such grievances. Teams are expected to provide all the available information to ACL relevant to the appeal. Please refer to [ACL Code of Conduct](#) document for more details

Rules and Laws

1. No-Balls & Dead-Balls

1. Front foot No-Ball

If at the point of landing no part of the bowler's front foot (grounded or raised) is behind the popping crease the umpire will call and signal a No-Ball. This is a foot-fault no-ball and results in a Free Hit.



2. Back foot No-Ball

If bowler's back foot touches the return crease during the delivery stride, then the umpire will signal a No-Ball. The return crease (side crease perpendicular to popping crease) shall be marked from the popping crease to a minimum of 8ft behind it and shall be considered to be unlimited in length. This is also a foot fault no-ball and hence leads to a Free Hit. Note that if the heel is raised above (but not touching) the return crease, then it is NOT a no-ball.

3. Bowling of high full pitched balls

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. The umpire shall call and signal No-Ball for each such delivery.

Action is to be taken by the umpire feels that the ball was fast enough to be deemed dangerous. The first occurrence will result in a warning and a subsequent instance will result in the suspension of bowling privileges for the bowler.

If the striker has moved from his normal guard position then the umpire will only call no-ball if he feels that the ball would have passed on the full above waist height of the striker if he were standing upright at the crease.

4. Full Pitched Delivery Hitting the Stumps

If the delivery hits the stumps without making any contact with the bat or the batsman, the ball will be deemed valid and the batsman will be declared out bowled

If the delivery makes contacts with the bat or the body of the batsman before hitting the stumps, it will be subject to the conditions associated with height related no-balls

5. Bowling of short pitched balls

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 overhead will be deemed as no ball.

If the striker has moved from his normal guard position, then the Umpire will only call no-ball if he feels that the ball would have passed over the shoulder of the striker if the warning has already given in the same over or ball passes over head if he were standing upright at the crease.

6. If there is only 1 neutral umpire then the straight umpire can overrule the leg umpire's decision should he feel the call was not accurate. If there are two neutral umpires, they can consult each other and overturn any decision because of the consultation.
7. The umpire will call a No-Ball if there are more than 5 fielders on the leg side of the striker.
8. The umpire will call a No-Ball if any fielders (including the wicket-keeper) talk after the bowler has started his run-up. The batsman can walk away from his stance if fielders are talking after the ball is in play.
9. The umpire will call a no-ball if the wicket-keeper gathers the ball before the ball has crossed the stumps without making any contact with the bat or body of the batsman
10. As per regular cricket laws. When a No-Ball is bowled, a batsman can be declared out for any of the following – run-out, handled the ball, hit the ball twice, obstructing the field.

11. Free Hits

Free Hits will only be awarded for foot-fault no-balls and no other form of no-ball.

The delivery following a no ball called for a foot fault shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball) then the next delivery will become a free hit for whichever batsman is facing it.

For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball. (Run-out, handled the ball, hit the ball twice, obstructing the field)

Field changes are not permitted for free hit if the same batsman will be facing the free hit delivery. The fielders can be moved if and only if the batsmen have crossed over.

12. If a bowler makes contact with the stumps during his delivery stride, the ball delivered will be deemed to be a No-Ball. This however does not result in a free-hit.
13. Bowling with an Illegal Action (Chucking):
 - Umpire to warn the bowler and Captain prior to calling the infringement
 - If the umpire feels a bowler is throwing/chucking then he should call a no-ball right away.
 - Every such delivery should be called a no-ball.
 - The fielding team cannot use justification along the lines that this bowler has been bowling like this before and was not called. Any prolonged arguments will be deemed to be hostile behavior and is liable for sanction.
 - This is an on-field decision and the umpire's interpretation and decision is final.

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2. Dead Ball

1. Dead Ball - ICC Law 23.

A ball is deemed to become dead when

- It is finally settled in the hands of the wicket-keeper or of the bowler
- A boundary is scored. See ICC [Law 19.3 \(Scoring a boundary\)](#).
- A batsman is dismissed or adjudged to be out.
- The ball will be deemed to be dead from the instant of the incident causing the dismissal where obvious or of the umpire declaring the batsman to be out. Conversely the ball remains in play unless a batsman has been declared to be out.
- Whether played or not it becomes trapped between the bat and person of a batsman or between items of his clothing or equipment.
- Whether played or not it lodges in the clothing or equipment of a batsman or the clothing of an umpire.
- It lodges in a protective helmet worn by a fielder.
- There is an award of penalty runs under either of ICC [Laws 2.6 \(Player returning without permission\)](#) or [41.2 \(Fielding the ball\)](#).
- There is contravention of ICC Law 41.3 (Protective helmets belonging to the fielding side).
- The ball shall be considered to be dead when it is clear to the bowler's end umpire that the fielding side and both batsmen at the wicket have ceased to regard it as in play.

- **Ball finally settled**

Whether the ball is finally settled or not is a matter for the umpire alone to decide.

- **Call of Over or Time**

Neither the call of Over (see ICC [Law 22.4](#)), nor the call of Time (see ICC [Law 16.2](#)) is to be made until the ball is dead.

- **Umpire calling and signaling Dead ball**

When the ball has become dead under the base law 23 (see above), the bowler's end umpire may call and signal Dead ball if it is necessary to inform the players. Either umpire shall call and signal Dead ball when

- He intervenes in a case of unfair play.
- A serious injury to a player or umpire occurs.
- He leaves his normal position for consultation.
- One or both bails fall from the striker's wicket before the striker has had the opportunity of playing the ball.
- The striker is not ready for the delivery of the ball and, if the ball is delivered, makes no attempt to play it. Provided the umpire is satisfied that the striker had adequate reason for not being ready, the ball shall not count as one of the over.
- The striker is distracted by any noise or movement or in any other way while he is preparing to receive, or receiving a delivery. This shall apply whether the source of the distraction is within the match or outside it. Note also (vii) below. The ball shall not count as one of the over.

- There is an instance of a deliberate attempt to distract under either of ICC [Laws 42.4 \(Deliberate attempt to distract striker\)](#) or [42.5 \(Deliberate distraction or](#)

obstruction of batsman). The ball shall not count as one of the over.

- The bowler drops the ball accidentally before delivery.
- The ball does not leave the bowler's hand for any reason other than an attempt to run out the non-striker before entering his delivery stride. See ICC Law 42.15 (Bowler attempting to run out non-striker before delivery - Mankading).

3. Wide Ball

1. The umpire will mark a line 3 ft from the middle stump on both sides of the wicket to provide guidance for the off-side wide. The umpire will declare a wide if he feels that the ball was outside the 3ft line at the batting crease. **If the ball is on the line or within the line then it will NOT be called a wide ball.**
2. In cases where the batsman moves before the ball is delivered - the umpire will NOT signal a wide ball in either of the following conditions -
 - The batsman has moved laterally towards the off side before the ball is delivered. In this case the off-side marker will be deemed to have also moved. So the umpire will have to extrapolate the likely distance to make the wide calls. Please note that this is for substantial movement, not just taking an off-stump guard.
 - The batsman moves away towards the leg side, but cannot reach the ball but the ball is still within the wide marker on the off-side.
3. The leg side wide is defined by the ball passing the batsman outside the leg stump without making any contact with bat or body of the batsman. However a wide will NOT be called in either of the following conditions –
 - If the ball passes between the batsman and the stumps, then a wide will NOT be called.
 - If the ball passes through the legs of the batsman.
4. A batsman can be declared out for any of the following – run-out, stumped, hit wicket or obstructing the field.
5. Any byes that result from a wide ball are to be scored as wide(s).
6. The orientation of batting namely the leg (on) and off side of the batsman is determined by the stance of the batsman **before** the delivery stride of the bowler begins and wides are determined accordingly.
7. Switch Hits
A switch hit is defined as the case wherein the batsman changes his grip and orientation after the ball comes into play.
 - The moment the batsman attempts a switch hit, both sides of the wicket will be treated as the off-side for the purposes of calling a wide.
 - This is not applicable to a reverse hit/sweep wherein the batsman has not changed his grip to match the opposite orientation.

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4. Leg Byes and LBW

1. NO LBW
2. The umpire will not give LBW decisions, at any time when the ball hit only the body of the batsman.
3. To avoid controversies, if the ball hit the bat of the batsman after hitting any of the body parts of the batsman then any run scored of that ball are considered as valid runs and batsman can be judged out by the umpire for any of the following: run-out, handled the ball, hit wicket, obstructing the field, caught as well as bowled.
4. If the batsmen attempt to take the run after hitting the ball on any of the body parts only then umpire will signal Leg Bye and runs scored will count as extras and not counted towards bowler. However, runs for leg byes are allowed as long the batsman does not deliberately pad or block with his body.
5. Batsman does not have to offer a stroke for Leg Bye; example - if a batsman tries to avoid a bouncer and if it hit his body, there is always run for that.
6. A batsman is declared out bowled if the ball strikes his body and rolls onto the stumps and the bails fall as long as the no-ball rule is not violated.

5. Run Outs and Stumping

1. [Mankading] The non-striker can be judged run out by the umpire if the bowler intentionally hits the non-striker's wickets before releasing the ball to attempt to run out the non-striker if he has not completed his delivery swing. Note the following restrictions and implications of the action -
 - One team warning before mankading results in a run-out
 - The umpire will only issue a warning to the team on the first occurrence of either (a) explicitly noticing a batsman stepping out of the crease before the ball is delivered or (b) a successful mankading incident executed (first attempt) by the fielding team.
 - The warning is only to be issued by the umpire and it is applicable to the entire team. The run-out law comes into effect from that point onwards for that inning.
 - The umpire will only issue a warning if he believes that the non-striker has stepped out of the crease before the delivery swing.
 - Bowlers attempting run-outs after running through without delivering the ball
 - If both feet of the bowler have crossed the popping crease without delivering the ball, the delivery is deemed dead immediately. The non-striker cannot be run-out in such situations
 - Bowlers stopping in mid-delivery action without delivering the ball:
 - A bowler who fails to deliver the ball for a third time after entering his bowling stride is subject to a warning. From that point onwards the said bowler can no longer run-out **[mankading]** a non-striker who has stepped out of the crease at the time of delivery.
 - Whether the attempt is successful or not, the ball shall not count as one of the over. If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal Dead ball.
2. A batsman can be adjudged run-out on a No Ball or a Wide ball in addition to legal deliveries.

3. A batsman can be adjudged stumped on a Wide ball in addition to legal deliveries.
4. If the ball hits a batsman's body, but not the bat, he can only be adjudged out stumped by the wicket-keeper. The batsman cannot be adjudged out via run out in such a case.
5. Definition of a Run Out and Stumped

A Run Out happens when a batsman is out of the crease in an attempt to take a run and any fielder or the wicket-keeper removes the bails or breaks the stumps if the ball has been missed by the batsman or has made contact with the batsman's bat (bat-pad or pad and then bat).

A Stumping happens when a batsman is out of the crease in the process of playing a delivery and the wicket-keeper removes the bails or breaks the stumps.

Note: Only the designated wicket-keeper can stump the batsman out and the ball should not have been relayed to the wicket-keeper by any fielder for it to be considered stumping. The Main Umpire makes the final call on whether the batsman was out Stumped or Run out.

6. It will be deemed a run out when the batsman has not reached the crease and ball hits the stumps and bails fall off even if the stumps had moved from their original position (but bails were still on the stumps, before being moved).
7. If regular stumps are used, the wicketkeeper or the fielder is required to put back before the stumps in normal position before run out is made or lift the one stump by hand, while trying to run out the batsman if the wickets were disturbed earlier and the ball is in play.
8. If spring stumps are used, the wicketkeeper or the fielder is required to put back the entire stump in normal position before run out is made or lift the entire spring stumps while trying to run out the batsman if the wickets were disturbed (falling down or base moved from original position) earlier and the ball is in play
9. Special Case: The wicket is broken when a batsman wanders outside the crease when the ball is in play even though there is no attempt to take a run. If the action is effected by the wicket-keeper this will be deemed a stumping, if the action is effected by anyone other than the wicket-keeper this will be deemed a run-out

6. Wicket Keeping

1. Only the wicket keeper is allowed to wear gloves of any kind.
2. The wicket keeper can collect the ball which did not touch either the bat or body parts of the batsman only after passing the wickets else Umpire shall signal a No Ball. No free hit is awarded.
3. The wicket keeper can collect the ball before passing the stumps, only if the ball touched the bat or the body of the batsman.
4. The fielding team can change the wicket keeper at any time during the innings. The fielding team captain is expected to let the umpire know of the change out of courtesy.
5. The wicket keeper is required to forewarn the batsman or umpire if moving in closer to the stumps before the bowler takes the run-up.
6. Any movement by the wicketkeeper towards the wicket after the bowler starts his run-up is considered significant and shall be called No ball by either umpire. No free hit is awarded.

7. If the wicket-keeper throws any part of his clothing (such as a cap or gloves) at the ball in order to stop/divert, it would be deemed as unfair play and five penalty runs would be awarded in addition to runs earned by the batsman.

7. Fielding

1. If the batsman intentionally obstructs fielder while fielding the ball, taking a catch or trying to run out the batsman then the umpire will signal the batsman as out. The neutral umpires will decide whether the obstructing the field was intentional or unintentional.
2. Any significant movement by any fielder after the ball comes into play, and before the ball reaches the striker, is unfair and either umpire shall call and signal No ball. Fielders in the outfield can move in a straight line towards the wicket - lateral movement is deemed unfair and would result in a No ball. A close-in fielder behind the wicket can move in response to a striker's actions with regards to the shot he is about to or shaping to play.
3. If a fielder intentionally pushes the ball into a declared zone, the umpire will also award any run(s) accrued from running between the wickets including a run if the batsmen have crossed over before the overthrown ball strikes the fence.
4. If a fielder throws any part of his clothing (such as a cap) at the ball to stop/divert, it would be deemed as unfair play and five penalty runs would be awarded in addition to runs earned by the batsman.
5. Catches taken in areas bordering the playing area and declared run zones -
 - A batsman is ruled not out if while catching and completing the catch, the fielder does any of these when in contact with the ball –
 - is in contact with a fence bordering the playing area
 - is in contact with any marker for a declared run zone
 - is in contact with the ground in a declared run zone
 - comes back into the play from a declared run zone and catches without stepping onto the playing area
 - The catch is deemed valid if the fielder had prior but not current contact with a fence (not declared zone) when catching and completing the catch. This rule is applicable only if the match is being held in a full cricket ground, else the respective customized rules will apply. Please refer to [ACL field categories](#)
6. If an errant throw hits the batsman and goes into a declared zone, then the runs related to the declared zone will be awarded to the batsman. It is however a normal convention that batsman do not explicitly run for additional runs because of deflections.
7. Umpires missing calling out on No balls on Field Position violations and restrictions. This is regarding to restrictions in place with regards to positioning of fielders during the match either during or outside power-plays. These includes restriction on the maximum number of fielders allowed outside the inner circle, on the leg side or behind the wicket behind the stumps on the leg-side. The fielders must meet these requirements before the ball is in play. In other words, a fielder cannot walk into position to meet these requirements after the bowler has started his run-up. The responsibility for identifying and calling a No ball on such violations is with the leg umpire. The following will apply in cases where this has been overlooked by the umpires
 - The leg umpire is expected to call a No ball when a bowler starts his run-up if the above field restrictions are not met. If the leg umpire failed to make the call, the main umpire can also make this call.

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- If the fielding formation violation was missed and the ball was completed, then -
 - that ball can be declared a No ball post-facto until the bowler gets into his delivery stride for the next ball.
 - The rules regarding no-ball dismissals automatically apply for the ball that was deemed a no-ball post-facto. In addition, run-outs that involved any of the fielders who contributed to the illegal formation will also be reversed. This also means run-outs effected by other fielders, batsman obstructing the fielder and hitting the ball twice will still be deemed out.
- The playing teams can report on umpires to ACL who miss the call a second time in the same match. This could lead to warnings to the umpiring teams

8. Law 28: The Wicket is down

For all ACL matches, the following Law will supersede Law 28 of the ICC.

The changes made by ACL to LAW 28 considering special conditions that may exist in ACL matches.

1. A wicket is put down if both bails are completely removed from the top of the stumps, or a stump is struck out of the ground by
 - the ball,
 - the striker's bat, whether he is holding it or has let go of it, the striker's person or by any part of his clothing or equipment becoming detached from his person.
 - a fielder, with his hand or arm, if the ball is held in the hand or hands so used, or in the hand of the arm so used.
 - The disturbance of a bail, whether temporary or not, shall not constitute its complete removal from the top of the stumps, but if a bail in falling lodges between two of the stumps this shall be regarded as complete removal.
2. One bail off
If one bail is off, it shall be sufficient for the purpose of putting the wicket down to remove the remaining bail, or to strike or lift the spring stumps out of the ground, in any of the ways stated in 1 above.
3. Breaking the wicket with both bails off
The full stumps will need to be physically lifted off the ground with the ball in hand, if spring stumps are in use else one stump will need to be physically lifted of the ground with the ball in hand, if regular stumps are in use.
4. Remaking the wicket
If the wicket is broken or put down while the ball is in play, the umpire shall not remake the wicket until the ball is dead. See [Dead Ball, ICC Law 23](#)
Any fielder, however may:
 - replace one bail on top of the stumps
 - put the spring stumps back upright in its original position

The umpire is the sole judge of what constitutes upright standing of the stumps and its original position.
5. Deliberate Movement of the wicket
Deliberate movement of a wicket by the fielding team when the ball is in play will constitute unfair play, the umpire shall award 5 penalty runs to the batting side as outlined in ICC LAW 42 - section 13(b)(i) (Fielder damaging the pitch).

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Deliberate movement of a wicket by the batting team when the ball is in play will constitute unfair play, the umpire shall award 5 penalty runs to the fielding side as outlined in ICC LAW 42 - section 14(c)(ii) (Batsman damaging the pitch).

The umpire is the sole judge of what constitutes deliberate and/or significant movement of the wicket.

The penalty will be awarded from the first instance without requiring the umpire to issue a warning.

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9. Scoring

1. The batting team is responsible for the recording of the scores (scoring) and the scorer should be stationed at a location that is visible to the on-field umpires.
2. The umpires should tally the score with the batting team's scorer after every over. In the case of disputes, the scores and ball counts from the umpires are final.

10. Declared Runs

Declared runs will be awarded when a ball crosses a 165ft boundary, ball gets into a dugout, ball goes over a fence into a non-playing area, ball contacts a fence that borders a non-playing area, and ball crosses rolls into areas where it cannot be fielded. Please refer to [ACL field categories](#) for guidance on zones for declared runs.

Please note:

1. Batsmen is not required to change strike for declared runs.
2. The batsman must accept all declared runs for a ball, if the ball has not crossed the boundary. The batsman cannot choose to decline any of the declared runs.

11. Retiring and Replacement of Players

1. The batsman will be judged "Retired Hurt" if the batsman retires due to injury, illness or other unavoidable causes during the match such as requiring a restroom break and there not being a restroom at the ground.
2. The batsman will be judged "Retired Out", if a batsman is replaced without any signs of injury. This is treated as a fall of a wicket.
3. A fielder can leave the field anytime and be substituted by another fielder. The original fielder can only return to the field at the end of the over. The fielder shall not be permitted to bowl until he has been on the field for at least the same number of overs for which he was substituted.
4. The umpires have the discretion to reject the request for a substitute
 - If this privilege is being abused
 - If the substitution is for someone who is unable to field due to pre-existing conditions
5. A substitute is not allowed to bat, bowl or keep wickets. In other words, can only be a fielder. Any dismissals effected by the substitute will be recorded in the detail scorecard as "Sub".
6. Only ACL members who have (a) registered in ACL (b) in the fielding team roster and (c) have signed the waiver can act as substitutes.
7. A player from another team cannot act as a substitute.

8. Players absent from the playing field during the match

Please refer to the section on [Assembling for the match](#) to deal with situations wherein players come in late for a match.

The following guidelines apply for players who are not present during the match -

- A fielder who has been absent from the field for more than 10 overs (in an inning where his team is fielding) can only come into to bat at the fall of the 5th or any subsequent wicket (during his team's batting inning).
- Conversely a player who is absent (late entry or due to a break) from the field for 10 overs or less (in an inning where his team is fielding) can bat at any position (during his team's batting inning).
- A fielder who has been absent from the field for part of fielding inning shall not be permitted to bowl until he has been on the field for at least the same number of overs for which he was absent.

12. End of the Inning or Match

1. Scores Tied at the end of the match

- The match is deemed a tie regardless of the number of wickets that have fallen.
 - No super-over is allowed for Round Robin matches to get a decision.
 - A super over is allowed only during play offs to get a decision
2. The umpire will select the **Man-of-Match**.
 3. Teams must clean up the ground and remove all trash generated during match. Teams in violation can be penalized.

13. Miscellaneous

1. Ball Replacement

Teams can request umpires for a change of ball should it be discolored or damaged. The replacement ball should be similar in terms of wear/usage to the one being replaced while solving the visibility issues. The decision to allow a change rests solely with the neutral umpire(s). Teams are requested to avoid repeated requests for ball changes.

14. Disputes and Hostile Behavior

Over the years we have seen instances of hostile behavior because of disputes between players and umpires. As a result, ACL has instituted a number of steps to curb this undesirable behavior.

1. In cases where there is excessive appealing by the fielding team, the umpire will first request the fielding captain to get this under control, failing which a formal warning will be issued.
2. In cases where there is excessive chatter bordering on sledging, the umpires will immediately summon the captains and ask them to control all members of their team. The umpire will also indicate that future transgressions can lead to warnings or expulsions.
3. The following procedure is to be followed to address disputes/disagreements about rules during the course of the match. The umpires and only the captains of the playing teams will discuss the issue being disputed. Other players should not be involved in the discussion. Only the umpires have the discretion to request any additional member of the fielding or batting side for additional information.

Here is the sequence of steps to be followed -

- The latest ACL T20 handbook is to be reviewed by the neutral umpires and captains of the teams (everyone is expected to have access to the handbook)
 - In the absence of a resolution through the document, umpire's decision is final and match will continue. If a playing team disagrees to umpire's decision thereafter and does not continue with the match then it is considered as an in-match forfeit. Subsequent appeal to ACL for overturn of the result of the match as a result of above situation will not be entertained.
4. Team Supporters/Players not in playing XI
 Players who are currently not part of playing XI and supporters of teams are expected to operate in a manner to avoid causing any disturbance to the players.
 - The umpire(s) have the discretion to ask, to move out of immediate proximity if these individuals are deemed to be causing a disturbance to the match.
 - This could be a location outside a full 165ft boundary line or to non-playing areas that are well out of immediate proximity at the discretion of the umpires.
 - The captains are expected to comply with the decision, failing which this will be treated as a violation of ACL Code of Conduct and shall result in penalties. The list of individuals is not restricted to non-members of the playing XI but also includes players and supporters of the team.

5. Warnings:

The umpire has the discretion to issue formal warnings to players who exhibit behavior not consistent with expectations of someone playing a match in a public setting. This includes abuse foul language directed at other players or umpires, excessive appealing, repeated argumentative conversation questioning umpiring decisions, taunting of umpires and players in opposite team, continued argumentative remonstrations directed at the umpire from outside the field of play, and non-captains getting involved in dispute discussions.

The umpires will notify ACL of warnings issued during a match.

- First incident will result in a warning to the player.
- The subsequent incidents for the team result in a warning to the player and one to the captain
- Anyone who receives a third warning will be expelled from the match immediately

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and the captain of the team will be given final warning.

6. Expulsions:

Players can be expelled without warning from the match for serious infringements with regards to their on-field conduct. This includes but is not limited to the following -

- Assaulting or attempting to assault an umpire, another player, spectator, official or a member of the public is grounds for immediate expulsion from the match.
- Any verbal assault to any external entity – spectator, official or member of the public is also grounds for immediate expulsion.
- Any comments that are racial or religious in nature also merit an immediate expulsion from the match.
- The umpire and both captains will need to submit a written report to ACL on the incident that led to the expulsion

Penalties: Assessed on the offending player's team(s) as per [ACL Code of Conduct](#)

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7. Repeat Offences

Repeat offenders are subject to suspensions based on the nature of the offence and how often has the player transgressed.

- A player who receives a second warning or expulsion in league played for the year will be suspended for the team's next match,
- A player who receives more than two warnings or expulsions in league played for the year will be suspended for the team's next two matches.

8. The captain of the expelled player has to ensure that the player is not going to be active in any way for that match after the expulsion. If required the umpires can order the captain to make the player to leave the premises. If the captain does not abide by the decisions of the umpire then the match will be treated as a forfeit by his team.

9. No substitute will be allowed to field in lieu of the expelled player(s).

10. Threats of walkover: If the captain of a team threatens to concede the match due to a dispute, the umpire will accept the offer right away and award the match to the opponents. The in-match forfeit penalty will also automatically apply.

11. Reporting umpiring problems: If not satisfied with the umpiring, the respective captain(s) can file a complaint to ACL via email to info@atlantacrickettleague.org with specific details on why the umpire was deemed to have done an unsatisfactory job.

12. If both playing teams exhibit hostile behavior and the umpire is not able to control, the situation then the umpire can declare the match as abandoned with 0 points to both the teams. Captains from both the teams and umpires are required to report any such incidences to ACL via email to info@atlantacrickettleague.org.

13. ACL reserves the option of imposing additional punishment on the player, captain and the teams based on feedback from the captains and umpires. The scope of the punishment is commensurate to the nature and egregiousness of the offence. The team level penalties including forfeits and points being docked.

All disputes and disciplinary matters shall be referred to ACL, whose decision will be final.

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Super Over (Playoffs only)

A super-over system is used as a tie-breaker to obtain a winner in a tied playoff match. Please note that all ACL playoff matches that end in a tie at the end of regulation will require a super-over to be played.

1. The team batting second in the main match will bat first in the Super Over.
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.
3. Both the teams need to provide the three batsmen and a bowler before the start of Super Over
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.

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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 runs 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 another super over.

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
6. Super Over Runs will not be counted towards Net Run Rate

Power Plays

Power-plays introduce restrictions imposed on the placement of fielders for part of the inning.

1. Duration

Overs	Power play Overs
20	6
19	6
18	5
17	5
16	5
15	5
14	4
13	4
12	4
11	3
10	3

2. Fielding Restrictions

The following Fielding Restrictions will be in force during all power play overs:

- Only two fielders (other than the wicket-keeper and bowler) are allowed outside the inner circle.
- Up to 5 fielders are allowed on the leg side of the batsman when the ball is in play.
- The wicket-keeper must be behind the wickets and cannot be completely on the "Leg" side of the stumps.

The fielders have to adhere to the restrictions *before* the ball is in play – which is when the bowler starts running in. A fielder cannot walk into a legal position.

The field will need to adhere to the restrictions specified above based on the batting orientation of the batsman.

If a fielder is found moving from the off to the leg side once the ball is in play, the umpires will call a No ball. Please note the no-ball ruling is specific to power-plays and lateral movement from off to leg. No Free hit is awarded.

3. Penalties

The field should adhere to the afore-mentioned restrictions when the ball comes into play, which is when the bowler starts his run-up. Failing which the umpire will call a No ball. No Free hit is awarded.

4. Additional rules governing power plays:
 - Bowling team will decide the bowlers for all power plays
 - A team must invoke its power play prior to the start of an over and the bowling team has the choice of changing the bowler once a power play is announced
5. Multiple bowlers bowling one power play over
 - If a bowler is injured during the course of a power play over, then another bowler can complete the over.
 - However, the partial over would count towards the quota for the bowler per innings. Example: Bowler 1 injured after bowling 2 balls of the over, the remaining balls can be completed by a bowler 2 (new bowler) and it will be counted towards the overall quota for the bowler for the innings.

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Umpire Jurisdiction

The following rules defines the jurisdictions of the umpires on some of the most common situations

- Each umpire shall answer appeals on matters within his own jurisdiction. An umpire can request for any additional information from the other umpire and then give his decision. Either of the umpires (assuming there are 2 neutral umpires) can initiate a consultation with the other umpire when there is a doubt in a decision. If, there is still doubt after the consultation, then the benefit of doubt shall be given to the batsman and the decision shall be Not Out. Under all circumstances **ONLY** the umpire under whose jurisdiction the appeals come under shall make the final call (Refer Table below). Under **NO** circumstances Teams shall pressurize the umpires for consultation; umpires should authoritatively discourage such pressure tactics.
- Umpire Jurisdiction Table: the following table enumerates the jurisdiction

Main Umpire	Leg Umpire
Bowled	Stumped
Caught and Caught Behind	Hit Wicket
Handled the Ball	Runout at batting end
Hit the ball twice	No-Balls – Over the Shoulder & Head
No-Balls – Foot	Over the Waist
Wides	Field restriction No ball
Obstructing the Field	
Run-out at bowling end	

- Runs allowed or not based on whether the ball hit the pad or bat.
Main umpire makes the call but umpires can consult with each other as outlined above.
- Main umpire blinded or unsighted and an appeal for catch is made.
Main umpire makes the call but umpires can consult with each other as outlined above.
- Main umpire blinded or unsighted and an appeal for run-out at bowlers end.
Main umpire makes the call but umpires can consult with each other as outlined above.
- Height No-Ball: Includes wait high full tosses and bouncers.
The Leg umpire makes the call. The umpires can however consult each other as outlined in #1 above. In this case the Main Umpire can override the Leg Umpire decision after consultation.
- Bowling Guard
Bowling Guard needs to be ascertained by umpire at the beginning of a new spell. A bowler is not required to give guard to the umpire at the start of a spell though it is customary to do so, but not a rule. It is the umpire's responsibility to check with the bowler. A No-Ball is to be called only if the bowler changes his guard without informing the umpire during his spell.

Littering, Urinating and Smoking on Grounds



Please note that Littering, Urinating and Smoking (including e-cigarettes) in public setting is **not permitted**. Given the extremely serious ramifications, ACL will take very strong actions against anyone violating these policies. Must use designated trash cans/bins, only smoke in areas where it is generally or explicitly allowed, and only urinate in a rest-room. It is the responsibility of the team management to educate all their players accordingly. Penalties are enforced without any warnings.

For Penalties please refer to [ACL Code of Conduct](#)

Umpires who do not act on littering/smoking/urinating violations of the above will also be subject to similar severe penalties at the discretion of ACL.

Note: All the ground property including parking lots are included. The only place where smoking is allowed is where city/ground authorities explicitly considers as ok-to-smoke areas. Violation of these will be automatic penalties and no ACL deliberations will be warranted, unless a team can prove that a fraudulent complaint was made.

Urinating in a bottle or other receptacle is also deemed to be an equivalent offence.

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APPENDIX – A: GUIDELINES FOR UMPIRES

1. Be on the ground on time and please introduce yourself to the team captains.
2. Meet the captains and make sure the teams introduce each other and review the score sheet from the captains that now includes the playing XIs before the start of the game.
3. Discuss the ground rules with the both team captains and make sure that the captains of both teams understand the rules.
4. Make sure you access to a digital copy of this Handbook and the ICC rule book. Please bring a working writing instrument and ACL Match Report.
5. Review the rules before the match. Note down the phone number/s of designated ACL Coordinator or volunteers from the ACL website and have them handy with you in case you need to call them up to resolve any disputes.
6. Try to be the best judge and make decisions based on ACL and ICC rules (if ACL rules do not address certain rules). Keep your cool even in the face of pressure from the players. Remember that you can give formal warnings to the players and teams for bad behavior.
7. If you have already given 2 warnings to specific players, the 3rd instance is an automatic Expulsion from the match. You can enforce it.
8. Be consistent in all your decisions, calling wides and No balls.
9. If there is a conflict between ACL and ICC rules, use the ACL rule but bring it to the notice of ACL after the match.
10. Verify the score after every over with the batting team scorer and tally the score at the end of 10 overs and at the end of the innings
 - Reconcile any mismatch in scores during the tallying (total score is already agreed upon during the over-by-over check, so it will not change during tally).
 - Since scorers are not professionals errors, omissions may happen. So ensure that total score is always understood and agreed upon by all.
11. Make sure the score sheets are complete in all aspects at the end of the game. If not, ask the team captains to complete.
12. It is Umpires duty to collect the score sheets at the end of the game.
13. If not sure about a rule, consult the other umpire and/or refer to rules document
14. Call ACL designated coordinator in case you have doubts or if either of the teams wants you to.
15. Monitor on-field conflicts and resolve it by talking to the 2 captains in a setting away from other players. Only the captains can/should get into a discussion with the umpire(s) during conflicts. Ask all other players to move away during such discussions
16. When in doubt verify the boundary length (against one of the cones), pitch length, crease length(s) etc. are according to rules
17. Leg Umpire and Main umpire must switch positions after every 2 overs minimally, when there are two neutral umpires.