



Atlanta Cricket League

Casual Cricket with Professional Outfit

ACL Fall Charity KO Rules 2021

1. All matches will be played with the ACL approved "Hard Tennis" cricket balls that are provided by ACL. The games will be played as per the MCC Laws of Cricket with some exceptions. The exceptions and other tournament rules are as follows: The tournament will be played as a **Single Elimination** format.
2. **Format – Knock Out**
3. Each game shall be played between two teams of **11** players each.
4. Each game shall have a maximum of **TWELVE** 6-ball overs per inning.
5. *Both ends of the pitch will be used for batting and bowling unless deemed otherwise by tournament designated authorities.*
6. **Minimum 5 bowlers** should be used in the game. Only 2 Bowlers can bowl a **maximum of 3 overs**.
7. The overs shall all be bowled from one end of the pitch, as determined by the umpires, if only one end of the pitch to be used for the entire match as deemed by tournament designated authorities.
8. There will be **no LBWs**. However, leg byes will be permitted if there is no deliberate padding by the batsman – umpires call is final.
9. Each team will be permitted to register a maximum of 15 players, although only 11 can bat or bowl in any one game. All 15 players should be registered and should have signed the waiver form and should not have played in any other team in this tournament. The teams should submit the playing 11 at the beginning of the match.
10. To play in semifinal or final, a player should have played (in playing 11) minimum 1 match in earlier rounds (QF or earlier rounds) this applies for substitute player too.
11. *Captain is responsible for completing the score sheet of all the names playing 11, if appeared for batting or not. Failure to complete will impact respective team players eligibility for Semi Final and Finals.*
12. No last man batting is allowed
13. All **NO-BALLS** will result in a **FREE HIT**
14. *All teams MUST provide 2 players to umpire for the immediate match as assigned by the tournament designated authorities, prior to the start of their respective match. Only Winning Team's players will be used as a first choice for umpires.*



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15. A ball bowled shall be deemed a **WIDE**, by the umpire, if

- a. At the point at which it crosses the batsman (in normal batting stance and hasn't touched the ball)
 - i. It is more than 36 inch in length away from the middle stump on the offside, or
 - ii. It is on the leg side of the batsman and away from leg stump.
- b. The umpire has the final word on each call. However, the umpire shall mark the pitch with a chalk (or tape), measuring 36 inches from the middle stump on the off-side area of the batsman to help make the decision easier.
- c. The first bouncer (in an over) above batsman head and if the batsman did not touch the ball, then it is considered a **WIDE**. *It is also considered one allowed bouncer for the over, if it is a second bouncer in the same over, it will be considered No-Ball and a free hit will be applied.*

16. For KOs played at Atlanta Cricket Fields or Full 360-degree cricket fields only

- If the batsman takes guard on his off stump or outside the off stump or shuffles to the offside before the delivery of the ball, then wide guideline will also move in the same proportion till the return crease, and it is up to Umpire's judgement to signal wide based on the line of the ball.
- If the ball goes wide of return crease (not wide guideline) then regardless of where the striker is, umpire shall signal a wide.

17. A ball shall be deemed a **NO-BALL** if:

- a. The bowler has over-stepped the popping crease, i.e. entire foot should be outside at the time of landing, **OR**
- b. The ball is a full-toss above the waist height of the batsman - in normal stance, at the batting crease irrespective of batsman charging front to the bowler **OR**
- c. If a delivery which, after pitching, passes or would have passed **over the shoulder** height of the striker standing upright at the crease will be called a **warning for first time** by the umpire and from next time in the same over it is called as no-ball irrespective of whether the batsman makes contacts with the ball in any way or not. This includes balls that bounce over the head of the batsman. Anytime balls bounce over the head and no contact is made by the batsman, will be deemed as wide ball (Ref: 15c).
- d. One bouncer is allowed per over (warning will be given), however the first bouncer is above batsman head and batsman did not touch the ball it considered wide.
- e. A second bouncer in the **same over** and if it's over the shoulder/head then its no-ball irrespective of batsman touches or not and, **This will result in a Free Hit**



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- f. The umpire will call a no ball, if the bowler's back foot crosses or touches over the return crease (the side lines) and, **this will result in a Free Hit**.
- g. The umpire will call a no ball, if the bowler hit the non-striker end stumps during the bowling stride and, **this will result in a Free Hit**.
- h. *Square Leg Umpire:*
 - i. *Square leg umpire will judge the height and signal wide/no-ball. If square leg umpire is unsighted or does not provide a signal for whatever reason, then main umpire can use his best judgement to signal wide/no-ball.*
 - ii. *Square leg umpire shall judge, stumping, run out (batting end), wide (over the head), warning (above the shoulder/first bouncer), No ball (waist height full toss and second bouncer in the over)*
 - iii. *Square leg umpire cannot judge/volunteer the caught behind the stumps out. He can only provide the main umpire with the information if the keeper has taken the catch clear of the ground, if asked by main umpire.*

18. Free Hit

- a. Off a free hit delivery, the batsman cannot be declared **OUT** except for run out.
 - b. The fielding positions, for a free hit delivery, cannot be changed unless the batsman on strike is changed.
 - c. If a Free Hit delivery is also called for a no ball or wide, then one more Free Hit delivery will be given.
 - d. A Free Hit delivery will be counted as a legal ball if there is no violation of no ball/wide ball rules.
19. **Substitute fielder** shall be permitted only for an injured player - if he cannot return to the game or player retires for some overs (umpires' decision). A substitute player cannot bowl or bat but can be a wicket keeper. A maximum of two substitute player shall be allowed at any given time. Substitute player must be from the team's roster (a player who does not represent any other team in the tournament).
20. If a fielder retires in the middle of the match for some overs, then the player must spend minimum one over on the field before he can bowl.
21. **By runner** – No by runner is allowed for any batsman, under any circumstances.
22. Each team **MUST** have at least 8 registered players on the field to begin playing a match. Violation will result in a forfeit of the match.



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23. In the event of a tied match, when both teams have an identical number of runs at the end of the allotted 12 overs - the winner shall be determined using Super Over.

24. SUPER OVER

- a. The team that batted second in main match will bat first in Super Over.
 - b. The same ball used in the match will be used in Super Over. The umpires will decide which of the ball (from either innings) to use.
 - c. Both the teams need to designate three batsmen and a bowler for Super Over. Each team will be allowed to bat for just one over bowled by the designated bowler assigned by the team. Team A bats first and sets a target and Team B needs to chase it successfully to win the match. If Team B is not able to chase, Team A wins.
 - d. In case scores are level, the team with the higher number of boundaries (Both 6's and 4's) combined from the main match and the Super Over is the winner. If these boundaries are also the same, then team with maximum boundaries (6's and 4's) in main match wins. If still the same, then a count back from the final ball of the Super Over shall be conducted. Team with higher scoring delivery is the winner. Runs scored from non-legal deliveries count towards the total for the following legal delivery. If still the same, then one more super over will be played.
 - e. *In the event of second super over, new (that were not part of first super over) batsman (3) and bowler (1) will be designated prior to the toss of the second super over.*
 - f. 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.
 - g. The Super-Over runs will not be counted towards Net Run Rate (if applicable).
25. **POWER PLAY** for first 3 overs will be used and the batting team captain can choose an additional 1 power play over between overs number 4 and 10. Over numbers 11 and 12 can NOT be power play overs under any circumstances. If the batting captain doesn't use the batting power play by end of 9th over, the 10th over will be an automatic power play over.
- a. Maximum TWO fielders will be allowed outside the inner circle. The circle dimensions will be marked. If this rule is violated, then the umpire will call a **NO-BALL. This will result in a FREE HIT**
 - b. The two fielders can be anywhere on the field. However, at any point there cannot be more than **5 fielders on leg side of the batsman.** The violation will result in a **NO-BALL. This will result in a FREE HIT**



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26. Field Restriction:

- a. During power play **maximum two fielders** allowed outside the inner circle. The violation will result in a **NO-BALL. This will result in a FREE HIT**
- b. During non-power play overs, **maximum 5 fielders** allowed outside the inner circle. Wicket keeper should be present all the time irrespective of power play or not. The violation will result in a **NO-BALL. This will result in a FREE HIT**
- c. **This Field Restriction applies, irrespective of total number of players per side on the field.**

27. Ground Rules: Players shall be allowed to use any regulation cricket equipment including gloves (batting and keeping), pads (leg and elbow), abdomen- guards, etc.

- a. Boundaries and power play circle dimension shall be defined and explained to the captains at the start of every game.
- b. *All tournament rules are subject to change by the tournament authorities.*
- c. If the tournament extends due to unforeseen circumstances (weather, etc.), matches could be rescheduled. ACL will let the teams know of the new schedule.
- d. *Umpires' decision is final during a match; both teams should accept the ruling.*

Additional Rules:

1. Both **WIDE** and **NO** balls shall count as 1 extra run and an extra ball will have to be bowled in the over. Any runs (byes, leg-byes, etc.) scored off wide-balls or no balls will be credited to batting team's score as well.
2. A batsman can be, stumped off a **WIDE ball** and run-out off a **WIDE ball** or a **NO-BALL**.
3. If a bowler bowls a ball that makes **two bounces before the stumps** on the batting side, then the ball is a called **NO-BALL** by the umpire. **This will result in a FREE HIT**. A batsman retiring in the middle of the innings (batting) is considered **RETIRED OUT**, unless injured while batting and allowed by umpire to retire in the middle of the innings. The **RETIRED** player can only resume after a loss(fall) of wicket
4. Bowler can retire in the middle of over at any point and can come back to bowl in the innings, but it will be for a new over only and eligible (Ref: Min bowler requirement).
5. **All inner circle fielders MUST stay inside the inner circle when the bowler starts the run up.**
6. In a situation where the **stumps are displaced from the original position, or knocked down** and the batsmen are looking to run an extra run (Example: in an over throw situation), if there is a possibility of a run-out again - the fielder(s) must fix stumps back in an upright original position on where it was originally



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placed and, then knock the stumps down again or carry the stumps together with the ball in the same hand.

7. Switch Hit & Reverse Sweep

- a. Altering the batting stance from one side to the other side or switching the grip is called **Switch hitting / Reverse Sweep**.
- b. **Wide rule:** When a switch hit, or reverse sweep is played, or the batsman gets in a position to play the shot and then aborts it:
 - i. The Wide Guideline shall apply on both sides of the stumps.
 - ii. The leg stump wide interpretation is no longer in play.

8. **Mankading-out** is allowed only after one warning (team warning). Umpire can warn and give out if it is more than 1 time by team and appealed by the opposite team player/captain. Umpire shall try to inform the batting captain about the team warning, but not required.

9. Either of the team captains or Umpires can approach/offer **bad light**. Umpires' decision would be final to continue or stop the game and if a match is stopped due to bad light, it will be a re-match. If any of the team doesn't want to play(continue) the match even though umpires suggested playing(continuing) then it would be considered as they (team does not want to continue) had forfeited the match and opposite team would be declared as winner. ACL KO committee decision will be FINAL.

10. In the event, that a match must be moved to another ground after commencing the first innings (a ball was bowled), it will be a considered as new start of the match including new toss.

11. Players coming in late will be allowed to play, only if the players arrive before the completion of **5th over** of match. Player name must be part of the playing XI and informed to umpire before start of the match. Any player coming in late must field a minimum of 1(one) over before becoming eligible to bowl (if represents bowling team) or wait until the **loss(fall) of 2 wickets** in the innings before becoming eligible to bat (if represents batting team).

12. Fair delivery - the arm

For a delivery to be fair in respect of the arm the ball must not be thrown. (See definition in 22.4.3 below)

Although it is the primary responsibility of the leg umpire to assess the fairness of a delivery in this respect, there is nothing in this Law to debar the main umpire from calling and signaling No ball if he considers that the ball has been thrown.



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If, in the opinion of either umpire, the ball has been thrown, he shall call and signal No ball and, when the ball is dead, inform the other umpire of the reason for the call.

The bowler's end umpire shall then

- caution the bowler. This caution shall apply throughout the innings.
- inform the captain of the fielding side of the reason for this action.
- inform the batsmen at the wicket of what has occurred.

If, after such caution, either umpire considers that, in that innings, a further delivery by the same bowler is thrown, the procedure set out in (a) above shall be repeated, indicating to the bowler that this is a final warning.

Note: This warning shall also apply throughout the innings.

If either umpire considers that, in that innings, a further delivery by the same bowler is thrown, he shall call and signal No ball and when the ball is dead inform the other umpire of the reason for the call.

The bowler's end umpire shall then, direct the captain of the fielding side to suspend the bowler forthwith. The over shall, if applicable, be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl any part of the next over.

The bowler thus suspended shall not bowl again in that innings.

Inform the batsmen at the wicket and, as soon as practical, the captain of the batting side of the occurrence.

The umpires together shall report the occurrence as soon as possible after the match to ACL in their match report.

13. Definition of fair delivery - the arm

A ball is fairly delivered in respect of the arm if, once the bowler's arm has reached the level of the shoulder in the delivery swing, the elbow joint is not straightened partially or completely from that point until the ball has left the hand. This definition shall not debar a bowler from flexing or rotating the wrist in the delivery swing.

14. Delayed Start of Match: If any team intentionally or unintentionally delays the start of the match, below defined rules to be applied by the umpires and the tournament designated authorities.

- a. Teams will have 10 minutes grace period to start the match from the scheduled match start time (e.g., If the Match start time is 9AM, grace period to start is maximum 9:10)*



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- b. Up to every 5 minutes delay, 1 over penalty will be levied for the team in contempt. (Match start is 9:00, grace period is 9:10, the match commences at 9:11 will have 1 over penalty)*
- c. Up to a maximum of 20 minutes will be subject to penalty from the end of the grace period. At 21st minute, team in contempt forfeits the match. (e.g: 9AM Scheduled Start, 9:10 Grace period ends, 9:31 team forfeits)*

15. All players MUST be in proper sports attire and athletic shoes. No shorts or sleeve less shirts or non-athletic shoes are allowed.