



Atlanta Cricket League Rules for T20 and F15

2021

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1 Rules and Regulations

ACL is responsible to formulate all league and tournament rules including specific circumstances and/or issues. ACL reserves the right to add, modify and/or delete any rule or guideline during the season if deemed necessary to maintain the integrity of the league. All changes made to the rules during the season will be communicated to all participating teams.

2 Spirit of the Match

Cricket is a match that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Match. Any action, which is seen to abuse this spirit, causes injury to the match itself.

[ACL Code of Conduct](#) (Available in Download section on ACL website)

Mutual Respect: ACL strongly recommends, that everyone respect ACL rules, code of conduct, your opponents, your own captain, your teammates, the match umpires and their decisions and the match results.

Captain's Responsibility: Captains are responsible for ensuring that play is conducted within the Spirit of the Match as well as within the Laws, and as per ACL rules. Captain is primarily held accountable for the team and its violations.

Player's Responsibility: Players are responsible to uphold the spirit of the match and integrity of their respective teams. Players will be accountable for their individual violations and will be accounted towards the team violations, as well.

Umpires' Responsibility: Umpires are considered as "Players" and are responsible to uphold the spirit of the match and integrity of the match. Umpires will be accountable for their individual violations and will be accounted towards the team violations, as well.

3 Terminology

ACL: Atlanta Cricket League

Disciplinary Committee (DC): Team which will address all reported issues following the guidelines in Code of Conduct.

Written Complaint: Sending an email to ACL at info@atlantacricketleague.org

Home Team: Home team is the team that is responsible for Field Setup and will also have preference to call Toss.

Visiting Team: Visiting team is the team that can assist but not responsible for Field Setup.

Umpiring Team: Umpiring team is the team that is responsible for informing ACL on assigned umpires for upcoming match 2 days prior to the match and for sending Umpires to the ground at least 15 minutes before scheduled time.

Umpire: Any use of the word umpire in this document means a neutral umpire, i.e., an umpire not belonging to the two playing teams.

Round Robin: Stage of a Tournament where teams play a set number of matches to qualify for next round of Playoffs.

Playoffs: Playoffs include Pre-Quarter Finals, Quarter Finals, Semi-finals and Finals and any match that is played to determine the playoff spot or ranking. It does not include round robin matches.

Rain-Out: A scenario where a particular match could not be completed due to rain or wet ground conditions.



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Wash-Out: A scenario where ACL cancelling all matches for the day due to rain or wet ground conditions.

Banquet: End of the year event to recognize winners and runners, sponsors, and volunteers.

4 Team Registration

ACL organizes several Tournaments throughout the year where Teams can register to participate.

Fee: Team Registration fee for the ACL tournaments will be communicated as part of ACL announcements to ACL Community through email, website and/or social media and is subjected to change from year to year.

Payment: Payment must be made to Atlanta Cricket League using provided payment methods (available at <https://atlantacrickingleague.org/home/payment>) and must be received by the due date specified by ACL to consider the respective team's participation in the ACL tournament. Registered Team name MUST be included on the payment.

Sponsor Payment: Teams MUST provide a personal check for the amount due, as a place holder in the event a Sponsor check is anticipated. ACL will hold the check for 30 days before it is deposited towards the team fee. ACL will return/void the check upon receipt of Sponsor check.

Past Dues: Teams MUST clear all pending dues before registration can be accepted for the season.

Team Names: ACL reserves the right to approve or disapprove team names. Multiple teams are not allowed to use same team name and all teams MUST adhere to guidelines in "**Team Name Rules**" document published on ACL website.

[{Link to Team Name rules}](#)

5 Equipment

All ACL teams MUST use cricket equipment deemed legal as per the ICC regulations.

Match Balls: ACL will provide teams with match balls and are the only balls to be used for ACL scheduled matches. Each innings MUST be started with a new ball only. Any ACL team in violation of using the ACL approved ball may forfeit the match if found guilty.

Stumps: All ACL teams must carry at least one set of spring base stumps to the match. In other words, Home team and Visiting team are responsible to bring one set of spring base stumps each for the match. Only "Spring Stumps" must be used, and no digging is allowed in baseball grounds.

Measuring Tape: All teams MUST carry a measuring tape of minimum 200ft in length as required equipment.

Cones: All teams must carry plastic cones to use for boundary lines. Extra cones are required for Division 1 teams to mark inner circle.

First-Aid Kit: Teams are recommended to carry First-Aid Kit as part of the equipment

Scoring App: All ACL teams must use ACL Scoring app to score matches.



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6 Clothing & Shoes

ATTIRE: All players and umpires MUST wear sporting attire including long trousers, shirts with sleeves and sports shoes. Team Jerseys are recommended. Attire should not have any message or symbols that is derogatory to ACL, any community, race etc. (Umpires shall ask the players to change the attire if deemed inappropriate)

SHORTS & SLEEVELESS: Players are not allowed to play the match wearing shorts and/or Sleeveless shirts.

METAL SPIKES: Players cannot wear shoes with metal spikes to prevent damaging the pitch.

7 Season Schedule

The Start and End dates for the league Round Robin and Playoffs matches are communicated through the ACL announcements.

Match Schedule: Each team's scheduled match date and time including ground assignments will be posted on ACL website. Any schedule changes must be approved by the ACL.

Grounds: Teams must play at scheduled ground and at schedule date and time. Any changes to ground or time without ACL approval will be considered as forfeit by both teams and will be subjected to penalty for no-show.

Umpiring: Each team must umpire specified number of matches in the season and should plan to send 2 umpires on time with no exceptions. Violations will apply as per the Code of Conduct document.

Rescheduling: No rescheduling requests will be entertained or accommodated by ACL. ACL may reschedule a match under special circumstances as in "acts of God" or due to any unforeseen circumstances.

Reserve Day: A reserve day will be available for playoff matches including Finals. In the event if Reserve Day is also either Washed out or Rained Out then higher ranked team will advance to the next round.

8 Team Roster

Maximum Players: Team registration fee will cover up to a maximum of 15 players per team. Additional players can be added to roster with a fee of \$25 per player and are subject to approval by ACL.

New Player: A new player MUST be added to the roster before the start of the match and must complete signing of all waivers. It is important that new player must not have played for any other team in the same Tournament.

Player Representation: A player can be on the roster for only one team during a tournament. This applies to all F15 and T20 Leagues. Players can switch teams for a new Tournament.

Examples: A player can play for Team ABC in Spring KO Tournament and can switch to Team XYZ in a new Tournament like Super Bash. A player cannot play for one team in F15 League and another team in T20 League as they are part of same Tournament.



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Releasing Players: A Player cannot be released if they played at least one match for the team in the Tournament. This applies to a player representing the team either in playing 9 for F15 (or 11 for T20) or as a substitute. If the player did not represent the team in any match, then captain can release the player from the roster and released player can join another team.

Violation

Player Violation: Player representing a second team in a Tournament will be in violation of ACL rules. The player cannot play for any other team, including the represented teams for the remainder of the tournament.

Team Violation: The Team for which the player represented second is also in violation of ACL rules. A team violating the rule more than once will be banned from the tournament. In other words, the team will not be allowed to participate in the remainder of the tournament (including the playoffs). Teams yet to play the violating team will be deemed to have 'won' the match and will be awarded the full points.

Penalties: Both Player and Team will be penalized as per Code of Conduct document. Opposition team will also be awarded the match along with corresponding points, irrespective of the original result of the match.

Violation Discovery

Before Match: If discovered before the start of the match, the player shall not be allowed to play under any circumstances. If that player's captain insists on playing him, the umpire will call the match off and award the match and corresponding points to the opposition team.

During Match: If discovered during a match (in progress), the umpire will stop the play, award the match and corresponding points to the opposition team.

After the Match: If discovered after the match has been completed, the opposition team may file a written complaint with the league, along with the initial evidence supporting the complaint.

Points: ACL will investigate the complaint and if complaint is upheld, the team in violation will lose the match, along with points to the opposition team.

9 Player Eligibility for Playoffs

Minimum Matches: A player must play at least 30% of the matches during the Round Robin phase to take part in play offs. In case of fraction the number of matches will be rounded off to the nearest whole number. ACL reserves the right to specify the exact number of minimum matches per player for a tournament.

Example: If a team to play 11 Round Robin matches, 30% is " $11 * 30/100 = 3.33$ ", rounding off to nearest whole number, a player must play minimum 3 matches to be eligible for playoffs. For 13 Round Robin matches, 30% is " $13 * 30/100 = 3.90$ ", rounding off to nearest whole number, a player must play minimum 4 matches during Round Robin stage.

Violation: Team will be in violation if Minimum Matches rule is not followed for playoffs and will be penalized as per "Code of Conduct" document.



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10 Format

League Format: Please refer to League Format document published in Download section on ACL website [{Format Link}](#)

Match Format: All matches will be played as one inning per side.

10.1 OVERS

The number of overs per innings must be finalized before the start of the match. Once determined, the maximum allotted overs cannot be changed at any stage of the match.

F15 Maximum Overs: Each inning will consist of Maximum 15 Overs unless it is a shortened match due to weather or any other situation, determined by the ACL Coordinator and Umpires.

F15 Minimum Overs: Minimum of 8 overs MUST be played in case of a shortened match. Power play overs will be reduced accordingly in case of a shortened match.

T20 Maximum Overs: Each inning will consist of Maximum 20 Overs unless it is a shortened match due to weather or any other situation, determined by the ACL Coordinator and Umpires.

T20 Minimum Overs: Minimum of 10 overs MUST be played in case of a shortened match. Power play overs will be reduced accordingly in case of a shortened match.

Incomplete Match: A match will be counted as “Incomplete” if it is stopped for any reason after the start of the match and if both teams could not complete their allotted overs.

A bowler can bowl a maximum of 4 overs. In the event of shortened match, the total number of overs per innings shall get reduced, correspondingly the maximum limit per bowler shall be restricted as below.

F15 Only		
Match Overs per Inning	Max Overs per Bowler	Power Play Overs (Division 1)
15	4, 4, 4, 3	4
14	4, 4, 3, 3	4
13	4, 3, 3, 3	3
12	3, 3, 3, 3	3
11	3, 3, 3, 2	3
10	3, 3, 2, 2	2
09	3, 2, 2, 2	2
08	2, 2, 2, 2	2

F15 Innings Duration: Each team will be required to bowl the allotted 15 overs in no more than 75 minutes (1 hr and 15 min).



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F15 Drink Breaks: A mandatory scheduled drink break for 5 minutes after 8 overs are completed and this break **MUST** be inside the field.

Bathroom breaks are allowed during the match and a substitute player can be used to continue the match. Bathroom break cannot delay the start or continuation of the match.

No last man batting is allowed. This rule applies even if the team has less than 9 players on a given match day.

T20 Only		
Match Overs per Inning	Max Overs per Bowler	Power Play Overs
20	4, 4, 4, 4, 4	6
19	4, 4, 4, 4, 3	6
18	4, 4, 4, 3, 3	5
17	4, 4, 3, 3, 3	5
16	4, 3, 3, 3, 3	5
15	3, 3, 3, 3, 3	4
14	3, 3, 3, 3, 2	4
13	3, 3, 3, 2, 2	4
12	3, 3, 2, 2, 2	3
11	3, 2, 2, 2, 2	3
10	2, 2, 2, 2, 2	3

T20 Innings Duration: Each team will be required to bowl the allotted 20 overs in no more than 100 minutes (1 hour and 40 min).

T20 Drink Breaks: A mandatory scheduled drink breaks for 3 minutes each after 7th and 14th overs are completed, and this break **MUST** be inside the field.

Bathroom breaks are allowed during the match and a substitute player can be used to continue the match. Bathroom break cannot delay the start or continuation of the match.

No last man batting is allowed. This rule applies even if the team has less than 11 players on a given match day.

10.2 POINTS

Win: 4 Points Loss: 0 Points Tie: 2 Points Forfeit: -1 point

Match Forfeit: If for any reason, a team forfeits a match or in case of no show, ACL will deduct 1 Point and also team will be penalized as defined in the ACL Code of Conduct.

TIE: During Round Robin stage, there is no Super Over and teams will split points in case of a tie (same runs for both teams irrespective of number of wickets).

Net Run Rate ("NRR")



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Formula: $(\text{Runs Scored}/\text{Balls Faced} - \text{Runs Scored Against}/\text{Balls Bowled})$

In the event of a team being all out in less than its full quota of overs, the calculation of NRR will be based on the full quota of overs, and not on the number of overs team played.

Runs scored in Incomplete matches will not be used for NRR calculation.

In the event of a match awarded to a team because of an opposite team's violation of league rules, or due to forfeit or walk over of the match or no show, the average positive NRR that was scored against the forfeiting team until that match will be awarded to the winning team. This will be done by adding average runs to both teams for no loss of wickets to the scorecard for the match.

10.3 PLAYOFFS

SUPER OVER: In case of a TIE, super over will be used in all Playoff matches.

Reserve Days

Reserve days will be used for playoffs in case match could not be completed due to rain or ground conditions. Match MUST be played on a scheduled reserve day (including Saturday), if the minimum overs rule cannot be satisfied on the scheduled match day.

If no reserve day is scheduled for a Playoff match, then ACL shall evaluate all possible options available to derive a result.

Advancing: If a result cannot be derived even on a reserve day, then higher ranked team will progress to next stage.

FINALS: Trophy will be shared by both the finalists in the event match could not be completed even on a reserve day.

10.4 Ranking

ACL ranking will be based on Total Points earned including any deduction of penalty points. Please refer to League Format document for additional details.

In the event of teams finishing on equal points in any Division or Pool or Group, ranking will be decided as per the following criteria:

Net Run Rate ("NRR"): Team with higher NRR will be ranked higher (up to 3 decimals will be considered)

Head-to-Head Result: If two teams have equal points and equal NRR, then the winner of the Head to Head match will be assigned higher ranking. If more than two teams have equal points and equal NRR, then the team with highest number of wins from the Head-to-Head matches played between them will be assigned higher ranking.

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 Tie Breaker: 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 will be ranked higher than Team A and Team A higher than Team B.



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If still equal, then the team with the higher number of wickets taken (in match played between them or total matches played?) will be placed in the higher position.

In the highly unlikely event that teams cannot be ranked as per the above criteria, random draw will be applied to assign the ranking between the tied teams.

Ranking pattern for playoffs will be published by ACL.

11 Match Results

Winner: The team scoring the greater number of total runs in the allotted overs shall be declared the winner.

No Result: If a match is canceled /abandoned due to any reason in Round Robin, the match result will be considered as “No Result” and points will be shared and no NRR will be calculated.

Postponement: Round robin match should be completed on the scheduled day under any circumstances, and it cannot be postponed to another day or week unless otherwise determined by the ACL committee. In case of Play offs, if a reserve day is scheduled, then the match should be played again from the start (rematch) on the reserve day.

Advancement: If a playoff match cannot be held or completed for any reason even on the reserve day, then higher ranked team between two teams would move to next round.

Shortened Match: In case a match must be shortened due to weather or ground conditions, the minimum over's requirement MUST be satisfied for it to be considered as a completed match and a result is derived.

Tie Match: Teams will split points in Round Robin matches whereas Super Over will be used in Play Offs.

Super Over:

1. Will be used only in Play off matches.
2. Super Over does not require a new Toss.
3. The team batting second in the main match will bat first in the Super Over.
4. Each team MUST nominate 1 bowler to bowl and 3 batsmen to bat prior to the start of the Super Over. Nominated Bowler can be one of the three batsmen.
5. One of the balls used in the match will be used in super over. Umpires will decide which ball (from either innings) to use.
6. 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.
7. Super Over Runs will not be counted towards Net Run Rate
8. Team scoring maximum runs in the Super Over is declared winner of the match.

Second Super Over:

1. If both teams score same runs after first Super Over, then a Second Super Over will be played.
2. Bowler and batsmen who played in first Super Over should not represent in Second Super Over.
3. The team batting second in the first Super Over will bat first in the Second Super Over.

Tie after Second Super Over:



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If scores are still tied after Second Super Over, then following criteria will be applied to derive the result for the match.

1. The team with the highest number of boundaries (both 6's and 4's) combined from the main match and both the Super Overs is declared the winner of the match.
2. If still tied after applying above rule, the team with the highest number of boundaries (both 6's and 4's) from the main match (i.e., not including the Super Overs) is declared the winner of the match.
3. If still tied, a count-back from the final ball of the Second Super Over shall be conducted. The team with the higher scoring delivery is declared the winner of the match. Runs scored from illegal deliveries count towards the total for the following legal delivery.

Example for applying **count-back**

Scenario 1: Team 1 wins because of 4th ball as Team 1 scored more runs than Team 2

Ball	Team 1	Team 2
Ball 1	1	1
Ball 2	2	2
Ball 3	6	4
Ball 4	4	2
Ball 5	4	1
Ball 6	1	4

Scenario 2: Team 1 wins, because team 1 has total score of 4 (2+1+1) compared to team 2 score of 3 (2+1+0)

Ball	Team 1 Runs	Team 2 Runs
Ball 6	1	1
Ball 5	2	2
Ball 4	2	2
Ball 4 (Wide)	1	0
Ball 3	4	2
Ball 2	4	1
Ball 1	1	4

Scenario 3: Still equal then higher ranked team will progress to next round.

Ball	Team 1	Team 2
Ball 1	1	1
Ball 2	2	2
Ball 3	6	6
Ball 4	4	4
Ball 5	1	1
Ball 6	1	1



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12 Start Time and Duration

ACL matches are scheduled in EST/EDT time zones only.

ACL reserves the right to alter the match schedule including match start time, with or without notice to the teams.

The scheduled start time of all matches will be posted on ACL website schedule page.

It is important that teams adhere to scheduled match durations to avoid any penalties from ACL (Please refer to ACL Code of Conduct document for details). 15 minutes of grace period included for breaks/change over.

13 Umpiring

All teams MUST umpire in ACL tournaments as assigned by ACL.

If an umpire fails to show up for an assigned match (start time CUT OFF time), ACL will impose a penalty to the umpiring team as per published Code of Conduct. Captains MUST report the incident to ACL via email to info@atlantacrickettleague.org with details of Match#, Ground, and Umpire details. A repeated violation of umpiring responsibilities could lead for the disqualification of the team from ACL league and cannot participate in any matches for the remainder of the season. The decision on penalty will be made by ACL and subject to evaluation and inquiry into the context.

The assigned umpires MUST arrive 15 minutes prior to the scheduled match start time on the day of the match. In case an umpire arrives 15 minutes after start time, umpiring team will be penalized. Either team captain must file a written complaint with ACL. ACL shall consider the track record of the team in adjudicating penalties.

ACL Assigned umpires are recommended to rotate after every over. In the event of one umpire standing as main umpire for all overs, he must remain as main umpire for entire match and same applies for leg umpire.

In the absence of an assigned umpire(s), teams should consider following options:

Teams should discuss with weekend coordinator and provide their own umpires, agreeable to the opposite captains, and play the match or call off the match and inform ACL.

If only one umpire arrives from the umpiring, any batting team player can be used as leg umpire in the interest of completing the scheduled match. ACL will penalize the umpiring team for failing to send 2 umpires.

If the leg umpire from batting team appears to have made a clear error in judgment, then the neutral umpire has the authority to reverse that decision. If the neutral umpire finds the square leg umpire from the batting team to be incompetent, he may request for replacement.

Team captains may lodge a complaint with ACL in case they are not satisfied with the standard of umpiring.

No one is allowed on the field during play other than the batsmen, the fielding side and the umpires. In case of an injury or substitution or bringing in drinks or equipment, the umpire must be notified.

No one other than the team captain can communicate with the umpire in the event of a clarification based on the context.



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Undermining or threatening ACL assigned umpires, either verbally, by signs and/or physical attack will be considered a serious offence as laid out in Code of Conduct document. Penalty could lead to disqualifying the player(s) and/or the team for certain number of matches or from the remainder of the ACL season.

Umpires MUST keep the rules document handy.

14 Toss

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

Both teams must submit playing 11 (T20) or 9 (F15) before the toss including any player names who may be joining late. Teams cannot change playing 11 (T20) or 9 (F15) after the toss is completed.

F15 Minimum Players: A team MUST have minimum of 6 players to start the match. If Team A is not ready or does not have minimum 6 players on the field, Team A will lose the Toss to Team B by default assuming Team B is ready and have minimum 6 players on the field.

F15 Players Joining Late: (Revised Aug. 12, 2021)

Umpires should be informed before toss if any players in Playing 9 are joining late. Late joining player must be at the ground before the start of 6th over and umpires should be informed upon arrival. A player in playing 9, failing to join in time will not be allowed to bat or bowl but will be allowed to field as a substitute. Any player in team roster can field as a substitute until the arrival of a player in playing 9.

T20 Minimum Players: A team MUST have minimum of 8 players to start the match. If Team A is not ready or does not have minimum 8 players on the field, Team A will lose the Toss to Team B by default assuming Team B is ready and have minimum 8 players on the field.

T20 Players Joining Late: (Revised Aug. 12, 2021)

Umpires should be informed before toss if any players in Playing 11 are joining late. Late joining player must be at the ground before the start of 8th over and umpires should be informed upon arrival. A player in playing 11, failing to join in time will not be allowed to bat or bowl but will be allowed to field as a substitute. Any player in team roster can field as a substitute until the arrival of a player in playing 11.

Teams not Ready: If both teams are not ready, umpires must implement shortened match rules and should confirm the same with ACL weekend coordinator. (Refer to section [15 Delayed Start](#))

Decision: Immediately following the toss, the toss-winning captain MUST communicate the decision to bat or bowl to umpires and opposition captain.

Report: Umpire MUST document the incidents and violations in the Match Report including any delays in match start.



15 Delayed Start

After the Toss, if a team is not ready to play at scheduled start time, the defaulting team shall lose one over for every 5-minute delay up to a max of 30 minutes.

After the Toss, if Team A does not start the match within 30 minutes from scheduled start time, then it will be considered as forfeit and Team B will win the match and result will be declared after consulting with weekend coordinator.

After the Toss, if both teams do not start the match within 30 minutes from scheduled start time, the overs will be reduced for both teams.

Lost Time (minutes)	Overs to Reduce (per Inning)
1 - 10	1
11 - 20	2
21 - 30	3
31 - 40	4
41 - 50	5
51 - 60	6

After the Toss, if both teams are not ready to play 60 minutes after scheduled start time, then the match will be counted as a loss for both teams, and no points will be awarded to both the teams.

Before the Toss, in case of a delayed start, the umpire and both the captains should agree to the start time of the match and the number of overs to be bowled per innings. – If no agreement then Weekend Coordinator will direct umpires on how many overs to be played. If it is reserved field, then the reservation time needs to be considered. The maximum overs per inning cannot be modified once the match has started.

At least one party (any playing team captain or one of the umpires) should consult with Weekend Coordinator of ACL to finalize on any changes on delayed start.

Umpire MUST document the incidents and violations in the Match Report including any delays in match start.

16 Completion of Overs and Slow Over Rate

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

Team bowling first must finish the allotted overs (which accounts to 5 mins per over). The last over of the innings MUST be in progress at the mentioned time to avoid any penalty.

F15: 15 overs in 75 minutes

T20: 20 overs in 100 minutes



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Umpires may remind teams on slow over rate during the drink break. Bowling team captain should be advised by umpires to consider the time remaining and the overs to be bowled to make necessary adjustments.

A monetary penalty will be levied on defaulting team for slow over rate as per time recorded in ACL Scoring App.

The second innings must start within 10 minutes after the first innings is completed. If team bowling second failing to complete their allotted overs in scheduled time (excluding drinks break) will be penalized by ACL. (Please refer to ACL Code of Conduct document for details).

17 Bad Light

Umpires have the authority to stop or continue play if an appeal is made by the batsmen for bad light or rain. Umpire can direct the match to continue beyond the scheduled end time (3 hours after start time) to have a valid result of the match, if there is no additional match is scheduled at that ground for the day.

Umpires are solely responsible to ensure that no side intentionally or unintentionally causes significant delay to the match in progress. Umpires **MUST** take the delays due to rain, bad light, lost ball, and injury on the field into consideration, before deciding if a bowling side needs to be penalized for slow over rate.

The above times will be adjusted accordingly in case of a delayed start due to any reason. (Refer to section [15 Delayed Start](#))

18 Rain Rules

18.1 Round Robin Matches

Rain-Out: Rain out is defined as an interrupted and/or abandoned match due to rain or wet ground conditions.

Decision Makers: Team captains and Umpires

Result: No Result

Points: Split between both the teams

Reschedule: No reschedule of the match during Round Robin

Wash-Out: Wash Out is defined as ACL cancelling all the matches for the scheduled day.

Decision Makers: ACL

Result: No Result, if not rescheduled

Points: Split between both the teams., if not rescheduled

Reschedule: ACL



18.2 Playoff Matches Only

Reserve Day: If the play is stopped due to rain and/or unplayable ground conditions or due to unavoidable circumstances caused by third party (like ground authorities), then the reserve day will be used. If a play-off match could not be scheduled even on a reserve day, then higher ranked team will advance unless it is Finals where both finalists will be declared as Winners.

18.3 Rain Interrupted Matches

Reduced overs: In the event of delayed match start due to rain or wet ground conditions, umpires will finalize reduced overs for the match to be played based on lost time. Refer to section 14 - Minimum Overs Requirement Rule in addition to table below.

Lost Time (minutes)	Overs to Reduce (per Inning)
1 - 10	1
11 - 20	2
21 - 30	3
31 - 40	4
41 - 50	5
51 - 60	6

Rain before the start of the match:

Captains of both Home and Visiting teams should be at the ground before start time, no matter how bad the weather is unless there is an announcement by ACL cancelling the match.

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

Umpires will decide the start time of the match, number of overs per innings based on the playing conditions and ground availability after informing weekend coordinator.

If minimum overs (refer to Section [10.1 OVERS](#)) cannot be played due to constraints, Umpires can rule out play on that day as “rained out” and teams will split points during round robin stage. During playoffs, teams **MUST** be ready to play on reserve day.

On a Reserve Day for Playoffs, the match must be replayed - including a new Toss.

Play may be extended beyond allotted time if umpires agree, and if ground reservation is available.

Rain interruption after the start of the match:

Umpires must evaluate and decide whether the match can be continued or not. The various factors which should be considered are -

- Condition of playing surface



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- Safety of the players
- Number of minutes delayed

If the umpires feel that the match cannot be continued, they can call off the match, and declare the match result as “NO RESULT”. During playoffs, teams MUST be ready to play on reserve day.

19 Playing Surfaces

All matches must be played on surfaces approved by ACL. These include grass, or clay surfaces assigned at various baseball/softball/multipurpose fields across metro Atlanta.

ACL will reserve the right to decide on the grounds/fields to be used for scheduled matches.

The clay surface in baseball/softball fields MUST be used as Pitch. Under rare and unavoidable circumstances, the grass surface can be used as pitch.

If the umpires feel that the surface is not fit for the play due to any reason (including surface deterioration due to rain or unavailability or other causes), they may call off the match and declare the match as “No Result”. If ACL reassigns the match to another field, both team captains and umpires require to consent to play the match. Any changes to ground will result in a fresh match start including toss. If no consensus was reached, match will be declared as “No Result”.

ACL coordinator may provide a list of alternate grounds, subject to availability, in the event of an unforeseen circumstances, such as pitch/surface deterioration, unavailability of schedule field, field locked, etc.,

Both teams can clean the pitch once each, at the start of their respective innings(batting) with the use of a broom or bat or any other substance with mutual understanding of the captains and Umpire.

20 Field Setup

The **HOME team** is responsible for field setup including pitch and crease markings, boundary, and inner circle (where applicable) set up as per ACL guidelines before the start time of the match. Each match in schedule will have Home and visiting team names along with Umpiring Team name.

Refer to Ground Categories and Setup section under Documents page <https://atlantacricketleague.org/Home/Download>

ACL strongly recommends visiting team to be present at the time of field setup to validate, if required. Umpires’ decision will be final in the event of field setup dispute between teams.

In case of natural obstructions (water puddles, shape, and restrictions etc.) on the assigned field, teams and umpires can decide on the declared runs for that match only. Umpires MUST provide the details with pictures in their “Match Report”

Field setup can be verified by both captains and umpire BEFORE the start of the match, and cannot be modified once the match starts, under any circumstances.

Batting side stumps should be placed at a minimum of 20ft and a maximum of 30ft distance, from the backside fence.



21 Cricket Rules

21.1 Dead Ball

If the bowler drops the ball accidentally before delivery or the ball does not leave the bowler's hand for any reason, umpire should call it as a dead ball.

After a ball is in play, the ball becomes dead when it is finally settled in the hands of the wicket-keeper or of the bowler.

21.2 Wide Ball

21.2.1 Leg side

- All balls that pass down the leg side and behind the striker shall be called as Wide.
- The delivery is not a Wide if the ball passes between the striker and leg stump.

21.2.2 Offside

21.2.2.1 F15 Only

- A delivery shall be called Wide if the ball passes above or outside the "Wide Guideline" irrespective of the batsman movement.

21.2.2.2 T20 Only

- A delivery shall be called Wide if the ball passes above or outside the "Wide Guideline" with the batsman in a normal batting stance.
- 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.

21.2.3 Height

- A ball after pitching passes above the head of the batsman standing upright at the popping crease and if the batsman had not made any contact with the bat, then the delivery should be signaled as wide.
- Square leg umpire will judge the height and signal wide. 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.

21.2.4 Out

- A batsman can be out on a wide ball for a Hit Wicket or Obstructing the field or Run Out or Stumped.



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21.3 Switch Hit & Reverse Sweep

Altering the batting stance from one side to the other side or switching the grip is called **Switch hitting / Reverse Sweep**.

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:

- The Wide Guideline shall apply on both sides of the stumps.
- The leg stump wide interpretation is no longer in play.

21.4 No-Ball

21.4.1 Mode of delivery

The umpire shall ascertain whether the bowler intends to bowl right-handed or left-handed, over or round the wicket, and shall so inform the batsman.

It is unfair if the bowler fails to notify the umpire of a change in his mode of delivery. In this case the umpire shall call and signal No ball.

Underarm bowling is not allowed and will result in a No ball.

21.4.2 Fair delivery - the arm

For a delivery to be fair in respect of the arm the ball must not be thrown. (Refer to [21.4.3 Definition of fair delivery](#))

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.

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.



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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.

21.4.3 Definition of fair delivery - the arm

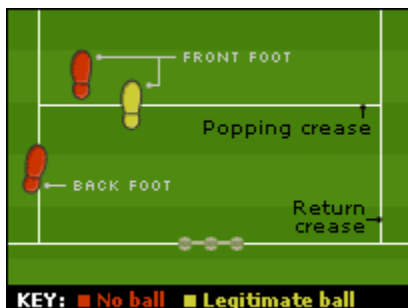
A ball is fairly delivered in respect of the arm if, once the bowler's arm has reached the level of the shoulder in the delivery swing, the elbow joint is not straightened partially or completely from that point until the ball has left the hand. This definition shall not debar a bowler from flexing or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

21.4.4 Fair delivery - the feet

For a delivery to be fair in respect of the feet, in the delivery stride

- the bowler's front foot must land with some part of the foot, whether grounded or raised behind the popping crease.
- the bowler's back foot must land within and not touching the return crease.

If Umpire is not satisfied with above conditions, a No ball shall be signaled.



21.4.5 Bowler hitting wicket while delivering ball

Either umpire shall call and signal No ball if the bowler hits the bowler side wicket at any time during delivery of the ball.

21.4.6 Ball bouncing more than once or rolling along the ground

The umpire shall call and signal No ball if a ball which he considers having been delivered, without having previously touched bat or body of the batsman, and if

- Either bounces more than once or rolls along the ground before it reaches the popping crease
- Pitches wholly or partially off the pitch before it reaches line of striker's wicket

21.4.7 Keeper advancing

It is unfair if the wicket-keeper who was standing back at the start of delivery makes a movement towards the wicket after the ball comes into play but before it reaches the striker. In the event of such unfair movement by the wicket-keeper, either umpire shall call and signal No Ball.



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21.4.8 MAX Fielders

F15 Only: There should not be more than 4 fielders on any side of the field (Offside/Leg side) at any point of time excluding wicket keeper and bowler. Violation will result in a No ball.

T20 Only: There should not be more than 5 fielders on any Leg side. Violation will result in a No ball.

21.4.9 MINIMUM Fielders

F15 Only: There should be minimum of 2 fielders inside inner circle for Division 1 League. Violation will result in a No ball.

T20 Only: There should be minimum of 4 fielders inside inner circle. Violation will result in a No ball.

21.4.10 POWER PLAY

F15 Division 1 Only: First 4 overs of match will be Power play where only 2 fielders are allowed outside of inner circle. Max 2 fielder limit applies irrespective of the number of players playing in the fielding side. Violation will result in a No ball. Power play overs will be adjusted accordingly in a shortened match.

F15 Division 2 & 3 Only: No Power Play

T20 Only: First 6 overs of match will be Power play where only 2 fielders are allowed outside of inner circle. Max 2 fielder limit applies irrespective of the number of players playing in the fielding side. Violation will result in a No ball. Power play overs will be adjusted accordingly in a shortened match.

21.4.11 Waist Height

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 it is likely to inflict physical injury on the striker and can be called as a No Ball. Over the waist no ball should be considering if it passes the stump in the same height. If a batsman gets bowled, then it is out.

21.4.12 Shoulder Height

After first bounce if the ball is above the shoulder height of the batsman (despite ball touching bat or batsmen) standing upright on the crease, then the umpire may call it as No Ball if it is second occurrence in the over. First occurrence of similar ball will result in First warning only.

A ball after first bounce going above the head and batsman not touching will result in Wide and a First Warning.

21.4.13 No ball to over-ride Wide

A call of No ball shall over-ride the call of Wide ball at any time.

21.4.14 Ball not dead

The ball does not become dead on the call of No ball.



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21.4.15 Penalty for a No ball

A penalty of one run shall be awarded instantly on the call of No ball. Unless the call is revoked, the penalty shall stand even if a batsman is dismissed. It shall be in addition to any other runs scored, any boundary allowance and any other runs awarded for penalties.

Free Hit:

All No balls will result in a free hit. A batsman can only be out on a free hit for 'handled the ball' or 'hit the ball twice' or 'obstructing the ball' or 'run out'.

Fielding team can change field only if striker changes on a free hit.

21.4.16 Runs resulting from a No ball - how scored

The one run penalty shall be scored as a No ball extra. If other penalty runs have been awarded to either side these shall be scored. Any runs completed by the batsmen or any boundary allowance shall be credited to the striker if the ball has been struck by the bat; otherwise, they shall also be scored as No ball extras.

Apart from any award of 5 penalty runs, all runs resulting from a No ball, whether as No ball extras or credited to the striker, shall be reported against the bowler.

21.4.17 No ball not to count

A No ball shall not count as one of the over.

21.4.18 Out from a No ball

When No ball has been called, neither batsman shall be out under any of the Laws except Handled the ball, Hit the ball twice, Obstructing the field or Run out.

21.5 LBW & Leg Byes

There will be no LBW in ACL matches. However, runs for leg byes are allowed if the batsman does not deliberately pad or block the ball with body.

There is no such rule saying batsman did not offer any stroke. If not deliberate padding or block, batsman can take leg byes. For Example, if a batsman tries to avoid a bouncer and if it hit any part of his body, there is always run for that.

21.6 Mankading

Mankading out is allowed but only after a legitimate appeal by the bowler and after first warning by the umpire to the non-striker and to the captain of the batting team as a first and final team warning. Mankading, refers to a situation when a bowler runs out the non-striker who leaves the crease before the ball is delivered. Also, the bowler should NOT have completed his bowling action before attempting to run out.



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21.7 Run out - Wickets Down or Moved

Regular run out rules applies. When Spring based stumps are down on the ground or when the base is moved from its position during play, then the entire stump pack must be brought upright to the original position or the entire stumps must be carried by hand with ball in the hand to attempt a run out.

21.8 Recalling a batsman

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

21.9 Fair & Unfair Play

ICC rules are valid for judging and awarding penalty runs in case of unfair play. The umpire(s) will make the determination and may call the committee for clarifications (even during the match). Any time delays associated with these clarifications will not be considered for match duration rules.

22 Boundaries and Catches

TOUCHING FENCE: Any catch taken touching the fence where the runs are declared (1D, 2D, 4D) by either direct hit to the fence or the ball going over the fence, will be considered valid. On the other hand, any part of the fence where the regular boundary is, leaning on the fence and taking catch is NOT allowed. A regular boundary is defined where a batsman hits the ball along the ground and awarded 4 runs or awarded 6 runs where the ball directly hits the fence or goes over the fence. Any catch taken as a "re- bound" from natural element (like a tree, fence, or a bench) will not be considered valid but batsman can still be "run out" for any obstructed shot.

BOUNDARIES & CATCHES: In case of a potential or real dispute regarding a hit for 4/6 runs and /or a catch at the boundary, fielders are advised to stay put and help the umpire make the decision by holding their ground. Benefit of doubt shall always go to the batsman.

23 Substitute players

A team can have maximum of two substitute players if approved by the umpires. An approval from opposition captain is NOT required. Match played as a substitute will not be counted towards the "minimum matches" requirement (to qualify for the play offs), i.e., this will not be counted as a match played.

A substitute player can only field. He can neither bowl nor bat or be allowed to act as a captain. He can be a wicket keeper. A substitute player can join team at any time during the match.

A substitute player MUST be from the same team roster and MUST be listed on the ACL website (Teams page). In case of play off matches, the 'minimum matches' rule will be applied to the substitute player as well.

A player returning to the field after a break (out of the field) for the bowling team, can bowl only after he is on the field for one full over in that match. Refer to Section [14 Toss](#) for rules on players joining late and substitutes.



24 Retiring

A batsman may retire at any time during his innings. The umpires reserve the right to allow the batsman to retire (Retired Hurt).

RETIRED HURT: If a batsman retires due to illness, or on-field injury or any other unavoidable cause while playing, he is entitled to resume his innings. If for any reason he does not resume his batting, his innings is to be recorded as “Retired Hurt / Retired - Not Out”. A retired hurt batsman can only resume his innings, at the fall of a wicket or the retirement of another batsman.

RETIRED OUT: If a batsman retires for any reason other than above reasons, he may resume his batting only with the consent from umpires. If for any reason he does not resume his batting, his innings is to be recorded as Retired Out. If a batsman retires for convenience, the batsman cannot resume his innings and will be declared as “Retired OUT”.

25 Runner / By-Runner

No runner or by-runner allowed in any context of match.

26 Fair and Unfair play

The neutral umpire(s) is/are the sole judge(s) of fair and unfair play.

The umpire(s) may intervene at any time, and it is the responsibility of the captain(s) to act where required. Umpires must intervene for:

- Deliberate wasting of time by either team.
- Damaging the pitch by either team.
- Dangerous or unfair bowling by either team.
- Tampering with the ball by either team.
- Any other action that the umpire(s) may consider to be unfair.

Note: Umpire’s call is final, and teams can lodge complaint if they think otherwise.

27 Misconduct Warning

The neutral umpires are empowered to oversee the behavior of the teams during the match. In case of dissent shown by any player during the match such as using abusive language, fighting on the field, too many appeals to the umpires, vehemently disagreeing with the umpire’s decision, the umpires reserve the right to call the captain of the team involved in such an act and warn the player involved. If the umpire gives 2 warnings to a player and it happens the 3rd time the player would be sent out of the match and he cannot be replaced by a substitute nor, can he bat if he has not done so



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already. In case of the team being a batting team and if the batsman has already finished his batting and if such a scenario has been reported by the umpire, the player will be banned from playing the next match. If it is a batting team and if it is during a playoff match, the team will be penalized 1 over of play (refer to ACL Code of Conduct).

NO-SMOKING: Smoking or consumption of alcohol on the field or on the premises including the parking lots and the area surrounding the fields is prohibited and all the park rules apply while playing. Violating team and player is subject to severe penalty and/or match ban (refer to ACL Code of Conduct)

28 Against the Spirit of the Match

Following actions are against the spirit of the match:

- Dispute an umpire's decision by word, action, or gesture.
- Direct abusive language towards an opponent or umpire.
- Indulge in cheating or any sharp practice, for instance to appeal knowing that the batsman is not out.
- Advance towards an umpire in an aggressive manner when appealing to seek to distract an opponent either verbally or by harassment with persist

There is no place for any act of violence on the field of play. ACL reserves the right to decide the penalty against the team(s) and/or player(s) and/or umpire(s).

29 After the Match

Trash Cleanup: Each team must fully cleanup all water bottles and their trash near their dugout. Ground, dug outs and seating area, must be in similar condition in which they were before the match. ACL will take disciplinary action in the event any Team fails to follow this.

Fixtures at Ground: Any equipment at ground disturbed during match should be put back in place. Teams are not allowed to remove bases in baseball grounds.

30 Scoresheets & Match Reports

Scoresheets for all matches must include the Team names, Toss detail, complete batting, bowling, and fielding records.

Teams must put names of fielders involved in a dismissal on the score sheets.

Umpiring team: Umpires MUST sign both completed scoresheets and ensure that both captains also sign them. It is the sole responsibility of the umpires to upload the scoresheets on ACL website no later than the Monday after the match. Match report should also be included with any delays, player misconduct, and incidents during the match and should be submitted by umpires along with scoresheets.

Captains: Both captains are responsible for entering complete details of their innings including all player names in batting section and also bowling and fielding details of opponents on Scoresheets and same information must be submitted on



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ACL website no later than the Monday after the match. Any changes from recorded scoresheets must be approved by ACL. Otherwise, teams will be subjected to penalty as described in Code of Conduct.

If a match is played under protest, this should be mentioned on the scoresheet.

31 Protests & Complaints

All protests and complaints must be properly signed and submitted to the committee no later than Monday following the match day failing which Disciplinary Committee (DC) will make final call on accepting complaint.

Copies of the complaint letter should also be sent to the officiating umpires and team involved in question in due course. No protests or complaints will be valid if a match is played without an approved ACL umpire.

The decision of the committee - DC will be final.

No protests or complaints will be considered unless proper procedures are followed.

ACL Code of Conduct document has all the guidelines and details on violations and penalties.

32 Awards and Trophies

Both Winners and Runners of each Tournament will receive ACL Trophies.

WINNERS: A Team Champions Trophy and each registered player (up to 15) will receive an individual Champion trophy.

RUNNERS: A Team Runners Trophy and each registered player (up to 15) will receive an individual Runners trophy.

Playoff matches: Following awards will be presented -

- Player of the Match Quarter Finals
- Player of the Match Semi Finals
- Player of the Match Finals
- Best Allrounder
- Best Batsman
- Best Bowler
- Best Wicket Keeper

Round Robin matches: Following Best players awards will be presented -

- Best Allrounder
- Best Batsman
- Best Bowler
- Best Wicket Keeper

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



33 Disclaimer

The Rules and regulations can be changed by ACL at any time. However, the changes to the rules will be announced to the teams via email/website updates. ACL reserves right to modify, add or delete any of the rules and rules addendum at its own discretion.