



Atlanta Cricket League

Casual Cricket with Professional Outfit

2025 ACL Spring T12 Rules

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 T20 format rules in the ACL Master League Rules document are applicable for the Spring T12 tournament as well. The Spring T12 tournament will be played as a Mini league format, and some exceptions/additional tournament rules for Spring tournament T12 are below:**

2. **Format**

2.1 Mini League — Teams will be placed in pools with 5 teams in each pool. Team placements will be done randomly during the draw. Teams within the pool will play other 4 teams in a round-robin manner.

2.2 Rankings

- The top 2 teams from each pool will qualify for the playoffs (total 22 teams) based on points and NRR.
- Pool topper from each pool will be assigned ranks R1 to R11 based on points and NRR.
- The second ranked team in each pool will be ranked R12 to R22 based on points and NRR.
- Teams ranked R1 to R10 will advance to the Pre-Quarter finals.
- Teams ranked R11 to R22 will play Eliminator to Qualify for Pre-Quarters

2.3 In the case of a tie between teams on points and NRR, the team with the higher number of wickets taken during the round-robin stage will get a higher ranking. (Refer to Ranking section 10.4 in ACL Master League Rules document)

Eliminator

- R11 vs. R22 – winner R11
- R12 vs. R21 – winner R12
- R13 vs. R20 – winner R13
- R14 vs. R19 – winner R14
- R15 vs. R18 – winner R15
- R16 vs. R17 – winner R16

Pre-Quarter Finals

- R1 vs. R16 – winner QF1
- R2 vs. R15 – winner QF2
- R3 vs. R14 – winner QF3
- R4 vs. R13 – winner QF4
- R5 vs. R12 – winner QF5
- R6 vs. R11 – winner QF6
- R7 vs. R10 – winner QF7



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- R8 vs. R9 – winner QF8

Quarter Finals

- QF1 vs. QF8 – winner SF1
- QF2 vs. QF7 – winner SF3
- QF3 vs. QF6 – winner SF3
- QF4 vs. QF5 – winner SF4

Semi Finals

- SF1 vs. SF4 – winner F1
- SF2 vs. SF3 – winner F2

Finals

- F1 vs. F2

2.4 Super Over

- All tied matches will be decided by a super over. Super over scoring should be done on paper as there is no provision in the ACL Scoring app currently.
 - This applies to league matches and playoffs.
 - Please refer to section 11 in the ACL Master League Rules document for further information.
3. Each game will be played between two teams of **11** players each.
 4. Each game will have a maximum of **TWELVE** 6-ball overs per innings. If a match cannot be completed on the scheduled date and time due to **weather or ground conditions**, teams should be prepared to play shortened games (minimum 8 overs) on alternate schedules.
 5. Matches will be scored using **ACL Scoring** mobile app. Players must register on the ACL website, complete online waivers and submit a request to the team they want to join. Captains need to accept player requests to add players to the team roster. (Just like we do for ACL main league)
 6. Both ends of the pitch will be used for batting and bowling unless deemed otherwise by tournament designated authorities.
 7. **Minimum 5 bowlers** should be used in the game. Only 2 Bowlers can bowl a **maximum of 3 overs**. In case of a reduced over match, maximum overs per bowler will be reduced accordingly (11 overs match – only 1 bowler can bowl a maximum of 3 overs, 10 overs or less match – maximum of 2 overs per bowler)
 8. Each team will be permitted to register a maximum of **20 players**, although only 11 can bat or bowl in any one game. All players should be registered and should have signed the waiver form and should not have played in any other team in this tournament. The teams should submit the playing 11 at the beginning of the match. However, a team can get individual trophies for a maximum of 15 players in Finals.



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9. Player eligibility criteria - player must play at least two league matches before playing playoff games. A player will be qualified only if he is in the playing 11 in league games. Eligible criteria apply for substitute players also in playoffs.
10. All **NO-BALLS** will result in a **FREE HIT**.
11. Each team must provide umpires for 2 games in the league stage & need to provide one umpire during playoffs.
12. If a fielder takes a break in the middle of the match for some overs, then the player must spend minimum one over on the field before he can bowl.
13. 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.
14. 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.
15. **SUPER OVER**
 - a. The team that batted second in the 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 balls (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.
 - d. In case scores are tied at the end of Super Over, a second Super Over will be played. (Refer to Super Over rules in Section 11 of ACL Master League Rules document).
 - e. In the event of a 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).
16. **POWER PLAY:** Total 4 overs of power play. First **3 overs will be mandatory**, and the batting team can choose the 4th 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 team doesn't use the batting power play by the end of 9th over, the 10th over will be an automatic power play over. If for some reason, power play is not taken by mandatory power play over, it is considered as lost power play. Power play overs will reduce in case of a shortened game (First 2 overs followed by second power play by 8th over for 10 or 11 over match



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and only first 2 overs of powerplay for less than 10 overs match).

- a. Maximum TWO fielders will be allowed outside the inner circle during power play. 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 the leg side of the batsman.** The violation will result in a **NO-BALL. This will result in a FREE HIT**
17. **Field Restriction:** 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.**
- During non-power play overs, **minimum 4 fielders** should be inside the inner circle excluding bowler and keeper. The 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.**
 - **This Field Restriction applies, irrespective of total number of players per side on the field.**
18. **Ground Rules:** Players shall be allowed to use any regulation cricket equipment including gloves (batting and keeping), pads (leg and elbow), abdomen- guards, etc. (gloves are not allowed for fielders)
- a. Boundaries and power play circle dimension shall be defined and explained to the captains at the start of every game.
 - b. All tournament rules are subject to change by the tournament committee.
 - 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. If a bowler bowls a ball that makes **two bounces before the popping crease** on the batting side, then the ball is called **NO-BALL** by the umpire. **This will result in a FREE HIT**
2. A batsman retiring in the middle of the innings (batting) is considered **RETIRED OUT**, unless injured while batting and allowed by the umpire to retire in the middle of the innings. The **RETIRED** player can only resume after a fall of wicket.
3. A bowler can retire in the middle of an over at any point and can come back to bowl in the innings, but it will be for a new over.
4. 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 overthrow situation), if there is a possibility of a



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run-out again - the fielder(s) must fix stumps back in an upright original position on where it was originally placed and, then knock the stumps down again or carry the stumps together with the ball in the same hand.

5. **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.**
6. Ball Pitching at the edge or outside Mat will be called as No ball and it will be free hit.
7. New batsmen will be on strike on a catch out unless it is the last ball of the over.
8. Teams must bring their own stumps for every game (Spring stumps with base).
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 rescheduled. 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 the opposite team would be declared as winner. The ACL committee decision will be FINAL.
10. In the event that a match has to be moved to another ground after commencing the first innings (a ball was bowled), it will be considered as a new start of the match including a new toss.
11. Players coming in late will be allowed to play, only if the players arrive before the completion of the 6th over of the match. All Player names must be part of the playing XI and informed to the umpire before the start of the match. Any player coming in late must field a minimum of 1(one) over before becoming eligible to bowl (if representing bowling team) or wait until the fall of first 2 wickets in the innings before becoming eligible to bat (if representing batting team).
12. *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. *Up to every 5 minutes delay, 1 over penalty will be levied for the team in contempt. (Example: If Match start is 9:00, but if the match commences at 9:06, 1 over penalty will apply to delayed team)*
 - b. *Up to a maximum of 20 minutes will be allowed as a delay from the start time. In the 21st minute, the team in contempt forfeits the match. (e.g: 9AM Scheduled Start, if the match does not start by 9:21, team at fault will be considered as forfeiting the match)*
13. **Rain Rules**
 - a. *If the scheduled game is interrupted and/or abandoned due to rain or wet ground conditions, then the game will be rescheduled. The rescheduled match will be 8 overs a side. (2 overs power play, 5 bowlers minimum, 3 bowlers can bowl max 2 overs each)*
 - b. *If the **rescheduled** game is interrupted and/or abandoned due to rain or wet ground conditions, then teams will **split the points**.*



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Decision Makers: Umpires and ACL organizers will examine the ground conditions to abandon the respective game.

14. All players MUST be in proper sports attire and athletic shoes. No shorts or sleeveless shirts or non-athletic shoes are allowed. Applicable to both Players and umpires