



ACL Blitz 360 and Blitz 200 Tournaments 2025

Contents

ACL Blitz Format

Round Robin Format

Playoffs Format

- Rankings
- Pre-Quarter Finals
- Quarter Finals
- Semi Finals
- Finals

Rule Changes

- No of Overs
- Strike/End Change
- Powerplay
- Breaks
- Game Duration

Other Rule Changes

- Super Sub
- Super Over
- Duckworth Lewis Method - DLS
- Rain, Washout or Match Called Off Rule
- Player Eligibility

Tournament Plan

Playoff Washout



ACL Blitz 360 and Blitz 200 Tournaments Format

Played exclusively on Saturdays, both Blitz 360 and Blitz 200 will have matches in 100 ball per innings format.

Blitz 360 will be played in full cricket grounds at ACF

Blitz 200 will be played in baseball grounds

ACL Blitz 360 - Round Robin Format

Teams/Pools:

- 21 teams will be divided into 3 pools with 7 teams in each pool.
- Each team will play every other team in their pool once (6 League matches).

Note: In case a pool is short of 7 teams, teams will play a second match with a team in the same pool. For 6 team pool scenarios, after playing with every other team in the pool, additional game will be scheduled as follows – R1 vs R6, R2 vs R5, R3 vs R4 (rankings from draws before the Tournament)

ACL Blitz 200 - Round Robin Format

Teams/Pools:

- 14 teams will be divided into 2 pools with 7 teams in each pool.
- Each team will play every other team in their pool once (6 League matches).

ACL Blitz 360 - Playoffs Format

Rankings

- The top 4 teams from each pool will qualify for the playoffs based on points and NRR.
- Pool topper from each pool will be assigned ranks R1 to R3 based on points and NRR.
- The second ranked team in each pool will be ranked R4 to R6 based on points and NRR.
- The third ranked team in each pool will be ranked R7 to R9 based on points and NRR.
- The fourth ranked team in each pool will be ranked R10 to R12 based on points and NRR.
- Teams ranked R1 to R4 will qualify straight to the Quarter finals.
- Teams ranked R5 to R12 will play in Pre-Quarters (R5 vs R12, R6 vs R11, R7 vs R10, R8 vs R9).
Winners from Pre-Quarters matches will get ranking R5 to R8.

Pre-Quarter Finals

- R5 vs. R12 – winner QF5
- R6 vs. R11 – winner QF6
- R7 vs. R10 – winner QF7
- R8 vs. R9 – winner QF8

Quarter Finals

- QF1 vs. QF8 – winner SF1
- QF2 vs. QF7 – winner SF2
- 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

ACL Blitz 200 - Playoffs Format

Rankings

- The top 4 teams from each pool will qualify for the playoffs based on points and NRR.
- Pool topper from each pool will be assigned ranks R1 and R2 based on points and NRR.
- The second ranked team in each pool will be ranked R3 and R4 based on points and NRR.
- The third ranked team in each pool will be ranked R5 and R6 based on points and NRR.
- The fourth ranked team in each pool will be ranked R7 to R8 based on points and NRR.
- Teams ranked R1 to R8 will qualify straight to the Quarter finals.

Quarter Finals

- R1 vs R8 – winner SF1
- R2 vs. R7 – winner SF2
- R3 vs. R6 – winner SF3
- R4 vs. R5 – winner SF4

Semi Finals

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

Finals

- F1 vs. F2



ACL Blitz 360 and Blitz 200 Rules – 2025

All the rules from ACL main league will apply with a few notable exceptions and additions. The team uniform rule is relaxed but wear proper sports attire (no shorts and slippers).

Major Rule Changes

Number of Overs

- Each innings will have a maximum of 100 balls (20 overs as per ACL terminology with 5 balls/over)
- A bowler can choose to bowl 5 balls (1 over) or 10 balls (2 overs) in a row. Each bowler gets a maximum of 20 balls (4 overs) per match.

End Change

- Batsman Strike/Bowler End change after every 10 balls (2 overs)

Power Play

- First 25 balls (5 overs as per ACL App) will be Powerplay and only 2 fielders are allowed outside the inner circle.

Breaks

- There will be only 1 break per innings at the 10 over mark. The break duration will be 3 minutes.

Game Duration

- Each inning is allocated 80 minutes. Teams need to make sure their quota of overs to be completed within the allocated time. If for any reason there is delay from batting team, umpires can intervene and make sure the game is on pace for completion within the allocated time.
- Innings Break will be 5 minutes.
- Duration breakdown:
 - First innings 85 minutes
 - Mid Innings break – 3 minutes
 - Innings break – 5 minutes
 - Second innings 85 minutes
 - Mid Innings break – 3 minutes
 - Total Duration – 181 minutes (~3 hours)
- Game start timings will be 8:30 am / 11:30 am / 2:30 pm

Other Rule Changes

Super Sub

- Teams can utilize a super-sub during a game.
- Blitz 360: Playing 11 (12 with super-sub) should be named at the start of the match, i.e., before the toss. ACL Scoring app has the ability to add up to 12 players.
- Blitz 200: Playing 9 (10 with super-sub) should be named at the start of the match, i.e., before the toss. ACL Scoring app has the ability to add up to 10 players.
- A super-sub can **bowl OR bat (not both)** during the course of the match. Super-sub can field at any time. The maximum number of fielders on the field is always 11 for Blitz 360 and 9 for Blitz 200.



- Both captains and umpires should be informed about the super-sub, and they (the player) should be clearly identified.
- The umpires need to take a picture of the entire playing 11 (12 if super sub is playing) Blitz 360 or 9 (10 if super sub is playing) for Blitz 200.
- The super-sub (or any players for that matter) should be a part of only one team in The Blitz Tournaments. Players should not be representing any other team in The Blitz Tournaments. Violations will result in severe penalties including suspensions of player/team as in the Code of Conduct.
- The number of all-out wickets remain at 10 in Blitz 360 and 8 in Blitz 200 for a completed inning.
- Max number of overs per bowler are still the same (4 overs which is 20 balls for this tournament).
- The super-sub must be on the ground according to the rules mentioned in the rule book.
- Late joining player(s) must be at the ground before the start of the 8th over of the first inning of the match and umpires should be informed upon arrival.

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 the ACL master rule book for further information.

Duckworth Lewis Stern (DLS)

- ACL will utilize the DLS method for calculating the target score in rain affected matches.
- A minimum of 5 overs needs to be completed during the second innings to determine the result.
- A common DLS app will be used for this purpose.
- Duckworth-Lewis Calculator - Available for Apple and Google/Android devices.
- Please refer to the document regarding DLS rules and scenarios that is published on the ACL website.

Tournament Plan

- Tournament Planned dates: Starts April 12, 2025
- 3 games will be scheduled per day in Blitz 360 (8:30 am/11:30 am/2:30 pm)

Playoff Umpiring

- All teams registered are required to provide an umpire for playoff games (Team missing to do it will be handed a level 1 individual penalty of \$50).



Rain, Washout or Match Called Off Rule

All rained out/washed out matches will be rescheduled

- Rescheduled matches will be reduced over games (50 balls / 10 overs) to accommodate all remaining games.
- Teams should be ready to play double headers on such rescheduled weekend (Sat), during the league stage.

Player Eligibility

- Player eligibility will be staggered to accommodate for the fewer number of matches played in The Blitz Tournament.
- For a player to be eligible to play in the playoffs, they need to play a minimum of 2 games in the league stage.

Playoffs Washout

If any of the scheduled playoff matches are not completed due to rain and/or unplayable ground conditions or due to unavoidable circumstances caused by third parties (like ground authorities), teams should be prepared to play a reduced overs game on an alternate schedule (it will be a fresh match).

ACL reserves the right to clarify/change the rules as deemed necessary