



# Atlanta Cricket League

Casual Cricket with Professional Outfit

## 2026 ACL Corporate Premier Cup 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 Corporate Premier Cup 2026 will be played as a Mini league format.

**All ACL F15 game rules apply to the ACL Corporate league as well.**

<https://atlantacricicketleague.org/Home/Download>

**Below are a few links for quick reference,**

ACL League Rules

- <https://atlantacricicketleague.org/files/2026/2/ACL%20League%20Rules%20v4.0.pdf>

Ground Rules - Categories and details

- [https://atlantacricicketleague.org/files/2017/9/ACL\\_Grounds\\_2017\\_v3.pdf](https://atlantacricicketleague.org/files/2017/9/ACL_Grounds_2017_v3.pdf)

ACL Scoresheet

- [https://atlantacricicketleague.org/files/2022/2/ACL\\_Scoresheet.pdf](https://atlantacricicketleague.org/files/2022/2/ACL_Scoresheet.pdf)

ACL Umpire Checklist

- <https://atlantacricicketleague.org/files/2026/2/ACL%20Umpires%20Checklist.pdf>
- <https://atlantacricicketleague.org/files/2026/2/ACL%20Match%20Report.pdf>

2026 ACL Code of Conduct

- <https://atlantacricicketleague.org/files/2026/8/ACL%20Code%20of%20Conduct%20-%202026%20-%20Version%20-%202002-28-2026%20-%20FINAL.pdf>

**Some Exceptions/additional Corporate League tournament rules 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 Top 2 Ranked teams** from each pool will advance to playoffs (a total of 4 teams). Top Rank in the pool is based on Points and NRR between teams in the pool (Refer to Ranking section 10.4 in ACL League Rules League Rules document)



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2.3 Top 2 in each pool will qualify directly to Semis. A1 vs B2 (Winner: F1) and A2 vs B1 (Winner: F2).  
F1 & F2 will play in Finals.

2.4 Super Over will be used to get a result in case of a tie at the playoff stage in the Tournament.

3. Each game shall be played between two teams of **9 players** each, maximum **3 foreign** players can play in one game. A **super sub** is allowed for this tournament. In case of a team playing a super sub, **minimum 7** has to be from the corporate, **3** can be foreign players.
4. Each game shall have a maximum of **15 (Fifteen)** 6-ball overs per inning. If a match cannot be completed on the scheduled date and time due to **weather or ground conditions**, teams should be prepared to play on an alternate schedule. Teams may have to play a shortened version of the game (minimum 8 overs) if needed to complete the match.
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. Matches will be played on baseball fields with a single end of the pitch used for batting.
7. **Minimum 4 bowlers** should be used in the game, and max 4 overs for each bowler . In case of a reduced over match, maximum overs per bowler will be reduced accordingly (Please refer to the ACL leaguer rule document )
8. Each team will be permitted to register a maximum of **18 players**, although only 9 can bat or bowl in any one game. Each team will be allowed to register a **maximum of 5 Foreign Players (not employed within the same corporate) and only a maximum of 3 can play in a game at a given time**. 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 9 (or 10 with supersub) at the beginning of the match. However, a team can get individual trophies for max 15 players.
9. **Player eligibility criteria** - player must play at least **one** league match before playing Semi- Finals. A player will be qualified only if he is playing 9 (or 10 as supersub) of 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 4 umpires at the start of the tournament. 2 game umpiring (4 Umpires) is mandatory during the round robin stage. Teams not qualifying for playoffs must provide 1 umpire for Semi-Finals.



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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 6 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, points will be split between both teams
15. **POWER PLAY:** No Power play for the league
16. **Field Restriction:** Maximum 4 fielders on either side of the field. Wicket keeper is mandatory.
17. **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.
18. **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. *Every 5 minutes delay, 1 over penalty will be levied for the team in contempt. (Example: If Match start is 6:30pm, but if the match commences at 6:36pm, 1 over penalty will apply to the team that delayed the start of the game)*
  - b. *Up to a maximum of 30 minutes will be allowed as a delay from the start time. In the 31st minute, the team in contempt forfeits the match. (e.g: 6:30PM Scheduled Start, if match does not start by 7:00pm, team at fault will be considered as forfeiting the match)*
  - c. *If both teams are delayed to start the game then 1 over each from both teams will be reduced for every 10 minutes of delay.*
  - d. *The ground lights will be switched off at sharp 9:30pm ET. It's the responsibility of both the Captains to finish the games before 9:30pm ET. If the second innings is not complete and the lights switch off at 9:30pm ET then DLS will be applied to declare the match winner.*



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## Additional Rules:

2. If a bowler bowls a ball that makes **two bounces before the popping crease** on the batting side, then the ball is called **DEAD-BALL** by the umpire.
3. 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 due to injury can only resume after a fall of wicket.
4. 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.
5. 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 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.
6. **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.**
7. Ball Pitching at the edge or outside Mat will be called as No ball and it will be free hit.
8. New batsmen will be on strike on a catch out unless it is the last ball of the over.
9. Teams must bring their own stumps for every game (Spring stumps with base).
10. 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.
11. 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.
12. 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).



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## 12. 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 (1st reschedule) and the rescheduled match will be of 8 overs a side.*
- b. *If the **rescheduled** game is interrupted and/or abandoned due to rain or wet ground conditions, then it will be a **split point** between the two teams.*

***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**