

*Atmiya* Cricket League



### **Rules and Regulations:**

Each team member will receive a copy of the Discipline Section, and will be required to sign a sheet acknowledging they have read and understood (and spoken to their team leadership regarding) the Discipline Policy , Zero Liability policy and Park rules and regulations.

### **Mandatory Dress:**

- ALL PLAYERS ARE REQUIRED TO WEAR TROUSERS AND T-SHIRTS HAVING IDENTICAL COLOR DECIDED BY A TEAM CAPTAIN OR WHITE COLOR.
- Shorts and Jeans are not allowed. Only a crest or logo to the side is allowed.
- PLAYER IS NOT ALLOWED TO PLAY WITHOUT THE LEAGUE REQUIRED APPAREL.

### **Alcohol, Smoking and Cleanliness:**

- Players or any individual will not be allowed in the park facility if under influence of alcohol or violating park and county rules and regulations. For more information, go to league (ACL) or park website. (Violations will be reported to the Clear Lake Park security)
- Participation from BOTH teams is required to clean up the ground after each game (i.e., picking up the wickets, trash, etc.) The umpire can communicate with the respective Captains for their help in this matter. (Boundary cones will be provided by the League)

### **Team:**

- Each team will be provided with 11/12 players and minimum of 10 player on each side are required to start the game.
- Each team will be required to announce their playing X before the start of the game by writing it on the supplied sheet.
- If Team does not appear on specific timeframe for the game, other team will win without playing game.
- Two overs cut will be charged as penalty if the team will not be able to report on allocated time for game.
- The extra player(s) (not documented on the provided team sheet before the start of the match), can field during the match after notifying the umpire and opposition team captain with reasonable justification only. The extra player cannot bowl or bat during that match. (If team wishes to play such extra player so that he can bat or bowl, team is allowed to substitute him for the next match but not the ongoing one.)

### **Overs:**

- All matches are of 10 overs except semi-finals and finals. TWO bowlers gets to bowl a maximum of 3 overs. Semi-finals and final are of 12 overs. In these matches as well, each bowler gets to bowl a maximum of 3 overs.

### **Bowling Guard:**

- At every spell, the bowler should indicate his guard to the umpire (e.g.: right arm over, left arm over etc.). The ball (delivery) will be declared a NO BALL by the umpire on the failure to do so. Underarm bowling shall not be permitted except by special agreement before the match.

### **Fair Delivery:**

- For a delivery to be fair in respect of the arm the ball must not be thrown. Although it is the primary responsibility of the striker's end umpire to ensure the fairness of a delivery in this respect, there is nothing in this Law to debar the bowler's end 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 (i) call and signal No ball. (ii) Caution the bowler, when the ball is dead. This caution shall apply throughout the innings. (iii) Inform the other umpire, the batsmen at the wicket, the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.
- If either umpire considers that after such caution a further delivery by the same bowler in that innings is thrown, the umpire concerned shall call and signal No ball and direct the captain of the fielding side to take the bowler off forth with without prior warning. Another bowler, who shall neither have bowled the previous over nor be allowed to bowl the next over, shall complete the over.
- The bowler thus taken off shall not bowl again in that innings. The umpires together shall report the occurrence as soon as possible to the Executive of the fielding side and any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and bowler concerned.

### **No-Ball:**

- Bowler's front foot should be on or behind the Popping Crease line on bowling side. Back foot should not touch the side line at all. There will be a free hit in this case. Violation of this rule considered to be "No Ball". Umpire's decision is a final call.
- There will be no talking or moving sideways or backward once bowler has started his run. Violation will result in "NO BALL".
- Full Toss: Over the waist height, the ball will be declared a "No ball". When a batsman charges down the ground, the ball will not be declared a "No Ball". The bowler can be asked to stop bowling if he continues to bowl full toss over the waist height after 2 warnings. There will be a free hit in this case.
- Bouncer: Two bouncers (head-height) per over are allowed. Any subsequent delivery for the rest of the over will be declared a "No Ball". Odd bouncer will also be considered as bouncer. The ball over the batsman's head could also be called as a wide and as well as one bouncer warning could be given to the bowler.
- If a wicket-keeper collects the ball in front of the stumps, then it will be called as a "No ball" by the Umpire. However, if the bat has touched the ball, then it shall be legal.
- Umpire can declare "No Ball" if field restrictions are not obeyed.

**Dead Ball:**

- Ball pitching more than once or ball rolling along the ground bouncing more than twice or coming to halt will be declared as a “Dead Ball”.
- Ball pitched outside the mat and on the nail will be declared as a “Dead Ball”.

**Wide Ball:**

- If the umpire thinks, the batsman cannot play a reasonable cricketing shot while standing in his normal cricketing stance, the umpire can call it a wide.
- Any delivery down the leg side, it is a wide delivery. If the ball goes above the stumps on the leg side, it is not a wide ball.

**Power play:**

- In a 10 overs match, there will be 1 over mandatory power play (First over of each inning), one batting power-play and one bowling power-play each of 1 over (Total of 3 power play overs).
- In a 12 overs match, there will be 2 over mandatory power play (First two overs of each inning), one batting power-play and one bowling power-play each of 1 overs (Total of 4 Power play overs).
- If the power play has not been taken before 8 overs (10 overs match) or 10 overs (12 overs match), the rest 2 overs will be a mandatory power play (one for batting and one for bowling).

**Field Restrictions:**

- Max 2 fielders outside 30-yard circle during the power play. Max 4 fielders outside 30-yard circle during the normal overs. Umpire can declare “No Ball” if field restrictions are not obeyed.

**Retire Hurt/Batting Declare:**

- Batsman can retire due to injury only though he can come back to bat later in the innings only after a wicket
- Runner: In tournament for ANY case, the runner is not allowed for the batsman unless the player has a serious injury during match only. (Umpire will considered his decision after discussing with opposing captain)
- Once a batsman takes a runner (from playing XI only), then the Umpire reserves the right to prevent him from bowling during the course of the rest of the match.

**Running On the Mat:**

- If the batsman runs on the mat, he will be warned twice and then for each subsequent time he runs on the mat, the run will not be added to the team’s score.

### **Rain Interruption:**

- Safety will be the most important factor. In case the rain interrupts the play, Umpire and Referee will decide the fate of the match.
- In case of inclement weather conditions the numbers of overs will be decided on by the umpires, captains of the teams involved and the organizer(s) (if needed).
- As a guideline, the officials should deduct 1 over for every 5 minutes lost due to weather, bad light (or delaying tactics by a team).
- If, in the Umpires and referee opinion, the light has faded but is still good enough to support spin-bowling, then the Umpires can ask both teams to continue with spinners in action from the bowling side (provided spinners are regular bowlers for the bowling team). In such case, the Umpires' do not require agreement from the respective Captain's to proceed with this course of action.

### **Umpire's Decisions:**

- Umpire's decision is final and cannot be reverted except genuine conditions. (Note: Genuine conditions will be determined by the Umpires and Organizer)
- The Captain of the team can approach the neutral umpire for amicable discussions, but the neutral umpire is not obligated to discuss any issues with any other team member.
- The umpires can consult the match referee on issues of the player's behavior and suspicious action of a bowler before taking a final decision.
- In case of any unforeseen situations, the Referee will collectively take the decision on those situations. The situations are unpredictable; hence, we cannot describe an example in advance.
- The decisions for each match are unique to its environment, geographical area, and logistics; therefore, none can be referred to previous match's decision. Genuine conditions will be determined by the Umpires and Referee during any controversies.

### **Cricket Kit:**

- Official Ball and Stumps will be provided by the umpire on the game day. New ball will be used in each inning.
- Each Team has to bring their own bat, Wicket keeper gloves, and other required safety guards. (If needed, every effort will be made to provide one except safety guard)
- Each inning will start with a new ball, and the ball will only be replaced if it is lost or becomes unusable. The umpire(s) will have the final say. The Umpires DO NOT need the approval of either team when replacing the ball.

### **Points Table, Semi-Finals & Final:**

- If Team does not appear on specific timeframe for the game, other team will win without playing game. 3 points allocated to winning team. (Umpire can discuss with opposing team captain for 15 minutes extended wait)
- Winning team will get 3 points and losing team will get 0 point

- If match abandoned due to rain or other reason, both team will get 1.5 point.
- Each team will play 3 games in the league stage and top four teams at the end of the league will advance to semi-final. The order will be decided based on the points and net run rate (if needed)
- In the Semi-finals 1<sup>st</sup> positioned team will play against 4<sup>th</sup> positioned team, and 2<sup>nd</sup> positioned team will play against 3<sup>rd</sup> positioned team.

#### **Net Run Rate:**

- Net Run rate will be calculated for every match and in the event of two or more teams having the same won-lost record at the end of the first round, first the head-to-head record and then the net run-rate will be utilized in determining the final seeding.
- If a team is bowled out before their entire quota of overs is completed, then the entire number of scheduled overs will be used to calculate their run rate. Same will apply at the end of the Final to determine the winner.

#### **Super Over:**

- In case of a Tie, the result will be decided through Super-over.
- Each team decides a bowler to bowl and three batsmen to bat during one over named as the super over. The same ball used in the tied match will be used in super over.
- The team who bats second will have to bat first in the super over.
- In case the scores are level, the team hitting maximum sixes in regular match and Super-over will win. If total number of sixes hit is same, then teams with maximum fours will win the match.
- If two wickets fall for each team, the team will be considered all out.
- In case the Super Over results in a tie, then this process will be continued [light/conditions permitting] until there is a clear winner.

#### **Miscellaneous:**

- Bat exchange during an over will not be allowed. A batsman (within reason) can request a change of bat from the pavilion.
- Batsman hitting the ball twice: A batsmen is allowed to hit the ball twice with the bat provided he is ONLY attempting to keep the ball from hitting the wicket (and not interfering with a catch, run-out etc.).
- LBW rule is not included in league
- Scoring: The umpire will check the score at the end of each over, and communicate this to the bowling captain. Once the bowling side has accepted the score, then that becomes the official score. In case the bowling side feels that the score is incorrect, they should immediately inform the Umpire, and this should be done prior to the start of the next over. This dispute should be resolved before the match continues. Challenging the score at the end of the innings will not be acceptable as the bowling team is being constantly informed of the score at the end of each over.

**Zero Liability:**

- The Captain and players on a team, by signing, acknowledge that ACL is NOT LIABLE for any injuries sustained or any accidents (due to any reason) during the course of the Tournament.

**Profanity:**

- Captains should make every attempt to control profanity from their players (and from themselves). Excessive profanity (especially shouted out or directed at an opposing team) will result in a first warning and then suspension of player(s) (if warranted).
- Captains should ensure that the right spirit is displayed by their team.

**Awards:**

- Most valuable player (MVP) for each game will be decided based on the performance of the player, MVP will be decided by Umpires & Organizers Only. Following awards will be distributed at the end of the tournament.
  - Tournament Winner- Championship Trophy (Final)
  - Runner up- Runner up Trophy (Final)
  - MVP award for each game.
  - Best batsman (Tournament)
  - Best Bowler (Tournament)