



IMPORTANT STRICT NOTICE

1. DON'T USE ABUSIVE WORDS / THREATENING ACT / SLEDGING IN ANY CONDITIONS

1. For the sake of good cricket, please maintain a discipline act throughout the tournament
2. Any complaints getting in these regards, after investigation may get eliminate from ongoing also from future tournament completely.
3. New team may be in place for eliminated team position.

ADCL CONDUCTING A DIFFERENT CONCEPT OF CRICKET TOURNAMENT, IT'S NOT COMMERCIAL BUT CONDUCTING FRIENDLY ECO TOURNAMENT.

FORMAT & ABOUT ADCL SEASON 4

2. Format: Two innings format with 12 overs' in 1st innings & 10 over's in 2nd innings (Total 22 Over's)
3. **Abu Dhabi Cricket League – Season 4** Tournament Entrance Fee - **AED 200 only**. Tournament starts on **30th of November 2018 ends 11th January 2019**
4. Tournament base location will be **Shahama, Abu Dhabi**. Playing other locations is allowed if both teams mutually accepted.
5. **Team's squads should be submitted for ADCL SEASON 4 on or before 28.11.2018 (18 members squad list with pictures) no adding/hiring outsiders for the tournament is allowed.**
6. 12 teams will be participating in this League cum knockout 2 innings tournament with 2 groups. Each team should play 5 league matches against other team in same group. Each Friday only one match for each team. Top 2 teams from each group will get qualify for Semi Final.
7. Ground reporting time 6.30 – 6.45 am, may change in future due to seasonality, during summer advised to start as early as possible and coordinate with your opponent team captain for the same.
8. **The above ground reporting time, match start time & Delayed over deduction will not come in to effect on RED ALERT DAY and it will be announced in Team Caps Group by organizer on Friday early morning only on Rainy day & Foggy day.**
9. **Balls: Match will be played with VICKY ball; playing teams should arrange for it.**
10. **One ball for one match, New Ball for each team's 1st innings and same ball to be continued for their 2nd innings**
11. **Overs: 2 bowlers can bowl max 3 overs and 3 bowlers can bowl max 2 overs in first innings, 5 bowlers can bowl max 2 overs in second innings.**
12. **1st inning lead score will be carried over (added) to second innings.**
13. **No Follow on.**
14. Team should manage their refreshment responsibilities and cricket belongings.
15. One team player should not play for other teams in throughout tournament.

16. Please coordinate with your next match captain to avoid delays. Each team and its Captain details will send in WhatsApp group separately.
17. Scoring should be done by the playing teams on their own and final update should be sent in group WhatsApp
18. If any team / player found violating the ADCL Season 4 rules purposefully / ruining spirit of the game, it shall brought to the notice of ADCL Committee. ADCL Committee will probe and announce the verdict, which shall be accepted by all teams & players. If ADCL Committee bans any team / player due to above, then the banned team's players / individual player shall not play for any other teams playing in the current tournament and future ADCL Tournaments.

PRIZES & TROPHIES

19. Winner Prize: AED 1100/- Runner: AED 800/- & Trophy budget AED: 500/- will be awarded for winner and runner teams, Man of the match trophy only for Final match – Trophy for Man of the Series, Trophy for Top batsman & Top bowler. Medal for 2nd & 3rd position top batsman & top bowler will be awarded.

20. Points Rule

Clause 1:	<i>First Innings Leader gets 1 Bonus Point</i>
Clause 2:	<i>Second innings Leader gets 1 Bonus Point</i>
Clause 2a:	<i>In a scenario wherein a Team chasing a target less than the opposite team 2nd Innings score and WINS the match :</i> <i>* 2nd innings bonus point (1) will be given to chaser if they win with a run rate equal or more than the 2nd Innings run rate of the opposite team + 1 point for match winner.</i> <i>* 2nd innings bonus point (1) will be given to the opposite team if they restrict chaser team 2nd innings run rate less than their 2nd innings run rate although if they lose the match.</i>
Clause 3:	<i>Match Winner gets 1 Point</i>
Clause 4:	<i>In case of Tie in First innings or Second Innings, 0.5-point share for each team</i>
Clause 5:	<i>In case of Tie on Total Match Score, then winner decided thru super over</i>

21. POWER PLAY & FIELDING RULES:

1. **1st INNINGS:** For first 3 overs bowling power play is mandatory, 1 over batting power play can be taken between 8th to 10th over by the batting team and once the designated bowler about to start the over, batting team can opt for the batting power play and inform the umpire that the batting play has taken. Bowler cannot be changed once the batting power play taken by batting team. Umpire shall inform the fielding team with proper signal that batting power play taken by the batting team.
2. **2nd INNINGS:** For first 2 overs bowling power play is mandatory, 1 over batting power play can be taken between 6th to 8th over by the batting team and once the designated bowler about to start the over, batting team can opt for the batting power play and inform the umpire that the batting play has taken. Bowler cannot be changed once the batting power play taken by batting team. Umpire shall inform the fielding team with proper signal that batting power play taken by the batting team.

3. During the Power play overs, only 3 fielders permitted outside the 30-yard circle. For other overs (i.e. apart from power play overs), minimum 3 players shall be kept inside the 30 yards circle.
4. If you have measurement tape, then you can keep perfect, both teams please coordinate each other during marking boundaries and inner 30-yard circle.
22. Only 5 fielders can field on the leg side at any point of time if RH bowler is bowling from over the stumps for RH batsman. If RH bowler is bowling from around the stumps for RH batsman, then only 4 fielders can field on leg side. In same way, it will be applicable for LF batsman in vice versa.

GROUND ARRANGEMENTS:

23. Teams should arrange their ground, creases & boundaries along with your opponent team.
24. Each team has to use **minimum 12 cones** to cover leg/half side boundary lines to avoid dispute for 4 or 6 or catches on boundary line.

MATCH GROUND SPECIFICATIONS:

- **Pitch length – 19 m in length**
- Inner line from **middle of the pitch – 30 Yards (27 Meters)**
- Boundary line from **center pitch – 60 Yards (55 Meters)**
- **Wide Crease Measurements:** wide crease on batting end will be 1 bat from corner stump and side crease on bowling end will be equivalent to 1 bat and 1 handle from corner stump each end.
- **Bowling end used in ADCL Season 3 should be used as batting end in ADCL Season 4. All teams should play in same direction. For more clarity, a reference map/sketch will be posted later in ADCL CAPS WhatsApp group.**

MATCH TIMINGS:

26. Match Start time **7.00 AM** and that will be the cut off time.
27. Failure to report to the ground at **6:45 AM**, toss will be turn in favor of the present team.
28. Both the team must produce at least 8 players to perform the toss at given reporting time **6.45 AM**.
29. Toss will be in favor of the team who will have playing 8 immediately after the reporting time is passed.
30. To start a match at least 8 players are required for each teams and remaining players can join the game within the completion of 4 overs not later than that for fielding team only, no restriction for batting team.
31. Delaying 15 minutes will cost 2 overs, and 30 minutes will cost 4 overs reduction in 1st innings after the given cutoff time.
32. Failing to produce the players after 45 minutes of cutoff time, walkover will be imposed
33. **The above rules will be applicable if the present team captain not agrees for mutual concern.**
34. Match will start at **7.00 AM**. Team captains please ensure all 11 players reach the ground before that.
35. Time allocation for both innings will be **90 minutes and 10 minutes may get extend** maximum with a single break of 5 minutes extra if required.
 1. Batting team please do keep your next batsman ready & keep used Vicky ball ready if new ball broken
 2. Bowling team is requested to avoid ball-by-ball discussions & don't delay in taking ball if its goes outside boundary.

36. If present team not accepted below reasons, then it declared as walkover for any matches in throughout tournament.

1. Any team delay by 45 minutes than the given schedule time
2. Request for postpone match to another time of same day or next day without affecting next match schedule fixture for any reason

37. **WALKOVER RULES** will be as follows.....

- Zero points for both teams if they do not continue match for any conflicts/disputes.
- Give the match result with neutral umpires with nearby ADCL playing teams.
- Captain's call, other team captain should accept for neutral umpires call on disputes. No option to refuse.
- If the issue not sort out with above 2 & 3, then walkover team will be eliminated form ADCL with immediate effect and violation will impose against that team.
- Minimum Runs (Walkover Team) will consider as their score with full overs and
- Maximum Runs (Present Team) will consider as their score with full overs
- If above walkover rules not giving positive run rate for Present team, then rules will be as follows
- Walkover Team will get -2 NRR for that particular match (100 Runs)
- Present Team will get +2 NRR for that particular match (140 Runs)

38. **DUCKWORTH LEWIS RULES** will be as follows....

- For any reason, if match abandoned (only for external reason like climate, rain, interruption by locals) then D/L rules will apply
 - If minimum overs not reached to apply D/L rules, then each point will be share between teams (note: if match not abandoned for all teams).
 - If match abandoned for all teams also, minimum overs not reach to apply D/L rules, then new rematch will take place in coming week and fixture will change accordingly.
- For any reason, if match interrupted (due to internal reason like umpire decision, dispute, etc.) both teams should solve issue on ground itself. If required, please call Organizer or Captain from other teams from our tournament (if available) and get it solved. **MATCH RESULT IS MUST** If not, SL No: 36, 37 & 38 will be followed. Moreover, ADCL committee will be investigating two teams and give decision based on situation.
 - **Note: Re match cannot consider for internal interruption reasons.**

GENERAL RULES

39. **Please make sure each team should play from first game until last game with no skip.** If any team gives walkover for any reason, may get eliminate for next 1 season for 1st time violation. If any violated team repeating walkover for 2nd time, then it will get life banned from ADCL tournament seasons.

40. Those who are all interested to participate in Statistics can update your match scorecard in excel format which I will send to you later to your email id.

41. Opponent team Captain call and he should agree for any Substitute fielding, Bye Runner and for Retired hurt, it can be accept with any valuable reason like getting injured on the field.

42. Please **exchange Umpires** with your nearby ADCL tournament team (if available) or else it's from batting team with below conditions:

1. Teams should send umpires who having good cricket knowledge and tournament rules.
2. Do not send players who are not strong to handle decisions.

43. Any team **quit in middle** of tournament for any reason, then that team get eliminate from future tournaments completely.

44. GENERAL RULES TO UMPIRES

No ball can be given for following conditions:

1. If the bowler bowls without some part of the front foot either grounded or in the air behind the popping crease.
2. If one or both legs are completely outside the sideline crease.
3. If the bowler chucking/throws, rather than bowls the ball after 1st warning. If he bowls 2 chucking/throws anywhere in between overs, then he should stop continuing his over throughout the innings.
4. If the bowler changes the side of the wicket, from which he bowls without notifying the umpire.
5. **6 players in leg side including bowler who bowls from around the stumps, please refer SL NO: 22.... No fielding restriction for off side.**
6. **NO FREE HIT**
7. **Umpires are requested to shout for NO BALL, WIDE BALL & END OF THE OVER to avoid conflicts.**
8. If a bowler bowls 2 balls above batsman waist in an over then he should stop his over throughout the innings.
9. **Re-ball can declare if ball broken more than one inch except ball crossed boundary line**
10. **Wide should be given only if ball goes outside the wide line (not ON the line) (Note: Here, even If batsman moves towards wide line if the ball moves outside the wide line still it's Wide)**
11. **Please take guard from bowler if he not informed by himself. If bowler himself not informed his guard in beginning of an over then it will not a NO BALL.**
12. **Any doubt or dispute for umpire in decision making, main umpire shall clarify only with leg umpire. Umpire should not clarify with batsman or batsman should not inform the umpire (s) at any point of time. Outside batting team players including their captain shall not involve in this.**
13. In case of a catch near the boundary line, the **fielding captain** shall ensure the **fielder** stays at the catching position, so that the umpire can verify the claimed catch.
14. LB and LBW are not available in this tournament.
15. Leg bye scores and run out in such a scenario are not applicable.
16. Umpires decision is final. Only Captains can interact with the Umpires in case of any dispute. No arguments whatsoever are allowed with the Umpires.
17. If any team refusing umpire decision (neutral umpire) or not ready to play or giving walkover in middle of match, then normal walkover rules will be applied.
18. **Each team should update their match score in specified scorecard format and send to the tournament e-mail ID after every match, to get weekly statistics of top batsman, bowlers and the same will be used for final prize distribution of man of the series batsman and bowler.**

-THANK YOU-