**Alabama Cricket League - Playing conditions and Duties**

We’ll generally follow standard ICC playing conditions for the T20 that can be found here.

<http://www.icc-cricket.com/cricket-rules-and-regulations>

* All no balls to be followed by a free hit.
* Maximum 5 fielders allowed on the leg side at all times.
* First 6 overs of power play. Maximum two fielders are allowed outside the 30-yards circle.
* Maximum 5 fielders are allowed outside the 30-yards circle after the power play.

Power play rules specific to T25 (25 overs games):

* First 6 overs of power play. Maximum two fielders are allowed outside the 30-yards circle.
* Batting team calls for the second power play of 2 overs after 20 overs. If the batting team doesn’t call, umpires will call for the power play after 23 overs. Maximum three fielders are allowed outside the 30-yards circle.

Some rules specific to this league:

* No super-sub allowed.
* No runner allowed under any circumstances.
* Mankedding is **allowed** after one warning to the batsman (not allowing unfair advantage to the batsman to steal a single).
* Umpire's call is final and must be respected. The league will provide the main umpire for each game. Each teams will pay $20 umpiring fees to the main umpire. The intent here is to provide umpires who are experienced cricket players and who are fair and firm decision makers. The league does not have a training program for the umpires. The team captains are advised to work with the umpires in a special case decision making situations.
* Batting team will provide the leg umpire. Main umpire can override all decisions of the leg umpire except for runout and stumping. We’ve had some complaints in the past about umpires not being fair. Please talk to your players and encourage them to give fair decisions.
* We’ll play one side of the wicket.
* Uniform is a must. No white t-shirt/pants allowed. No shorts allowed. No white pads allowed.
* Weather affected games: Minimum 10 overs (12 overs for T25) should have been played of the second innings (first innings to finish all the overs) to be able to use the D/L method to determine the winning team. Else, points will be shared. The games can extend up to 4 hours (5 hours for T25) from the start time to possibly fetch a result.
* Winning team gets 2 points for each win. If one team cannot play for some reason, the other team gets the two points. If both the teams cannot play, no teams get any points.
* No rescheduling of the games under any circumstances, even if the two playing teams agree to reschedule.
* In case of equal points, net run rate will be used to determine teams for the play-offs. If net run rate is the same then head to head win will be considered.
* We recommend wearing helmet while batting at all times for safety of the batsman.
* A player must have played at least 1 game for the same team before the play-offs to be able to play the play-offs for the same team.
* Using language or a gesture that is obscene, offensive or insulting on the field or during the game: The player will be given one warning. The player will be disqualified on the second offence for the rest of the games.
* T20 - 5 to 10 minutes’ break is allowed after 10 overs during an inning. 15 minutes break between the innings.
* T25 – Two 5 to 10 minutes’ breaks after 10 overs and 20 overs or one 10 minutes’ break after 12 overs can be taken during an inning. 20 minutes break between the innings.
* It's fielding team's responsibility to cleanup bottles etc from the ground and not incur any penalty runs in case the ball hits them while the ball is in play. 30 yard/boundary cones/flags are considered part of the field.
* The toss should be done 15 minutes prior to the scheduled time of the game. Minimum 5 players (playing that game) from each playing team should be present at the time of the toss, else the team automatically loses the toss. Remember the reporting time is 30 minutes before the scheduled time of the game.
* 1 over will be deducted from their batting for every 5 minutes a team is late. On time means the fielding team should be ready to bowl and the batting team's batsmen and their umpire should be ready to commence the game.
* T20 - Bowling team is allowed 100 minutes to complete the 20 overs (5 minutes per over). This time includes extra time to fetching balls etc.
	+ 1 over will be deducted from their batting for every 5 minutes taken extra by the team bowling first.
	+ 9 runs will be deducted from their total score for every 5 minutes taken extra by the team bowling second.
* T25 - Bowling team is allowed 125 minutes to complete the 25 overs (5 minutes per over). This time includes extra time to fetching balls etc.
	+ 1 over will be deducted from their batting for every 5 minutes taken extra by the team bowling first.
	+ 9 runs will be deducted from their total score for every 5 minutes taken extra by the team bowling second.
* A batsman will be warned once for wasting time on the field and declared out for the second offence. New batsman has 90 seconds since the fall of the wicket to take the batting guard or the batsman will be given out.

**Play-offs:**

* In case of a tie, the winner will be decided by a super over. Tie in super over, number of sixes in the main innings (before the super over) will be looked at. Then the boundaries will be looked at if needed. If we still don’t have a winner, well then let the luck rule. The winner will be decided by a toss of a coin.
* If the D/L method cannot be applied per the rule above (10 overs (12 overs for T25) minimum of the second innings), the game will be re-scheduled at the same time next weekend (except for the long weekends). Team’s preferences for the schedule will be ignored in this case.

**Duties**

**Captains**

* Both captains to exchange list of playing eleven 15 minutes before the start of the game.
* Secure blank scoresheets printed before the game, found here: <http://cricclubs.com/ALCL/documents.do?clubId=306>

You can also score via the cricclubs app. Scoring on the paper is mandatory.

* Home team (team1) is responsible to setup the field (crease, 30 yard circle and boundary).
* Update the scorecard online for your batting and opponent’s bowling by following Wednesday. Online scorecard will be locked after Wednesday. Teams will be awarded negative 1 point for not updating their part of the scorecard by the deadline.
* Both teams are required to reach the field 30 minutes before the game.
* Remind your players to clean up all the trash as the teams leave. It’s our combined responsibility to leave the field clean. Bring trash bags.
* Have each player sign the waiver form found here:

<http://cricclubs.com/ALCL/documents.do?clubId=306>

* Take a screenshot (or have someone do it for you) of both the scoresheets at the end of each innings.
* Bring one set of stumps (3 stumps and two bails) for each game.