# Atlanta Cricket League

##  40-40 League Rules - 2019

### Authorities of Tournament

* Tournament Director: Sirish Vallabhu
* Finance Chair: Mahesh
* Umpiring Chair: Ravi Bala
* Scheduling Chair: Tarun Mudduluru
* Team Representative: Bhavuk Goyal
* Issue Resolution: Krishna, Abhijeet Rajput

### Tournament Motive

With new infrastructure and grounds made available by Atlanta Cricket Fields (ACF), and with huge pool of players and lot of interest to play Leather ball Cricket in North Metro Atlanta region, we wanted to introduce competitive tournament so everyone can get the taste of it, which can lead to conducting more Leather ball events at ACF and other available grounds in North Fulton and Forsyth.

League Format:

* Tournament will be played in F40 format with White Cricket Ball
* Teams will play 7 round robin games across the pool.
* Final ranking will be determined based on points earned from 7 round robin games.
* Top 4 will play semifinals and winners will move to finals.

Ground Address: Atlanta Cricket Fields, 5325 Keith bridge Rd, Cumming, GA

Timings:

1. Toss happens 15 minutes before the game time
* The playing **11** and the substitute fielder names are to be provided to the umpires at the time of the toss. It is mandatory that these players are already registered in the CricClubs and are approved by the committee.
* The 12th man aka Super-Sub is allowed in the 40 over league. He must be a registered member in CricClubs under the playing team. He can either bat/bowl or do both. (The 12th man is optional).
* The 12th man (super-sub) must be available within one hour after the official game start time and cannot leave until 25 overs are bowled in the second innings. He should be available to show up upon umpire’s request. **Failing to do so will result in 1-point reduction from the team’s points table.**
* At the time of toss, the team should provide the list of 11 players (12 players, in case of super-sub) to the umpire and the same players must be selected in the CricClubs scoring app. **Any deviation may result in 1-point reduction from the team’s points table.**
* The teams should have at least more than half of the team, i.e., **6** players to go for the toss.
* Failing to show up at the toss time with a minimum of **6** players and with the player list from their team will result in automatic toss forfeiture. The opposite team captain is deemed the winner of the toss and will be asked to choose whether to bat or field.
* If both the teams did not show up by the time of the toss, whoever reaches the umpire first with at least **6** players on the field and with the playing **11** name list will be deemed the winner of the toss and will be asked to choose whether to bat or bowl.
1. Late arrival
* Even though the team that does not show up with enough players and players list during the toss time, they will be given 1 hour (60 minutes) to make it to the game with the below conditions,
* To start a game a team should have at least 8 players from their team that are registered and shown in the CricClubs application.
* The first 15 minutes from the official start time is considered as the buffer time to the teams. If the team can make it to the ground with a minimum of 8 players, and are ready to play by the 15th minute will not lose any overs when they bat.
* The deduction of overs starts from 16th minute.
1. 16 to 20 minutes – 2 Overs
2. 21 to 25 minutes – 3 Overs
3. 26 to 30 minutes – ½ hour mark - (4 overs)
4. 31 to 40 minutes – 6 Overs
5. 41 to 50 minutes – 8 Overs
6. 51 to 60 minutes – 1-hour mark – (10 overs)
* At 61st minute, the game is considered forfeited and all the points are allocated to the opposite team considering them as winners.
* Minutes will be taken away from the at fault teams break time when applicable.
* The first 15 minutes from the official start time is considered as the buffer time to the teams. If the team can make it to the ground with a minimum of 8 players and are ready to play by the 15th minute will not lose any overs when they bat.
* If both the teams did not make it to the 30-minute mark, it will be a 37 over game per side.
* If both the teams did not make it to the 60-minute mark, it will be a 34 over game per side.
* If both the teams did not make it to the 90-minute mark, it will be a 30 over game per side.
* Past 90 minutes, the game is considered forfeited and the points will be split between the teams.
* Note: For all the above conditions, the umpires are paid in full.
* If the umpires arrive late for any reasons, the umpires can discuss with both the captains and decide whether to reduce the number of overs for both the teams or to use the buffer time and some time from break to accommodate the overs.
1. Slow over rate.
* There will be a reduction in number of overs to the bowling team as a result of slow over rate when they come on to bat.
* If the bowling team is bowling second, there could be a reduction of target for the batting team. This decision is taken purely by the on-field umpires based on the facts that this could resultant in the delay start of the following game or failing light, which may affect the batting team.
* (The umpires can follow the D/L method or discuss with the one of the committee members for opinion.)
* (However, they must make sure that they are not delaying the game further.)
* Over rate reference,
* 13 overs are supposed to be bowled per hour.
* 40 overs can take up to 3.5 hours including breaks.
* Considering 2 breaks of 10 minutes each at 13 overs and 26 overs another 5 minutes buffer time, an innings can go up to 3 hour 30 minutes. (210 minutes)
* Considering a break of 20 minutes, the game can go up to a maximum of 7 Hours 30 Minutes. It cannot go beyond under any circumstances.
* The time will be paused for any lost ball, injury, rain, lightening, bad light or any other phenomenon, which is not in the hands of the fielding team.
* Reference for over fines,
* For every five minutes after the 3-hour 30 minutes mark, there will be a deduction of 1 over for the bowling team when they start their batting. (If possible, this can be adjusted during the break time by the umpires with the consent of the opposition team captain).
* If the at-fault team batted first and set a target and maintained a slow over rate, at the break time, umpires can adjust the required runs based on the actual required run rate or the batting teams current run rate (whichever is higher) and deduct the over from the bowler with the best economy with the overs bowled until then. (This is to eliminate any foul play)

 For example,

 At-fault team batting first-

 If the batting team scored 239 runs in 40 overs, the required RR to win would be 6 RPO.

 If the second batting team scores 140 runs in the first 20 overs (@ 7 RPO) and if the bowling team took 2 hours 20 minutes to complete the 20 overs, the additional 20 minutes can result in a fine of up to 4 overs. Now, as the batting team’s run rate is 7 RPO, 7 x 4 = 28 runs will be awarded to the batting team and the reduced 4 overs are considered bowled by the best economy bowler from the bowling team. If the bowler does not have the number of overs mentioned to bowl, they will be reduced from the next best economy bowler.

At-fault team bowling first-

 If the at-fault team is chasing the target, they will chase the same target with the reduced number of overs.

As mentioned earlier, if the umpires think that the lost time can be covered with a shorter break, with the opposition team’s consent umpires can reduce the break time to 10 minutes. They cannot go below 10 minutes.

If the umpires think the overs are to be reduced, they can do it without involving the committee.

Dress Code and protective gear:

* Jerseys with ACL title sponsor logo are mandatory for all the players on the field. Players/substitute fielders will not be allowed on the field without the team Jerseys.
* They may be allowed with the committee’s prior approval, in un-avoidable circumstances.
* The players should always wear sports shoe during the play.
* Players are not allowed to run on the mat or the pitch area with metal/plastic/fiber spikes. Only shoe with the rubber spikes allowed.
* It is mandatory for all the batsmen to wear Helmet with face grill, Leg Pads, Batting gloves, shoe (always refer to 2.iii and 2.iv) and League Jersey during they bat. If the pads are in white, they are supposed to be worn under the trousers.
* The wicket keeper must always wear helmet with face grill while standing close to the wickets. (The umpire can interfere if the keeper hesitates).
* If the fielders are standing less than 10 yards from the batsman, it is mandatory that they wear helmets with face grill and other necessary padding to avoid life threatening injuries. (The umpire can interfere if the fielders hesitate).
* The fielding side may wear shin guards or pads while fielding to avoid any shin or leg injuries.
* All the pads other than keeper pads for the fielding team should be worn under the trousers. If the keeper pads are in white, they should be worn under the trousers as well.
* Fielding team can use helmets while fielding.

On field behavior:

* On-field aggressive behavior is not at all encouraged in the ACL league. Repetitive aggressive behavior may result in match ban.
* Only captains should have a discussion with the umpires if they think that the decision was incorrect. Again, umpire is the one to make final decision.
* The main umpire can consult with the leg-umpire and with the player/player’s involved and may alter the decision or stay with the original decision. This is completely up to the main umpire to decide.
* Umpires are required to write a report to the committee after every game in the provided format along with the players list. The format will be shared soon.
* If there are any concerns about the umpire’s decisions, the team’s captains can reach out to the ACL disciplinary committee via phone or email.
* Personal sledging is strictly prohibited on the field. The players can report this to the on-field umpires right away. Umpires can discuss with the team’s captain and if they believe that there is no result from it, they can ban the player from the field right away.

D/L Method:

* Duckworth/Lewis method will be used to determine result in case a game is affected by bad weather, Duckworth–Lewis App by Tarams Inc will be used as official app.
* A minimum of 16 overs in the second innings must be bowled to use the D/L method to determine the winner.
* If the second innings is started late due to weather condition, D/L method can be used to determine the target and the overs to be bowled. (If the umpires think that the game can be played without over reduction, the game will be played with 40 overs and the actual target)

Field Setup:

* The first team listed on the schedule will be considered the home team.
* The home team should setup the field, which includes 30-yard circle, stumps, crease and boundary setup (if necessary).
1. The length of the pitch between wickets should be 22 yards/66 foot.
2. Popping crease should be at 122cm/4 foot from the wickets.
3. The wide crease should be 35 inches (89 cm) on each side of middle stump.

Eligibility for play-offs:

* The player should have played at least 2 games for the team he is representing in the play-offs.
* It applies to the Youth/Under 19 players as well. They should have played at least 2 games for the team he is representing in the play-offs.

Player porting:

* If the player thinks he is not getting enough opportunities in the current team, he can move to another team if he played no more than 1 game with the current team.

Power play and field restrictions:

* Here are the power play options,
1. Until 8 overs, maximum of ‘2’ fielders outside the 30-yard circle.
2. From 9th over to 32nd over, maximum of ‘4’ fielders outside the 30-yard circle.
3. From 33rd over to 40th over, maximum of ‘5’ fielders outside the 30-yard circle.

Note:

If the fielding team do not have 11 players, they can still place 2 or 4 players outside the 30-yard circle in the power plays respectively and 5 players outside the 30-yard circle after the power plays.

No ball will not be called for not having enough players inside the 30-yard circle if the fielding team does not exceed maximum allowed number outside the 30-yard circle.

Forfeiting the game:

* All the games are scheduled well in advance and are adjusted based on the requests before scheduling the game. If the team forfeits the game after the schedule is published,
* The team will be awarded 1 negative point from the teams points table.
* If this is repeated for the second time, 2 negative points will be awarded from the teams points table and may result in suspension of the team’s captain from the following game.

Reserve Days:

* All the playoff games will have reserve days and the games will start from where they are left.
* If the minimum number of overs are bowled in the second innings, D/L method will be implemented to determine the winner. (We will use the Duckworth–Lewis App by Tarams Inc for this purpose).
* If the game gets washed out on the reserve day as well, the team who is higher in the ranking between the two teams will go to the next level.

League Game Reschedule:

* ACL CBL scheduling team will try to reschedule the games, only when the games are washed out without a ball being bowled. At some point when the timeline does not permit for any more rescheduling, the points will be split equally between the teams.
* If the game gets abandoned due to any reason after the first innings has started, the points will be split equally between the teams. (No rescheduling will be made in this scenario)

Game Scoring:

* All the games are to be scored live online. The official app for scoring is CricClubs.
* All the captains and vice captains should make sure that they have scoring rights before the game start.
* Any delay in scoring setup by the scoring team will result in reduced overs.
* Other means of scoring is allowed only in case of issues with the CricClubs scoring application. The teams must inform about the issue to the umpires immediately before using other means of scoring.
* Any updates to the score sheets should be completed by EOD following Wednesday. Failing to complete this by Wednesday will result in fines.

**Youth Cricketers encouragement Program**

**Disclaimer:***This is pilot program for ACL 2019 season.*

**Objective**:

ACL’s one of the primary objectives is to foster and promote Cricket development initiatives in metro Atlanta region, to contribute towards the growth of Cricket in USA. As part of this objective, ACL intends to provide additional opportunities to ACL Youth cricket players to develop their cricketing skills with more match play time. In essence ACL Youth Cricket Players have opportunity to represent multiple teams in any particular ACL tournament/League/Season.

***Definitions:***

***Youth***: Players with 14-19 yrs of age.

***Academic Coaching Program***:  Players associated ACL recognized academies and qualifies under the definition of “**Youth**”.

**Note**: *Teams or players can submit bonafide documentation about their respective academies to include in ACL list of recognized/participating academies*.

**Important Rule Update(Youth)**

All eligible Youth cricket Players according to ACL defined criteria (definitions) above, will be allowed to represent multiple teams in a particular league/season.

All eligible Youth cricket players must declare the Primary team they intend to represent at the start of the tournament/league/season.

Performance statistics from Primary team will only be accounted for awards., Players have to create a secondary profile which will be used for porting to different teams on need basis.

# Atlanta Cricket League

##  Twenty20 League Rules - 2019

Primary team MUST be the priority to represent in any match if Youth Cricket Player(s) are listed part of the playing 11.

Teams who are availing this feature can import maximum of three youth players for any given match.

**Special provision:**

In addition to the above, all the teams will have access to ACL list of Youth Cricket Players. If any team is short of players for a specific match.