



American Cricket Federation

# American Cricket Champions League - Tournament Rules

March 2014

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# Preface

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The purpose of the American Cricket Champions League (ACCL) - Tournament Rules is to establish the code of conduct for the tournament and apply the MCC Laws of Cricket to the competition held under the auspices of ACF. Except as varied hereunder the Laws of Cricket (2000 Code 4<sup>th</sup> Edition - 2010) and Standard One-Day International Match Playing Conditions (October 2012) will apply.

The ACCL Tournament Rules are subject to change annually in accordance with the rules and guidelines published by International Cricket Council (ICC) for limited overs cricket. All changes to the ACCL Tournament Rules will be implemented during the off-season (Generally, the months of November through March), and will be made available to the membership prior to the commencement of the next season. ACCL Tournament Rules are not expected to change during the cricket season (Generally, the months of April through October) unless the circumstances absolutely require such action.

# General Information

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## 1. Name of the Tournament

The tournament shall be named as “AMERICAN CRICKET CHAMPIONS LEAGUE (ACCL)”.

## 2. Eligibility

The tournament shall be open to all members of American Cricket Federation (ACF) in good standing as on January 1 of each calendar year.

## 3. Period

The tournament shall be played every year between May 1 and November 1. The schedule for the tournament shall be released no later than April 1.

## 4. Divisions

The national leagues will be divided into six geographical divisions: (a) New England; (b) Mid-Atlantic; (c) Florida; (d) Great Lakes; (e) Ohio Valley; and (f) Southwest.

## 5. Divisional Placement of Members

For the purpose of the tournament, the participating member leagues shall be placed in various zones as under:

### a. New England Division:

Massachusetts State Cricket League  
Southern Connecticut Cricket Association  
Commonwealth Cricket League

### b. Mid-Atlantic Division:

Greater Philadelphia Cricket League  
Cricket League of New Jersey  
Washington Metropolitan Cricket Board  
Mid-Atlantic Cricket Conference

### c. Florida Division:

Florida Cricket Conference  
North Florida Cricket League  
Florida Southeast Cricket League

### d. Great Lakes Division:

Midwest Cricket Conference  
Michigan Cricket Association

### e. Ohio Valley Division:

Pittsburgh Cricket Association

Midwest Cricket Tournament

f. **Southwest Division:**

Orange County Cricket Association

Arizona Cricket Association

Southern California Cricket Association

## 6. Tournament Format

- a. The tournament shall be played in 40-over a side format.
- b. Each member will play against other members in their Division on a home and away basis.
- c. The six (6) Division winners will advance to a final stage national tournament to be held in October of each year at a location determined by ACCL.

## 7. Team

- a. The team shall consist of a maximum of sixteen (16) members including the Team Manager.
- b. All participating member leagues must declare their roster of fifteen (15) players and one (1) Team Manager by May 1.
- c. After May 1, all replacements to the roster must be approved and implemented by **ACCL Committee**.
- d. Teams are strongly advised to carry identification documentation for all their squad members in case player eligibility is questioned.



## Law 1. Players

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### Law 1.1 Number of Players

Each side shall consist of 11 players, one of whom shall be captain.

### Law 1.2 Nomination of Players

Law 1.2.1 Each captain shall nominate 11 players plus a maximum of 4 substitute fielders in writing to the umpire before the toss. No player (member of the playing eleven) may be changed after the nomination without the consent of the opposing captain.

### Law 1.3 Captain

Law 1.3.1 The vice-captain or designated deputy must be one of the nominated members of the playing eleven.

### Law 1.4 Player Eligibility

Law 1.4.1 A player is considered eligible if he or she is a member of any of the leagues registered with ACF. An eligible player must be a member of only one (1) ACF League.

Law 1.4.2 To qualify as a member of an ACF League, a player must be domiciled within the geographic region served by the ACF League. ACF Leagues will be required to provide proof of domicile for all nominated players using either: (a) driving license; (b) Government issued ID; or (c) any document, including utility bills, with player's name and address.

Law 1.4.3 If any player is transferred from limits of one member to the limits of another member on or before July 1 of the year of the tournament, he/she shall be permitted to play for the member to whose limit they are transferred on production of proper satisfactory proof as specified in Law 1.4.2.

Law 1.4.4 ACF Leagues are solely responsible for ensuring that their member players are in compliance with all the eligibility requirements. Players and/or clubs in violation of this by-law will be subject to fines, forfeiture of all games in which the non-domiciled player was reported to be playing, and/or other penalties considered appropriate by the ACCL Commissioner.

Law 1.4.5 Any player serving a suspension or ban imposed by a member league will not be eligible to participate in ACCL for the duration of the suspension or ban.

Law 1.4.6 ACF Leagues must ensure that ALL their players are registered with the respective League prior to playing in ACCL games.

## **Law 1.5 Attire**

- Law 1.5.1 Players must wear proper cricket attire during the games. Proper cricket attire for the ACCL is considered to be colored uniforms.
- Law 1.5.2 Leagues are responsible for ensuring that all their players on the field of play have the same uniform. Players playing for the same team cannot play in different shades or designs of their team's colored uniforms.
- Law 1.5.3 Players may not wear T-shirts and sweat pants while playing. Umpires are authorized to prevent a player from playing if the player is not in compliance with this requirement.

## **Law 2. Substitutes and Runners, Batsman or Fielding Leaving the Field, Batsman Retiring, Batsman Commencing Innings**

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### **Law 2.1 Substitutes and Runners**

A runner for a batsman when batting is not permitted. The umpires shall have discretion to allow, for other wholly acceptable reasons, a substitute fielder to act for a nominated player, at the start of the match, or at any subsequent time.

### **Law 2.2 Objection to Substitutes**

The opposing captain shall have no right of objection to any player acting as a substitute on the field, nor as to where the substitute shall field. However, no substitute shall act as wicket-keeper.

### **Law 2.3 Restrictions on role of substitutes**

A substitute shall not be allowed to bat, bowl or act as wicket-keeper.

### **Law 2.4 A Player for Whom a Substitute has Acted**

A nominated player is allowed to bat, bowl or field even though a substitute has previously acted for him.

### **Law 2.5 Fielder Absent or Leaving the Field**

If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play, the umpire shall be informed of the reason for his absence, and he shall not thereafter come on to the field during a session of play without the consent of the umpire. The umpire shall give such consent as soon as practicable.

If the player is absent from the field for longer than 2 overs:

- Law 2.5.1 the player shall not be permitted to bowl in that innings after his return until he has been on the field for at least that length of playing time for which he was absent.

Law 2.5.2 the player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his side's innings has been in progress for at least that length of playing time for which he has been absent or, if earlier, when his side has lost five wickets.

Law 2.5.3 Substitute fielders shall only be permitted in cases of injury, illness or other wholly acceptable reasons. 'Wholly acceptable reasons' should be limited to extreme circumstances and should not include what is commonly referred to as a 'comfort break'.

The restriction in Law 2.5.1 and Law 2.5.2 above shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and consequently been forced to leave the field.

### **Law 2.6 Player Returning Without Permission**

If a player comes on to the field of play in contravention of Law 2.5 above and comes into contact with the ball while it is in play:

Law 2.6.1 the ball shall immediately become dead and the umpire shall award 5 penalty runs to the batting side. Additionally, runs completed by the batsmen shall be scored together with the run in progress if they had already crossed at the instant of the offence. The ball shall not count as one of the over.

Law 2.6.2 the umpire shall inform the other umpire, the captain of the fielding side, the batsmen and, as soon as practicable, the captain of the batting side of the reason for this action.

### **Law 2.7 Runner**

Not Applicable.

### **Law 2.8 Transgression of the Laws by a batsman who has a runner**

Not Applicable.

### **Law 2.9 Batsman Retiring**

A batsman may retire at any time during his innings when the ball is dead. The umpires, before allowing play to proceed shall be informed of the reason for a batsman retiring.

Law 2.9.1 If a batsman retires because of illness, injury or any other unavoidable cause, he is entitled to resume his innings subject to Law 2.9.3. If for any reason he does not do so, his innings is to be recorded as 'Retired - not out'.

Law 2.9.2 If a batsman retires for any reason other than as in Law 2.9.1, he may resume his innings only with the consent of the opposing captain. If for any reason he does not resume his innings it is to be recorded as 'Retired - out'.

Law 2.9.3 If after retiring a batsman resumes his innings, it shall be only at the fall of a wicket or the retirement of another batsman.

### **Law 2.10 Commencement of a Batsman's Inning**

Except at the start of a side's innings, a batsman shall be considered to have commenced his innings when he first steps on to the field of play, provided Time has not been called. The innings of the opening batsmen, and that of any new batsman on the resumption of play after a call of Time, shall commence at the call of Play.

## **Law 3. The Umpires**

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### **Law 3.1 Appointment and Attendance**

- Law 3.1.1 The umpires shall control the game as required by the Laws (as read with these playing conditions), with absolute impartiality and shall be present at the ground at least thirty (30) minutes before the scheduled start of play.
- Law 3.1.2 The host league will provide two (2) umpires for each ACCL game.
- Law 3.1.3 Neither team will have a right of objection to an umpire's appointment.

### **Law 3.2 Change of Umpire**

An umpire shall not be changed during the match, other than in exceptional circumstances, unless he is injured or ill.

### **Law 3.3 Agreement with Captains**

- Law 3.3.1 Before the toss the umpires shall ascertain the hours of play and agree with the captains: (i) the balls to be used during the match; (ii) times and durations of intervals for meals and times for drinks intervals; (iii) the boundary of the field of play and allowances for boundaries; and (iv) any special conditions of play affecting the conduct of the match.

### **Law 3.4 To Inform Captains and Scorers**

- Law 3.4.1 Before the toss the umpires shall agree between themselves and inform both captains and both scorers: (i) which clock or watch and back-up time piece is to be used during the match; and (ii) whether or not any obstacle within the field of play is to be regarded as a boundary.

### **Law 3.5 The Wickets Creases and Boundaries**

- Law 3.5.1 Before the toss and during the match, the umpires shall satisfy themselves that:
  - (a) mat is correctly laid; (b) the wickets are properly pitched; (c) the creases are correctly marked; and (d) the 30-yard circle and the boundaries are correctly marked.

### **Law 3.6 Conduct of the Game, Implements and Equipment**

Law 3.6.1 Before the toss and during the match, the umpires shall satisfy themselves that the conduct of the game is strictly in accordance with the Laws.

Law 3.6.2 Before the toss and during the match, the umpires shall satisfy themselves that the implements of the game conform to the following: (i) Law 5 (The ball); Law 6 (The bat); and Laws 8.2 (Size of stumps) and 8.3 (The bails).

### **Law 3.7 Fair and Unfair Play**

The umpires shall be the sole judges of fair and unfair play.

### **Law 3.8 Fitness for Play**

Law 3.8.1 The safety of all persons within the ground is of paramount importance to ACF. In the event that any threatening circumstance, whether actual or perceived, comes to the attention of any umpire (including for example weather, pitch invasions, act of God, etc.), then the players and officials should immediately be asked to leave the field of play in a safe and orderly manner.

Law 3.8.2 The umpires shall be the final judges of the fitness of the ground, weather and light for play. If at any time the umpires together agree that the conditions of ground, weather or light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place, then they shall immediately suspend play, or not allow play to commence or to restart.

Law 3.8.3 When there is a suspension of play it is the responsibility of the umpires to monitor the conditions. They shall make inspections as often as appropriate. Immediately the umpires together agree that conditions are suitable for play they shall call upon the players to resume the game.

## **Law 4. The Scorers**

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### **Law 4.1 Appointment of Scorers**

Law 4.1.1 The host league will appoint a scorer to record all runs scored, all wickets taken and number of overs bowled.

Law 4.1.2 In the event that a scorer is not available, the umpire shall instruct both captains as to the official score book for the match.

## **Law 4.2 Correctness of Scorers**

- Law 4.2.1 The scorer shall check to ensure that their records agree with the umpires, at least at every interval, other than drinks intervals, and at the conclusion of the match, the runs scored, the wickets that have fallen and, where appropriate, the number of overs bowled.
- Law 4.2.2 The umpires are not permitted to keep score during the game. They may request the score from the official scorer at the end of an over or during breaks.
- Law 4.2.3 The umpires or the team scorers may not adjust or change the score book in any fashion once a decision is reached on the field of play.
- Law 4.2.4 Both captains and the official umpires must sign both score books after the completion of the game.

## **Law 4.3 Acknowledging Signals**

The scorers shall accept all instructions and signals given to them by umpires. They shall immediately acknowledge each separate signal.

## **Law 4.4 Match Reporting**

- Law 4.4.1 Both captains and the official umpires must sign the official score book after the completion of the game.
- Law 4.4.2 The official league umpire for the game must submit a match report to the ACCL appointed official with 24 hours of completing the game.
- Law 4.4.3 Each Team will submit a match report by Tuesday of each week through a medium established by the Executive Committee.

## **Law 5. The Ball**

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### **Law 5.1 Weight and Size**

The ball, when new, shall weigh not less than 5½ ounces/155.9 g, nor more than 5¾ ounces/163 g, and shall measure not less than 8<sup>13</sup>/<sub>16</sub> in/22.4 cm, nor more than 9 in/22.9 cm in circumference.

### **Law 5.2 Approval and Control of Balls**

- Law 5.2.1 The home team will provide White cricket balls compliant with Law 5.1 for all ACCL games.
- Law 5.2.2 The cricket ball shall be in the possession of the umpires before the toss and shall remain under their control throughout the match.

Law 5.2.3 The umpire shall take possession of the ball in use at the fall of each wicket, at the start of any interval and at any interruption of play.

### **Law 5.3 New Ball**

Unless an agreement to the contrary has been made before the match, either captain may demand a new ball at the start of each innings.

### **Law 5.4 New ball in match of more than one day's duration**

Not Applicable.

### **Law 5.5 Ball lost or becoming unfit for play**

Law 5.5.1 If, during play, the ball cannot be found or recovered or the umpires agree that it has become unfit for play through normal use, the umpires shall replace it with a ball which has had wear comparable with that which the previous ball had received before the need for its replacement. When the ball is replaced the umpire shall inform the batsmen and the fielding captain.

Law 5.5.2 If a used ball is not available, a new ball may be provided to the umpire. The umpire will ensure the ball of the same type as the lost ball and care is taken to ensure the condition is like that of the one which was lost.

Law 5.5.3 If a ball is lost with-in the first 8 overs of the match, to replace the lost ball, a new unused ball will be used. The new ball will not be altered in any manner in this case.

### **Law 5.6 Specifications**

Not Applicable.

## **Law 6. The Bat**

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MCC Law 6 shall apply.

## **Law 7. The Pitch**

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### **Law 7.1 Area of Pitch**

The pitch is a rectangular area of the ground 22 yards/20.12 m in length and 10 ft/3.05 m in width. It is bounded at either end by the bowling creases and on either side by imaginary lines, one each side of the imaginary line joining the centers of the two middle stumps, each parallel to it and 5 ft/1.52 m from it.

### **Law 7.2 Fitness of Pitch for Play**

The umpires shall be the sole judges of the fitness of the pitch for play.

### **Law 7.3 Selection and Preparation**

Law 7.3.1 The team designated as home team, unless specified otherwise, will be responsible for getting the pitch ready for play before coin toss.

Law 7.3.2 The home team must ensure that the pitch is rolled and the matting, stretched, laid and nailed firmly to the ground.

### **Law 7.4 Changing the Pitch**

The pitch shall not be changed during the match unless the umpires decide that it is dangerous or unreasonable for play to continue on it and then only with the consent of both captains.

### **Law 7.5 Non-turf Pitches**

Law 7.5.1 The artificial surface shall conform to the following measurements: Length - a minimum of 58 ft/17.68 m; Width - a minimum of 6 ft/1.83 m.

### **Law 7.6 Change of Match Venue**

Law 7.6.1 Only the ACCL Commissioner or his designate has the authority to change the match venue. Teams and/or the designated umpire may not change the venue of a match. Should the match venue be changed without proper authority, the said match will not be considered official and the results will not be valid.

Law 7.6.2 The ACCL Commissioner or his designate must communicate the change in the venue to the designated match umpires and the two teams at least one day before the scheduled game.

Law 7.6.3 The ACCL Commissioner is the sole decision maker in any and all disputes or issues resulting from a change in match venue or schedule.

## **Law 8. The Wickets**

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MCC Law 8 shall apply.

## **Law 9. The Bowling, Popping and Return Creases**

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MCC Law 9 shall apply.

## **Law 10. Preparation and Maintenance of the Playing Area**

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### **Law 10.1 Rolling**

Law 10.1.1 The pitch must be rolled prior to the beginning of the game. Unless stated otherwise, the designated home team is responsible for rolling the pitch before laying the mat.



Law 10.1.2 The pitch shall not be rolled during the match.

### **Law 10.2 Clearing Debris from the Pitch**

Law 10.2.1 The pitch shall be cleared of any debris: (i) before the start of play; (ii) between innings; and (iii) during intervals. The clearance of debris shall be done by sweeping.

Law 10.2.2 Debris may be cleared from the pitch by hand, without sweeping, before mowing and whenever either umpire considers it necessary.

### **Law 10.3 Mowing**

The host league is responsible for ensuring that the fields are adequately mowed to support the game of cricket.

### **Law 10.4 Watering the Pitch**

The pitch shall not be watered on the day of the game.

### **Law 10.5 Re-marking Creases**

Law 10.5.1 Creases shall be re-marked whenever either umpire considers it necessary.

Law 10.5.2 The home team must provide chalk for marking the batsmen's guard and the crease.

### **Law 10.6 Maintenance of Footholes**

At the request of the fielding team and at umpire's discretion, footholes may be repaired to avoid injury to the bowlers.

### **Law 10.7 Securing of Footholes and Maintenance of Pitch**

Maintenance will only be performed to ensure conditions are not dangerous for either batsmen or bowlers. No other maintenance is allowed.

### **Law 10.8 Non-turf Pitches**

Law 10.8.1 Please note 10.1 through 10.7 above.

Law 10.8.2 In the event of rainy conditions, the home team must keep on hand a supply of sand and/or sawdust which can be used to make the pitch and the bowlers' run-up areas ready for play.

## **Law 11. Covering the Pitch**

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MCC Law 11 shall apply, where possible.

## Law 12. Innings

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### Law 12.1 Number of Innings

Law 12.1.1 All matches will consist of one innings per side, each innings being limited to a maximum of 40 overs. All matches shall be of one day's scheduled.

Law 12.1.2 Every effort is made to complete the match on the scheduled day with any necessary reduction in overs taking place.

### Law 12.2 Alternate Innings

Not Applicable.

### Law 12.3 Completed Innings

Law 12.3.1 A side's innings is to be considered as completed if: (a) the side is all out; or (b) at the fall of a wicket or the retirement of a batsman, further balls remain to be bowled but no further batsman is available to come in.

Law 12.3.2 A captain may not declare or forfeit the innings.

### Law 12.4 Length of Innings

Law 12.4.1 For uninterrupted Matches:

- a. Each team shall bat for 40 overs unless all out earlier.
- b. If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The interval shall be reduced to enable the second innings to commence at the scheduled time, subject to there being a minimum interval of 20 minutes. The team batting second shall receive its full quota of 40 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.
- c. If the team batting first is dismissed in less than 40 overs, the team batting second shall be entitled to bat for 40 overs.
- d. If the team fielding second fails to bowl 40 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.
- e. Penalties shall apply for slow over rates. The captain of the offending team will be reported to the ACCL Committee by the ruling umpire, and may face suspension.

Law 12.4.2 Delayed or Interrupted Matches:

- a. Delay or Interruption to the Innings of the Team Batting First
  - i. When playing time has been lost the revised number of overs to be bowled in the match shall be based on **Table 1** below. The number of overs shall be reduced at a rate of 5 mins per over.

Table 1. Over Reduction and Bowling Distribution Chart

OVER REDUCTION RATE				BOWLING DISTRIBUTION (MAX OVERS)				
Time Lost (Mins)	Mins Available Per Inn	Max Overs Per Team	Overs Lost	Bowler 1	Bowler 2	Bowler 3	Bowler 4	Bowler 5
0	200	40	0	8	8	8	8	8
5	195	39	1	8	8	8	8	7
10	190	38	2	8	8	8	7	7
15	185	37	3	8	8	7	7	7
20	180	36	4	8	7	7	7	7
25	175	35	5	7	7	7	7	7
30	170	34	6	7	7	7	7	6
35	165	33	7	7	7	7	6	6
40	160	32	8	7	7	6	6	6
45	155	31	9	7	6	6	6	6
50	150	30	10	6	6	6	6	6
55	145	29	11	6	6	6	6	5
60	140	28	12	6	6	6	5	5
65	135	27	13	6	6	5	5	5
70	130	26	14	6	5	5	5	5
75	125	25	15	5	5	5	5	5
80	120	24	16	5	5	5	5	4
85	115	23	17	5	5	5	4	4
90	110	22	18	5	5	4	4	4
95	105	21	19	5	4	4	4	4
100	100	20	20	4	4	4	4	4
105	95	<b>MATCH ABANDONED</b>						

**NOTE:** Mins Per Inning = 200 Mins Per Over = 5

- ii. The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
  - iii. To constitute a match, a minimum of 20 overs have to be bowled to the side batting second, subject to a result not being achieved earlier.
  - iv. If the team fielding second fails to bowl the revised number of overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.
  - v. Penalties shall apply for slow over rates. The captain of the offending team will be reported to the **ACCL Committee** by the ruling umpire, and may face suspension.
- b. Delay or Interruption to the Innings of the Team Batting Second
- i. When playing time has been lost the revised number of overs to be bowled in the second inning shall be based on **Table 1** above. The number of overs shall be reduced at a rate of 5 mins per over.
  - ii. The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of

overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

- iii. To constitute a match, a minimum of 20 overs have to be bowled to the side batting second, subject to a result not being achieved earlier.
- iv. If the team fielding second fails to bowl the revised number of overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.
- v. Penalties shall apply for slow over rates. The captain of the offending team will be reported to the ACCL Committee by the ruling umpire, and may face suspension.

### **Law 12.5 Number of Overs Per Bowler**

Law 12.5.1 No bowler shall bowl more than 8 overs or 20% of overs in an innings.

Law 12.5.2 Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance. Please refer to **Table 1** above for assistance with distribution of overs.

Law 12.5.3 In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

### **Law 12.6 The Toss**

Law 12.6.1 The captains shall toss for the choice of innings, on the field of play and in the presence of the Umpire, who shall supervise the toss. The toss shall take place not earlier than 30 minutes and no later than 15 minutes before the scheduled or any re-scheduled time for the match to start.

Law 12.6.2 The team list must have the full first and last names of the players. The respective captains must ensure that the furnished names of the players match the registered names for the players.

Law 12.6.3 Each team should have at least eight (8) of its players on the ground at the time of the toss. The team not having at least eight (8) players on the ground at the time of the toss will forfeit the toss.

Law 12.6.4 In the event that neither team has at least eight (8) players on the ground at the time of the toss, the umpire may delay the toss by no more than fifteen (15) minutes. If neither team has eight (8) players on the field by the scheduled start of play, the match will be abandoned and called off. Such games will not be rescheduled or replayed.

### **Law 12.7 Decision to be Notified**

As soon as the toss is completed, the captain of the side winning the toss shall notify the opposing captain and the umpires of his decision to bat or to field. Once notified, the decision cannot be changed.

## **Law 13. The Follow-On**

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Not Applicable

## **Law 14. Declaration and Forfeiture**

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### **Law 14.1 Forfeiture**

Law 14.1.1 A league forfeiting a game shall be fined \$500 per game payable to ACF.

Law 14.1.2 A league may not forfeit more than one game per season per tournament. League(s) will be suspended from further participation in the ACCL after the second forfeiture. The suspended league will not be allowed to participate in ACCL's following season. The league will have to pay the necessary fees, including any outstanding dues to ACF if it is to be subsequently reinstated. Readmission to the ACCL remains a prerogative of the ACCL Commissioner.

## **Law 15. Intervals**

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### **Law 15.1 Agreement of Intervals**

Law 15.1.1 Before the toss, the hours of play shall be established, and the duration for intervals for the innings break and drinks break shall be established.

Law 15.1.2 If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier providing that this does not lead to an interval occurring more than 30 minutes prior to the scheduled interval.

### **Law 15.2 Changing Agreed Times of Intervals**

Law 15.2.1 If, at any time during the match, either playing time is lost through adverse conditions of ground, weather or light or in exceptional circumstances, or the players have occasion to leave the field other than at a scheduled interval, the time of the innings break or drinks intervals may be changed if the two umpires and both captains so agree.

### **Law 15.3 Intervals for Drinks**

Law 15.3.1 Intervals for drinks shall not exceed 5 minutes.

Law 15.3.2 Two drinks breaks per session shall be permitted, each 15 overs apart except that under conditions of extreme heat the umpires may permit extra intervals for drinks.

Law 15.3.3 An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire.

#### **Law 15.4 Agreement to Forgo Intervals**

Law 15.4.1 At any time during the match, the captains may agree to forgo any of the drinks intervals. The umpires shall be informed of the decision.

## **Law 16. Start of Play; Cessation of Play**

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### **Law 16.1 Start and Cessation Time**

Law 16.1.1 All ACCL 40-over games are scheduled to commence at 9:00 AM Local Time, unless noted otherwise.

Law 16.1.2 All ACCL 40-over games are subject to there being 2 sessions of 180 minutes, separated by a 30 minute interval between innings.

Law 16.1.3 Based on Law 16.1.2, all ACCL 40-over games are scheduled to conclude at 3:30 PM Local Time. To accommodate special circumstances, including weather, the start time of games may be delayed in a manner that games end no later than 6:00 PM local time.

Law 16.1.4 A team will forfeit (lose) the game if it is not ready to play within 30 minutes of the scheduled start. **Table 1** will be used to deduct overs in case of a delayed start.

### **Law 16.2 Minimum Over Rates**

Law 16.2.1 The minimum over rate to be achieved in ACCL 40-over matches will be 13 overs per hour.

Law 16.2.2 In calculating the actual over rate for the match, allowances will be given for the actual time lost as a result of any of the following: injuries, time wasting by batting side, lost ball, and circumstances beyond the control of the fielding side.

Law 16.2.3 If a side is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances set out above), the fielding side shall be deemed to have complied with the required minimum over rate.

### **Law 16.3 Call of Play**

The bowler's end umpire shall call Play at the start of the match and on the resumption of play after any interval or interruption.

### **Law 16.4 Call of Time**

The bowler's end umpire shall call Time when the ball is dead on the cessation of play before any interval or interruption and at the conclusion of the match.

## **Law 17. Practice on the Field**

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### **Law 17.1 Practice on the Pitch**

There shall be no practice of any kind, at any time, on the pitch.

### **Law 17.2 Practice on the Outfield**

All forms of practice are permitted on the outfield before the start of play or after the close of play on any day or during the intervals or between innings providing the umpires are satisfied that such practice will not cause significant deterioration in the condition of the outfield.

## **Law 18. Scoring Runs**

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MCC Law 18 shall apply.

## **Law 19. Boundaries**

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MCC Law 19 shall apply with the following exceptions:

### **Law 19.1 The Boundary of the Field of Play**

Law 19.1.1 Before the toss the umpires shall agree the boundary of the field of play with both captains. The boundary shall if possible be marked along its whole length.

Law 19.1.2 An obstacle or person within the field of play shall not be regarded as a boundary unless so decided by the umpires before the toss.

### **Law 19.2 Defining the Boundary - Boundary Marking**

Law 19.2.1 Wherever practicable the boundary shall be marked by means of a white line or a rope along the ground. Otherwise, flags and cones visible from the wicket shall be used to mark the boundary.

Law 19.2.2 If a solid object used to mark the boundary is disturbed for any reason during play then, if possible, it shall be restored to its original position as soon as the ball is dead.

## Law 20. Lost Ball

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### Law 20.1 Fielder to Call Lost Ball

Law 20.1.1 If a ball in play cannot be found or recovered, any fielder may call Lost ball. The ball shall then become dead.

### Law 20.2 Ball to be Replaced

Law 20.2.1 The umpires shall replace the ball with one which has had wear comparable with that which the previous ball had received before it was lost or became irrecoverable.

Law 20.2.2 Please refer to Law 5.5.

## Law 21. The Result

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### Law 21.1 A Win - Two Innings Match

Not Applicable

### Law 21.2 A Win - One Innings Match

Law 21.2.1 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Law 21.3), a result can be achieved only if both teams have had the opportunity of batting for at least 20 overs, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs.

Law 21.2.2 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Law 21.3), all matches in which both teams have not had an opportunity of batting for a minimum of 20 overs, shall be declared no result.

### Law 21.3 Umpires Awarding a Match

Law 21.3.1 A match shall be lost by a side which either: (i) concedes defeat; or (ii) in the opinion of the Umpire refuses to play and the Umpire shall award the match to the other side.

### Law 21.4 All Other Matches - A Tie or Draw

Law 21.4.1 A Tie - If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets which have fallen.

Law 21.4.2 A Draw - Not Applicable.



## **Law 21.5 Prematurely Terminated Matches - Calculation of Target Score**

Law 21.5.1 Interrupted Matches - If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 20 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. The revised target is to be calculated using the overall run rate of the team batting first. For example, if the team batting first scored 200 runs in 40 overs (Run Rate 5.00 per over), and due to interruptions the second innings has to be reduced to 30 overs, the target for team batting second will be  $(30 \times 5.00) + 1 = 151$ . The target set will always be a whole number and one run less will constitute a Tie.

Law 21.5.2 Prematurely Terminated Matches - If the innings of the side batting second is suspended (with at least 20 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the score of team batting first using their overall run rate. If the team batting first scored 200 runs in 40 overs (Run Rate 5.00 per over), and due to interruptions the second innings has to be terminated at over 30, the Par Score for team batting second will be  $(30 \times 5.00) = 150$ . If the score is equal to the par score, the match is a Tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

## **Law 21.6 Correctness of Result**

Law 21.6.1 Any query on the result of the match shall be resolved as soon as possible and a final decision will be made by the umpires at the close of play.

## **Law 21.7 Points**

Law 21.7.1 Win Percentage will be the primary ranking criteria.

Law 21.7.2 The following points system will be in effect:

- a. Win (Away Game) = 4 points
- b. Win (Home Game) = 3 points
- c. Tie = 2 points
- d. Abandonment/ No Result = 1 point
- e. Loss = 0 points

Law 21.7.3 In the event of teams finishing on equal win percentage and equal points, the following criteria will be used as a tie breaker, in order:

- a. Head to Head Record
- b. Net Run Rate
- c. Most Wins

Law 21.7.4 Net Run Rate - A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition. In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

## Law 22. The Over

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MCC Law 22 shall apply.

## Law 23. Dead Ball

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MCC Law 23 shall apply.

## Law 24. No Ball

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### Law 24.1 Mode of Delivery

The bowler may not deliver the ball underarm. If a bowler bowls a ball underarm the umpire shall call and signal no ball, and the ball is to be re-bowled overarm.

### Law 24.2 Free Hit

Law 24.2.1 The delivery following a no ball called for a foot fault shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball) then the next delivery will become a free hit for whichever batsman is facing it.

Law 24.2.2 The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

Law 24.2.3 For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.

Law 24.2.4 Field changes are not permitted for free hit deliveries unless there is a change of striker.

## Law 25. Wide Ball

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MCC Law 25 shall apply.

## **Law 26. Bye and Leg Bye**

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MCC Law 26 shall apply.

## **Law 27. Appeals**

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MCC Law 27 shall apply.

## **Law 28. The Wicket is Down**

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MCC Law 28 shall apply.

## **Law 29. Batsman Out of His Ground**

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MCC Law 29 shall apply.

## **Law 30. Bowled**

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MCC Law 30 shall apply.

## **Law 31. Timed Out**

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MCC Law 31 shall apply.

## **Law 32. Caught**

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MCC Law 32 shall apply.

## **Law 33. Handled the Ball**

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MCC Law 33 shall apply.

## **Law 34. Hit the Ball Twice**

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MCC Law 34 shall apply.

## **Law 35. Hit Wicket**

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MCC Law 35 shall apply.

## **Law 36. Leg Before Wicket**

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MCC Law 36 shall apply.

## Law 37. Obstructing the Field

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MCC Law 37 shall apply.

Law 37.1.1 For the avoidance of doubt, if an umpire feels that a batsman, in running between the wickets, has significantly changed his direction without probable cause and thereby obstructed a fielder's attempt to effect a run out, the batsman should, on appeal, be given out, obstructing the field. It shall not be relevant whether a run out would have occurred or not.

## Law 38. Run Out

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MCC Law 38 shall apply.

## Law 39. Stumped

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MCC Law 39 shall apply.

## Law 40. The Wicket-Keeper

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MCC Law 40 shall apply.

## Law 41. The Fielder

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Law 41 shall apply subject to the following:

### Law 41.1 Protective Equipment

Law 41.1.1 The exchanging of protective equipment between members of the fielding side on the field shall be permitted provided that the umpires do not consider that it constitutes a waste of playing time.

### Law 41.2 Restrictions on Placement of Fieldsmen

Law 41.2.1 At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.

Law 41.2.2 In addition to the restriction contained in Law 41.2.1, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay Overs) are set out 41.3.

### Law 41.3 PowerPlay Overs

- Law 41.3.1 Restricted Area - Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. The restricted area should be marked using plastic/rubber discs.
- Law 41.3.2 The PowerPlay Overs shall apply for 12 overs per innings to be taken as in Law 41.3.3 and Law 41.3.4.
- Law 41.3.3 The first block of Powerplay Overs (block of 8 overs for an uninterrupted match) shall be at the commencement of the innings.
- Law 41.3.4 The second block of Powerplay Overs (block of 4 overs for an uninterrupted match) shall be taken at the discretion of either of the batsmen at the wicket. In an innings of scheduled duration of between 30 and 40 overs, it may not be completed later than the 30th over. (No equivalent restriction applies to innings of shorter scheduled duration.)
- Law 41.3.5 A batsman must nominate his team's Powerplay no later than the moment at which the umpire reaches the stumps at the bowler's end for the start of the next over. Once a batsman has nominated a Powerplay, the decision cannot be reversed.
- Law 41.3.6 Should the batting side choose not to exercise their discretion, their Powerplay Overs will automatically commence at the latest available point in the innings (e.g. in a 40 over innings, this will begin at the start of the 27th over).
- Law 41.3.7 During the first block of Powerplay Overs, only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.
- Law 41.3.8 During the second block of Powerplay Overs only three fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.
- Law 41.3.9 During the non Powerplay Overs, no more than four fieldsmen shall be permitted outside the fielding restriction area.
- Law 41.3.10 In circumstances when the number of overs of the batting team is reduced, the number of Powerplay Overs shall be reduced in accordance with **Table 2** below.

Table 2. PowerPlay Distribution Chart

POWERPLAY DISTRIBUTION CHART			
Inning Duration	PowerPlay Block 1	PowerPlay Block 2 (Batting)	Total PowerPlay Overs
39-40	8	4	12
37-38	7	4	11
35-36	7	4	11
33-34	7	3	10
31-32	6	3	9
29-30	6	3	9
27-28	5	3	8
25-26	5	3	8
23-24	4	3	7
21-22	4	2	6
20	4	2	6

- Law 41.3.11 Each block of Powerplay Overs must commence at the start of an over.
- Law 41.3.12 If play is interrupted not during the Powerplay overs, then on resumption, it is necessary to determine how any remaining Powerplay overs should be allocated. The total number of Powerplay overs for the innings is derived from Table 2. Any Powerplay overs already taken prior to the interruption will be deemed to have been from the initial allocation followed by the batting side's allocation. The decision of the batting side of when to take any remaining Powerplay overs is made in the usual way.
- Law 41.3.13 If play is interrupted during the first Powerplay and on resumption the overs required to be bowled in that Powerplay have already been exceeded, then the second Powerplay will be assumed to have been taken immediately and will continue until it is completed.
- Law 41.3.14 If following an interruption, on resumption the total number of Powerplay Overs for the innings has already been exceeded, then there will be no further Powerplay deliveries bowled in the innings. Note that this is the only circumstance under which the Powerplay status can be changed during an over.
- Law 41.3.15 If following an interruption while a Powerplay is not in progress, it is found on resumption that the recalculated number of Powerplay Overs remaining exceeds the number of overs to be bowled in the innings, then the Powerplays will commence at the start of the next over, with fewer than the scheduled number of Powerplay Overs being bowled in the innings.
- Law 41.3.16 At the commencement of the second block of Powerplay Overs, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.

Law 41.3.17 The umpire shall also indicate to the fielding captain before any signal is made that the batting side has chosen its Powerplay.

Law 41.3.18 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.

## Law 42. Fair and Unfair Play

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### Law 42.1 The Match Ball - Changing its Condition

Law 42.1.1 The umpires will determine whether the fielding side has engaged in acts to deteriorate the condition of the match ball, they will:

- a. Change the ball forthwith with a ball of normal wear and tear.
- b. Award 5 penalty runs to the batting side.
- c. Inform the captain of the fielding side of the reason for the action taken.
- d. Inform the captain of the batting side as soon as practicable of what has occurred.

### Law 42.2 Deliberate Attempt to Distract Striker

MCC Law 42.4 shall apply subject to the following

Law 42.2.1 The umpire will award will issue a first and final warning to the fielding captain. Any infringements following the warning will result in an award of 5 penalty runs to the batting side.

### Law 42.3 Deliberate Distraction or Obstruction of Batsman

MCC Law 42.4 shall apply subject to Law 42.2.1.

### Law 42.4 Dangerous and Unfair Bowling - Short Pitch Deliveries

Law 42.4.1 A bowler shall be limited to two fast short-pitched deliveries per over. A fast short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the popping crease.

Law 42.4.2 The umpire at the bowlers end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.

Law 42.4.3 A ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a wide.

Law 42.4.4 In the event of a bowler bowling more than two fast short-pitched deliveries in an over, the umpire at the bowlers end shall call and signal no ball on each occasion.

Law 42.4.5 If a bowler delivers a third fast short pitched ball in an over, the umpire, after the call of no ball and when the ball is dead, shall warn the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This warning shall apply throughout the innings.

Law 42.4.6 If there is a second instance of the bowler being no balled in the innings for bowling more than two fast short pitched deliveries in an over, the umpire shall advise the bowler that this is his final warning for the innings.

Law 42.4.7 Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. The bowler thus taken off shall not be allowed to bowl again in that innings.

### **Law 42.5 Dangerous and Unfair Bowling - High Full Pitched Balls**

Law 42.5.1 Any delivery, which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is deemed unfair, whether or not it is likely to inflict physical injury on the striker.

Law 42.5.2 In the event of a bowler bowling a high full pitched, the umpire at the bowler's end shall call and signal no ball. If, in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batsman, the umpire at the bowler's end shall, in addition to calling and signalling no ball, when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.

Law 42.5.3 Should there be any further instance (where a high full pitched ball is bowled and is considered likely to inflict physical injury on the batsman) by the same bowler in that innings, the umpire shall in addition to calling and signalling no ball, when the ball is dead, direct the captain to take the bowler off forthwith. The bowler thus taken off shall not be allowed to bowl again in that innings.

### **Law 42.6 Time Wasting**

MCC Laws 42.9 and 42.10 shall apply subject to the following:

Law 42.6.1 If there is any further waste of time in that innings, by any member of the side already warned the umpire shall award 5 penalty runs to the other side.

### **Law 42.7 Bowler Attempting to Run Out Non-striker before Delivery**

The bowler is permitted, before releasing the ball and provided he has not completed his usual delivery swing, to attempt to run out the non-striker. Whether the attempt is successful or not, the ball shall not count as one of the over. If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal Dead ball as soon possible.



### **Law 42.8 Use of Electronic Communications Equipment**

The use of electronic communication devices and equipment of any kind on the field of play shall not be permitted. Such infringement shall result in a 5-run penalty against the offending side.

### **Law 42.9 Physical Violence**

Players indulging in acts of physical violence or threatening to physically harm other players, umpires, or spectators will be expelled from ACCL with immediate effect.

### **Law 42.10 Dispute Resolution**

Law 42.10.1 Protests for any disputes or disagreements over the conduct of the game or its result must be submitted in writing and received by the **ACCL Commissioner** no later than three (3) days after game.

Law 42.10.2 All protests must include - The name of the team filing the protest, the name, email and telephone number of the team captain or his designate, the name of the opposing team, the name of the official umpires, and a brief description of the reason for protest.

Law 42.10.3 All protests must be accompanied by a non-refundable fee of **\$50** to ACF.

Law 42.10.4 A protest can only be submitted by the team manager, team captain or their designee.

Law 42.10.5 All protests must be resolved, where possible, before the next schedule game for either team that submits the protest.