



# **ARK-TENN CRICKET LEAGUE**

**(ATCL)**

**T-20**

## **Rules & Regulations**

**(Revised 2016)**

# Section 1:

## Tournament web-site:

1. The league website (<http://www.arktenncricketleague.com>) is the official source for scores and data. Any rules, restrictions and laws posted on the website by league committee will be applied in all scenarios.
2. The committee will make sure that it lets everyone know about any and all changes, but it is the responsibility of each team to keep track of information on league website.

# Section 2:

## Rules regarding overs, refreshments, playing conditions and field dimensions

1. Each league game will be played for 20 overs.
2. An individual bowler can bowl a maximum of 4 overs per innings.
3. The home team should mark the boundaries clearly;
  - a. If played with Red ball, it should be **195 feet**.
  - b. If played with White ball, it should be **190 feet**.
4. An inner circle of 30 yards should be drawn.
  - a. How to mark this circle: From center of stumps, facing away from the pitch; draw a semi-circle of 30 yards (90 feet) each from both ends. Then join the ends of these semi-circles by straight line forming an elliptical shape.
5. A return crease and wide line indicator must be clearly marked. In case your pitch is not broad enough and the length of return crease falls outside the carpet area then you must paint the return crease for better visibility.
6. All games will be played from one end only on all grounds (no exceptions).
7. All Home teams must provide water/drinks to the visiting teams. The visiting teams in this context will be teams that travel from out of town. No water to be provided if both teams are local, each team takes care of its own water needs.
8. For the T20, we have 1 power play only. Only 2 fielders will be allowed outside the in circle for the power play (mandatory 6 overs at the beginning of an innings).
9. At any given point in time of a maximum of 5 fielders will be allowed on the leg-side. There is no restriction on number of fielders allowed on offside.
  - a. At any given point of time a minimum of 4 fielders have to be inside the circle.
  - b. If a team has less than 8 players present at a game (start of the game), that team has to concede the game making opposite team winners and awarding them full points.

## Section 3:

### Substitutions:

1. If a bowler leaves field for any reason, he has to wait for the number of overs he was out for, or 3 overs, whichever is sooner, before he can bowl again.
2. A batsman, if retired hurt, has to wait for 3 overs minimum to return to bat in addition to condition that a wicket has to fall. Unless of course he is last batsman left.
3. Per new ICC rules, no runner under any circumstance is allowed for a batsman (exhaustion, cramping, injury, etc.). He has to retire hurt and can come back later in the innings at the fall of a wicket.
4. A wicket-keeper doesn't have to wait for any time to start bowling. (A substitute fielder cannot keep wickets).
5. If a player is carrying an injury into the game, he will not be allowed substitutions on the field.
6. A player has to field a minimum of 12 overs in an innings in order to be able to bat in the second innings (if team fields first). If a team bats first, the batsman has to field at least 12 overs in the second innings without substitutions.
7. A team can have a maximum of 2 substitutes in a game. Teams have to inform umpire and opposite team captain before the game who their 12<sup>th</sup> and 13<sup>th</sup> men are, and umpire will be the final judge.

## Section 4:

### Clothing and Shoes:

1. All members of one team should be dressed in same uniform. The team members not in uniform will not be allowed to enter the field of play.
  - a. If played with Red ball, White clothing is mandatory as defined in T-35 uniform guidelines.
  - b. If played with White ball, at a minimum a team member must be wearing dark colored pants (black/dark blue) and same colored collared t-shirt (color should closely match his teams color).
2. Pads:
  - a. If played with Red ball, WHITE pads are required to be worn by all teams
  - b. If played with White ball, Colored pads (NON-WHITE) are required to be worn by all teams. Only exception is keepers are permitted to wear white colored pads.
3. Use of spikes is allowed on playing field except the carpet/pitch area. However, wearing spikes on carpet/pitch will be considered a severe offense. The occurrence of such an act while batting or fielding will disqualify the player to continue playing that match and the Captain has to continue playing with remaining 10 players only.
4. Helmet with Grill is now mandatory in first Power play of each innings in a match. Umpire has full authority to deny the batsman to bat during this time. In case the batsman refuses to do so and

intentionally/forcefully bats without helmet during the Power play, then the committee has full right to suspend the batsman and warn the Captain for such an offense. Committee will define the suspension period for the batsman as well as level of offense to the Captain based on the incident.

## Section 5:

### No-Ball / Free Hit:

1. Bouncer: Bowler is allowed to bowl one ball between shoulder and head of batsman in an over.
2. Any ball bowled over the head will be called wide-ball (even if that's the first occurrence in an over), and any additional ball bowled between shoulder and head in that over will be automatically called a no-ball.
3. If a bowler oversteps the bowling crease, will be called a no-ball.
4. If the batsman is at his crease and the ball is above his waist then it is awarded a no-ball. If the batsman is outside his crease, and if the umpire feels the ball would've been above the waist height of the batsman (considering the height of batsman when standing on the crease), then the no-ball is awarded by the umpire. The law governing No-ball (Law 42.9) says "A fast high full pitched ball shall be defined as a ball that passes, or would have passed, on the full above waist height of a Batsman standing upright at the crease."
5. All NO balls, as per new ICC rule, will be a free hit for the batting team. Fielding teams cannot change their field unless the batsmen have changed strike. Neutral Umpire can override leg umpire in case of wrong call. Ball above head is wide-ball but if touched is no-ball.

## Section 6:

### Time, restrictions, scoring and umpiring:

1. Each innings should take no longer than **1 hour and 40 minutes** to complete including 5 minute drinks break (on the field break) after 10 overs. Innings Break should be no longer than 20 minutes. A game has to be completed within **3 hours & 40 minutes**.
2. Teams travelling from outside will have a 10 min grace time. The 10 AM game has to start by 10.10 AM and the 2 PM game has to start by 2.10 PM. Penalty for late team arrival is as defined below. This applies to both local team as well as travelling team except that travelling team has 10 minutes grace time to begin with as said above.
  - a. For first 10 minutes delay, one over will be deducted from team that is late. If they bat first then they will bat for 19 overs only while other team will get their full quota of 20 overs. The same applies if they bowl first.

- b. After first 10 minutes delay, every 5 delay minutes will account for additional 1 over penalty. For e.g. if any of the local team is on ground late and match starts late because of them then 10:20 AM start for a 10 AM start game will provide late team to play with only 17 overs against 20 overs for other team.
3. We will have one neutral umpire per game for all games in round robin. Captain of bowling side will select 4 players from the batting side to do the square leg umpiring. For the playoff games league will try to provide two neutral umpires, if the league has volunteers.
  4. The teams should setup CricHQ / Cricclubs to score the game, and make sure accurate team information has been shared with the opposite team.
  5. Administrators of web-sites belonging to individual clubs should refrain from writing any malicious things, using abusive or derogatory language towards other teams in ATCL.
  6. A player in this league may not change affiliations to his club during the season. In such case president will call a hearing and such player may be disqualified from participating in the league for the whole season. Committee may consider special cases.
  7. All team reps are required to notify committee about new additions (via rosters@arktenncricketleague.com) to their roster by **Thursday 8.00 PM** after the initial roster has been submitted. Players being added later should send in their photo as attachment along with the addition email. Player will NOT be added to the roster if NO photo is sent and the email will be discarded in such case. Players without photo will NOT be eligible to go to next round. There is no limit on the number of players in a team roster. A team can remove players from their roster and add to it if needed. All insurance forms for added player must also be submitted by Friday midnight, if applicable.
  8. Player qualification for Round 2 will be based on Round 1 games, and player qualification for Semi-Final and/or Final eligibility will be based on Round 1 plus Round 2 games as shown below:

<i><b>Total number of rainout game in ROUND 1</b></i>	<i><b>Eligibility Games for ROUND 2</b></i>	<i><b>Total number of rainout game in ROUND 2</b></i>	<i><b>Eligibility Games for Semis &amp; Final</b></i>	<i><b>Total Eligibility Games for Semis &amp; Final</b></i>
0 – 1	1	0	1	2
0 – 1	1	1 – 2	1	2
>= 2	0	0	2	2
>= 2	0	1 – 2	2 – 1	2 – 1

Please Note:

- a. If any player has played 2 or more games in Round 1 then he is eligible for Semis and Finals directly.
  - b. If the game has started and at least one ball is bowled before the game is declared rained out then all the players of that game will be counted towards eligibility (unless the same game is rescheduled and played again, if applicable).
9. Teams can make changes to their roster up until Thursday night **before their 5<sup>th</sup> scheduled game**. They cannot add players to the roster once Round 2 begins.
  10. Any players added to roster after the deadline, or whose insurance form hasn't been submitted will be considered illegal and would not be allowed to play in any games. Captains will be furthered penalized.
  11. A team cannot forfeit any games. Strict action will be taken at the discretion of the committee if a team forfeits. (See 35 over Rules & Regulation)

## Section 7:

### Rain affected games:

1. For all rained-out games in round robin or applicable game, points will be split between the teams. Duckworth-Lewis method will be implemented for partially played game, wherever applicable.
2. For any play-off game that gets rained out, committee will take a decision on rescheduling said game.
3. The following rules apply to game that have not already commenced:
  - a. **Games that don't start on time due to rain:** The minimum number of overs for a game to be considered official will be a 5-over a side game. Each team will have 25 minutes within which to complete their innings, and a 10-minute break between innings, totaling to 60 minutes. Latest start time for a **10 am** game will be **12:40 pm**. For a **2 pm** game latest start time will be **4:40 pm**. Under no circumstances will rain-shortened games be allowed to start later than the aforementioned times. Power Plays will last for 2 overs when total overs have been reduced to 5-overs a side. Captains please make sure that umpires you send to officiate a game are aware of this rule.
  - b. **Games that start on time with rain chances 50+% later in the day:** Prior to the toss, neutral umpire after consultation with a committee member can decide to shorten a game so as to complete said game before it starts raining. Game will be reduced to 5-overs a side. In the interest of being uniform all weather.com forecasts will be used while determining rain chances.
  - c. **Reduced overs games:** For any games that have a delayed start, for every 10 minutes lost 2 overs will be deducted from the total number of overs to be played. For example if 30 minutes have been lost, 6 overs will be reduced and teams will play a 17-over a side

game. Neutral umpire will decide on duration of break between innings depending on number of overs lost due to delay in start time (break cannot be shorter than 10 minutes or longer than 20 minutes). All games scheduled to start at 10 am **must** finish by 1:40 pm, and all games scheduled to start at 2 pm **must** finish by 5:40 pm. Number of Power Play overs in reduced games can be found in the table below:

<i>Total Number of Overs</i>	<i>Powerplay Overs</i>
5-8	2
9-11	3
12-14	4
15-18	5
19-20	6

4. Since we are following a tight schedule with back to back games it is imperative that neutral umpires strictly adhere to time limits for innings, and if teams are found guilty of going over the limit for an innings, they should be fined accordingly.
5. During a specific weekend, full flexibility is provided to the teams if a ground is unplayable because of rain, Saturday game can be played on Sunday and vice versa. Based on rain schedule, the game can be moved to another ground of the league (across cities/states) provided there is no other game scheduled at that ground and ground is available to play and both the teams are ready to play (for games across cities, teams are responsible to find their own umpire in case assigned umpire don't want to travel). The first priority is provided to the home team or team with home ground, no matter what. In case of conflict, committee can ask teams to play reduced over game for the time slot available, if teams wants to play during that weekend. The game, however, will NOT be rescheduled to another weekend unless it is communicated. Once a game has commenced on assigned day and rained-out then it is NOT adjusted on other day, time or ground. Also time lost because of having to changes venues will be taken into consideration while calculating total number of overs to be played. (See 7.3.c).

## Section 8:

### Penalties:

1. All administrative penalties will have monetary fine of \$50. There will be NO point deductions and NO game forfeits for such mistakes.
2. Any breach related to submission of scorecards will account for administrative penalty per occasion.
3. For going over the time limit during the first innings, second batting team will be docked number of overs remaining at the completion of 1 hour 40 minutes of their bowling innings (Over in progress will be counted as an over completed). For example at 1 hour 40 minutes if there have been 18.4 overs bowled, second batting team will be docked 1 over from the quota.
4. For going over the time limit during the second innings, the batting team will be awarded 5 runs per over that is remaining to be bowled. Bowling side will still have to complete bowling 20 overs. For example at 1 hour 40 minutes if 17.3 overs have been bowled, batting side at the end of the 18<sup>th</sup> over, will be awarded 10 bonus runs. Bowling side will still have to bowl the 19<sup>th</sup> and 20<sup>th</sup> overs.
5. If a team plays members who are not on the roster or members without submitted insurance forms (if applicable), the captain will be reprimanded by up to a 2 game suspension. Players may also be penalized. Also see 35 over Rules & Regulation.
6. Any breaches of rules in any sections should be reported to the committee. Faltering parties will be penalized fairly and strictly at committee's discretion.
7. The penalties mentioned above are for most commonly occurring breaches. They do not state or limit to all possible causes that need to be penalized as it is simply impossible to determine all breaches that might happen and specify penalties against each. If a breach occurs for the first time then one can determine penalty for it depending on the context, circumstances etc.
8. Umpiring confirmation is mandatory with name and phone number. Umpiring confirmation emails should be sent out by Friday evening 6 PM deadline with details (Name/Phone Number) of the umpire. A change in umpire has to be officially communicated following the initial umpire confirmation email or via WhatsApp before the commencement of match. If there is NO email or WhatsApp message regarding change in umpire then that umpire will be treated illegal and in such case the team may be penalized accordingly. The following will be considered with respect to umpires:
  - a. If umpiring email has not been sent by Friday deadline than half of umpiring fee will be reduced.
  - b. If umpire does not show up in proper dress code half of umpiring fee will be reduced. Please refer to umpiring guidelines document. Umpire dress code: White Collared T-shirt with Dark Pants.
  - c. If umpire shows up late half of umpiring fee will be reduced. In such a case either of the Captain can report to the committee about late arrival of umpire. The umpire has to be on ground 20 minutes before the game commences. For 10 AM start game he should be on ground by 9:40 AM and for 2 PM game he should be present by 1:40 PM.

- d. If umpire does not show up for a game, the team will be penalized -1 point. Captain will be warned and multiple warnings can result in level 1 offense as described in Code of Conduct document.

## **SPECIAL NOTES:**

1. Any ball that pitches outside the 'mat' (that refers to carpet) on first bounce will be a 'no-ball'. This rule applies when ball pitches outside the 'mat' on the sides, it does not apply for all the balls that take first bounce behind stumps at batting end wherein the regular no-ball / wide- ball rules will come into play.
2. All the other ICC rules regarding the rules of play is applicable that are not addressed in this document.
3. For any other special circumstances, the committee will be the ultimate authority, and the team not abiding by the rulings will be disqualified.
4. All other T35 over Rules & Regulations apply not mention above.
5. Point System:
  - a. Winning team – 3 Points
  - b. Tie or rained out game – 1 Point per team
6. The games scheduled for a specific weekend are allowed to be preponed or postponed within that week (Saturday game to Sunday and vice-versa) under specific guidelines:
  - a. Has to be weather related or ground unavailability due to city events.
  - b. Any ground of the league is valid (across cities/states).
  - c. Ground is free and available to play the other day.
  - d. Both the teams agree to play and find their own umpire if assigned umpire denies travel and committee won't be responsible for any umpiring issues.
  - e. Home team or team with home ground has the highest priority, no matter what.
  - f. Conflicts can be resolved by committee by offering reduced over game, it's up to teams to accept it or decline.
  - g. The game, however, will NOT be rescheduled to another weekend unless it is communicated.
  - h. Once a game has commenced on assigned day and rained-out then it is NOT adjusted on other day, time or ground.
  - i. Time lost because of having to changes venues will be taken into consideration while calculating total number of overs to be played. (See 7.3.c)
7. No Game confirmations needed.
8. Umpiring confirmation is mandatory with name and phone number
9. Over-Penalty for teams arriving late to the ground and causing late start.
10. Email is official mode of communication within ATCL while WhatsApp can be used for weekend game time communications, requests and updates.