



ARK-TENN CRICKET LEAGUE

(ATCL)

T-35

Rules & Regulations

Revised Version 2.4

(Updated 2016)

Section 1:

League 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 to let everyone know about any and all changes, but it is the responsibility of each team to keep track of information on league website or group email.

Section 2:

League Membership:

1. The committee with consent of all participating clubs will determine membership fees every year.
2. New Team submission: Any new teams that want to participate in ATCL league must contact the committee no later than by January 31st of that year.
3. AGM will be held on 2nd Saturday of February each year unless otherwise notified.
4. The fees must be sent to the current treasurer before the deadline provided by him.

Section 3:

League Format:

1. The committee will create the schedule. All teams should submit dates of non-availability well in advance. In case of last minute notice of unavailability, the team will be held responsible for their action and lose all/any balance or refund due to the team. Special cases may be considered by the committee.
2. The committee will decide on the schedule and format every year depending on number of clubs playing and availability of clubs and grounds. It will be communicated accordingly to every team and also updated to website once finalized.

Section 4:

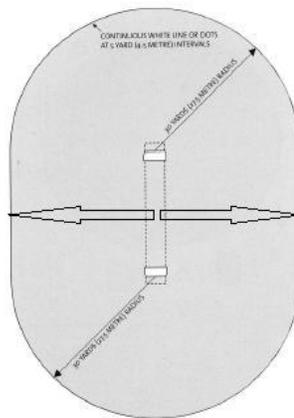
Captains Signature:

1. The individual captains & vice captains are responsible for explaining all the rules and regulations to their teams. The captains & vice-captains have to submit email confirmations to the committee before the start date of the league confirming that they have read and understand all the rules.
2. Captains have to submit team rosters within the deadline set by the committee.

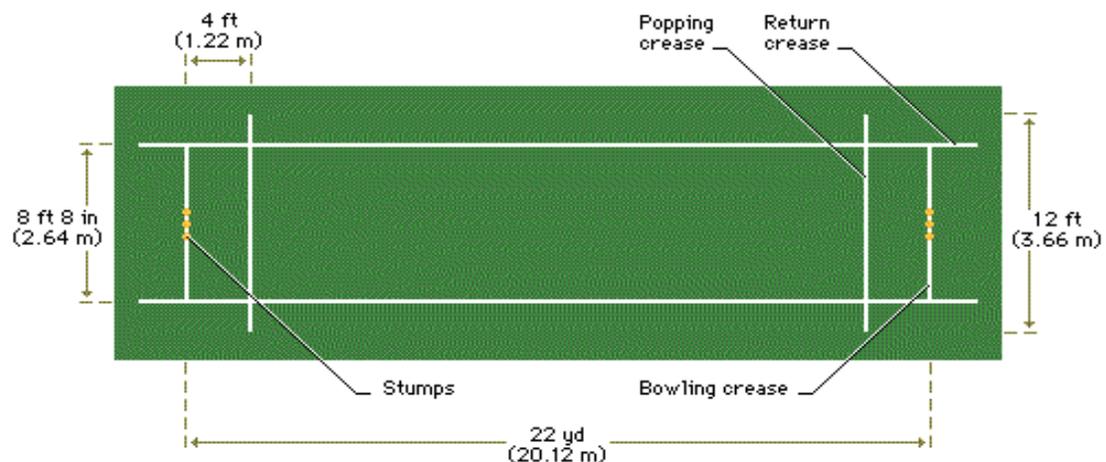
Section 5:

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

1. Each league game will be played for 35 overs.
2. An individual bowler can bowl a maximum of 7 overs per innings.
3. The home team should mark the boundaries clearly, and it should be a minimum of 67 yards (rounded to 200 feet) and a maximum of 70 yards (210 feet).
4. An in circle of 30 yards (90 feet) should be drawn. 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. **Power Plays:**
 - a. *Field Restrictions:*
 - ◆ Between overs 1-7: Seven (7) fielders inside the 30 yard circle.
 - ◆ Between overs 8-28: Five (5) fielders inside the 30 yard circle.
 - ◆ Between overs 29-35: Four (4) fielders inside the 30 yard circle.
 - b. Field restrictions hold true even if a team has fielded less than 11 players.
5. 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.
6. At any given point of time a minimum of 4 fielders have to be inside the circle.
7. If a team has less than 8 players present at a game, the team has to concede the game making opposite team winners and awarding them full points. In this scenario, the game will be considered a forfeit.
8. 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.

Section 6:

Equipment, 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. WHITE clothing is mandatory. The color of clothing should be visibly white. (All captains are requested to use common sense while distinguishing between white including all shades of white and excluding off-white shade while determining if clothes worn by a player are white). If some member is not wearing his team's uniform as white on white, he will be asked to leave the field.
 - b. WHITE pads are required to be worn by all teams.
2. 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.
3. 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.

4. Front of the **collared** t-shirt can have team logo & team name, and back can have player name with number or can be plain without any prints. T-Shirts can have sponsor logos if any. Trousers should be all white and can have different color piping/stripes (small or tiny) on the side and can't be anything too large. Trousers should not have any kind of print in front or back beside small prints of teams name on the side.
5. All safety equipment being used except for helmets has to be white in color.

Section 7:

Time, restrictions, scoring and umpiring:

1. Each innings should take **no longer than 3 hours** to complete, which include a 2 drinks break of 7 minutes each, after the 12th over and 24th over. Lunch should be no longer than 30 minutes. A game has to be completed within 6.5 hours.
2. **Game start time:** Game should start no later than 10:00 AM; captain must disclose the playing (11+1) full names before the TOSS to the opposing team captain and the umpires. At least 8 (both batting & fielding) players must be on the ground before the TOSS (9:45 AM), and can start the game with 8 players at 10:00 AM. Travelling team will have 30 minutes grace period to be on ground if they are travelling 50+ miles. If there aren't 8 players on the ground for a particular team, then umpire will call the game off and points will be awarded to the opposing team. This will result in a forfeited game for the team with less than 8 players. **See forfeit game rule Section 7.20.**
 - a. Travelling team is a team driving 50+ miles for their game. Ex: CACA (Home) Vs. CAM (Away).
 - b. Teams from the same city playing a game will not be considered for grace period time. Ex: MCC (Home) Vs. BYCC (Away).
3. Game has to start on time regardless of whether Neutral Umpire shows up on time or doesn't show up at all. Both captains need to do coin toss by 9:45 AM as mentioned above. Bowling team captain can choose qualified umpires from the opposite team, to umpire until neutral umpire arrives. If neutral umpire fails to show up for the entire game, captains will have to make do with qualified umpires from within opposite teams.
4. All playing 11 must be on the ground before the 9th over has commenced. Any player joining the team after the 9th over has commenced is ineligible to participate the game. Teams can decide to play remainder of the game with number of players on the ground prior to commencement of 9th over or decide to forfeit the game. 12th man can't be in playing eleven after the names are declared.
5. The team being late will be fined 1 over per ten minutes after the scheduled start time.

6. If a team is late to the game for more than an hour, it will have to concede the game and opposite team will be awarded the match.
7. The captain(s) will report to the committee regarding any team starting late. If two captains do not come to an agreement on the field, after due inquiry, the committee will then decide to expunge the score of the first over bowled per every 10 minutes after the start time.
8. **Scoring on CricHQ:** While entering teams into CricHQ, teams should only enter the playing 11 and **not** the 12th man. Any team found entering the 12th man would be issued a warning for the first instance. The committee thereafter, will penalize a team 0.5 points for every occurrence of the 12th man's name on the scorecard.
9. **Scorecard submission:** Team Captains will be held responsible if the full scorecard is not submitted for every game. Should there be a problem with the scoring device; captains must submit whatever is on their CricHQ scoring device for that particular game and notify the neutral umpire as well as statistician (scorecards@arktenncricketleague.com) of the device problem. Administrative penalty will be enforced upon failure to submit the scorecard or notify statistician of incomplete scorecards. Captains are responsible to verify the scorecard on CricHQ and must include the fielder's name and bowler's name when a batsman is dismissed. (E.g.: If the Batsmen gets out caught the scorecard should reflect the fielder's name as well as the bowler's name unless the fielder is a substitute in which case teams can enter Unsure/Substitute).
 - a. Both teams must score the game on their respective devices and submit scorecards thereafter.
 - b. Irrespective of whether a team has a 12th man, teams are still responsible for scoring on their respective devices.
 - c. If there are any discrepancies in the two scorecards, it is the two captain's duty to go over it after the game and let the statistician (scorecards@arktenncricketleague.com) know which scorecard is to be the official scorecard. (Note: Scorecards cannot be edited after they are submitted)
 - d. It is advised that both teams' scorers sit together and score so as to avoid unnecessary interruptions to the game arising from disputes over score.
 - e. Any queries/concerns regarding scorecards should be addressed to scorecards@arktenncricketleague.com
10. **Neutral Umpire:** We will have one neutral umpire per game for all games in regular season this year. Captain of bowling side will select 4 players from the batting side to be square leg umpire. For playoff games league will try to provide two neutral umpires, if the league has volunteers. Neutral umpires have the right to override a leg umpire decision if they are sure that the leg umpire has made an erroneous decision.
11. **Mankad rule:** Before attempting to run out a batsman under the Mankad rule, the bowler should notify the neutral umpire, if he notices the non-striker moving out of the crease before he can get into his bowling stride. It is up to the neutral umpire if he wants to warn the batsman. Once the bowler has informed the umpire if he notices the non-striker repeating this behavior he has all the right to take the bails off and appeal for a dismissal.

12. League Reports:

- a. Umpire Reports are not required. If the umpire has any issues he can send an email to committee@arktenncricketleague.com about the same.
- b. Match reports are not required. If teams have any on field issues or any issues with the umpiring standards during a game they can email the committee at committee@arktenncricketleague.com about the same.
- c. Umpire Complaints: If during the course of the season there are multiple complaints against a particular umpire, committee will review the games in question and take appropriate action.

13. The teams should exchange "Full Names" of the players before start of the game. If there are two or more players in the same team with same first and last names then one player has to use his original name and others can pick a nickname to use instead of first name. Whatever nicknames are used should stay for the whole season. Captains should make sure there is consistency in these names.

14. 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.

15. A player in this league may not change affiliations to his club during the season unless as described in *Roster Management* below. In such case president will call a hearing and such player maybe disqualified from participating in the league for the whole season. Committee may consider special cases.

16. All teams are required to notify committee about new additions (via e-mail only) to their roster after the initial roster has been submitted. It must be done by Thursday mid-night if a new player/s is to play that weekend. Any player(s) that are added to a team's initial roster must sign the insurance waiver form, if applicable, prior to being allowed to play. The insurance waiver form the new player(s) needs to be submitted by Thursday mid-night preceding the weekend he will play. The respective team captain is responsible to get the signature of the player for USACA insurance waiver form.

17. Roster Management:

- a. There is no limit on team roster.
- b. Player who has played at least single game is not allowed to play for any other team in ATCL.
- c. Player once deleted from a team's roster cannot be added back to the same team's roster.
- d. Player who has already played a single game, if deleted then cannot be added back to any team's roster from ATCL.
- e. Initial Roster updates : (End of Round 1)
 - i. Teams can make addition/deletions to their roster before Round 2 commences.
- f. Mid-Season Roster Updates: (Round 2 onwards)
 - i. Any updates to the team roster after Round 1 will cost \$50 for each occurrence with the move exception discussed below.
- g. Player addition/deletion/move across teams / clubs (Round 2 onwards)
 - i. Player who has played at least one game is not eligible for move.
 - ii. ATCL is allowing players who did not get a chance to play in the season for a team to be moved to a different team before start Round 2.
 - iii. The player who wishes to move has to pay \$100 move fee to ATCL.

- h. Players under 16:
 - i. Players under the age of 16 can be added anytime to the team's roster and will be treated as exception.
 - ii. Prior to such an addition team will need to submit an age proof to the committee and get approval.
- 18. **Player qualification for semis and final:** The following formula shall be applied to determine the number of players eligible for play-offs for a particular team.
 - a. Minimum 1 game should be played before qualifying for semis and final.
 - b. Please note that rained-out games are not included in the above formula.
- 19. **Forfeit games:** Team will be held accountable for all forfeited games and will be penalized with fines.
 - a. 2-Point deduction for each game.
 - b. \$200 fine for the 1st forfeited game.
 - c. \$300 fine for the 2nd forfeited game and 1 year ban for the team from ATCL.
 - d. After the 2nd forfeited game team will be disqualified from the tournament and all their remaining games in the season will be considered forfeited.
 - e. The number of invalid forfeits during the ATCL season will result in that many years of BAN for the teams to participate in future seasons.
 - f. **Forfeit Dues:** Dues must be paid within **TWO WEEKS** of the forfeited game. If the dues are not paid within the allocated time, teams will be penalized \$ 25 for every additional week thereafter, until the amount is paid in full.

Section 8:

Rain affected games:

1. It is the responsibility of the home-team captain to assess the weather situation and let the traveling team know about the possibility of game. This will avoid unnecessary travel. Also 2 captains can decide on a late start and reduce the number of overs if needed. A game cannot be made shorter than 9 overs a side.
2. *For any games that get washed out points will be split.* It is the neutral umpire's as well as the two captain's responsibility to email the committee and let them know that a game has been washed out. Without any written communication committee will not award points to either team. E-mails need to be sent to committee@arkteencricketleague.com.
3. The latest start time can be defined with neutral umpire for a 9-overs a side game. Each team will have 45 minutes within which to complete their innings. There will be a 20-minute break between innings. The neutral umpire can choose to remain at the ground or he can choose to return at postponed start time to inspect the ground and make sure it is playable. If the game fails to take place, captains as well as neutral umpire need to notify committee at committee@arkteencricketleague.com.
4. The games scheduled for a specific weekend are allowed to be preponed or postponed within that weekend (Saturday game to Sunday and vice-versa) under specific guidelines:
 - a. Any ground of the league is valid (across cities/states).
 - b. Ground is free and available to play the other day.

- c. 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.
 - d. Home team or team with home ground has the highest priority, no matter what.
 - e. Conflicts can be resolved by committee by offering reduced over game, it's up to teams to accept it or decline.
 - f. The game, however, will NOT be rescheduled to another weekend unless it is communicated.
 - g. Once a game has commenced on assigned day and later rained-out then it is NOT adjusted on other day, time or ground.
 - h. Time lost because of having to change venues will be taken into consideration while calculating total number of overs to be played.
 - i. The request will be denied if moving the game involves bad weather conditions. For e.g., Team "A" & "B" request the game to be moved from Sunday to Saturday with mutual understanding but the weather predicts more than 50% chance of rain on Saturday and very less chance of rain on Sunday. In this condition, the committee reserves the right to deny the request.
 - j. The committee reserve the rights to override this rule for important play-off games.
5. The following rule will apply only to games affected by rain that have **not** already commenced. If a scheduled game will not take place because the home ground has been deemed unplayable because of **rain**, said game will be moved to another ground (if there is a ground(s) available and it is fit for play). There are three scenarios to this situation detailed below:
- a. **Scenario 1:** *Ground is unplayable night before the game and chances of game being playable the following morning on scheduled ground are slim to none:* Home team needs to communicate with the away team, committee, and neutral umpire via group by **7PM** night before the game, and inform them of the situation. If another ground is available and is playable, game will be moved to that ground.
 - b. **Scenario 2:** *Ground is playable night before the game but due to overnight rain scheduled ground has been rendered unplayable:* Home team needs to communicate with the away team, committee, and neutral umpire via group by **7AM** on game day, and inform them of the situation. If another ground is available and is playable, game will be moved to that ground.
 - c. **Scenario 3:** *Ground is playable up until 7AM but rain between then and 9:45 AM has rendered the ground unplayable:* Home team needs to inform the committee (via phone) of the situation. If another ground is available and is playable, game will be moved to that ground. Any games that are moved to another ground in this scenario will follow **Rule 8.3** for any time lost due to having to change grounds.
 - d. For any other games that don't fall in to the above scenarios regular rain rules will apply.
6. This rule applies to all games where there are chances of rain (50% or greater) later in the day. *Prior to the toss*, neutral umpire after consulting with a committee member, can decide to shorten a game so as to complete the game before it starts raining. A game cannot be made shorter than 9-overs a side. So as to be uniform all weather.com forecasts will be used to determine rain chances.

7. For all rained-out game or applicable games, points will be split between the teams. Duckworth-Lewis (D/L) method will be implemented for partially played game, wherever applicable.

Section 9:

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 or any team admin activities will be addressed by the secretary and statistician respectively. Each breach will account for administrative penalty per occasion.
3. For going over the time limit of an inning, 1 over will be cut from faltering party's batting quota of overs for every five minutes.
4. Teams bowling second will lose 5 runs (from their total runs) per every over, which is outside the time limit for that inning. They will still have to complete their full quota of overs.
5. **Illegal Players:** If a player is not on the team roster for current year and plays a game, he will be considered an illegal player and will not be allowed to participate in ATCL for rest of the season and the team will be penalized 2 points and the Captain will be banned 1 game per each illegal player played. Player without a photo on CricHQ is also considered illegal player if found guilty and will be penalized as defined above. Special cases may be considered by the committee.
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. Neutral Umpire travelling to umpire a game more than 50 miles will be given 15 minutes grace time
 - 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.
 - e. If an umpire is running late and he fails to inform the home team captain, then the particular umpire will be penalized half of his umpiring fees. Home teams not confirming game changes with the neutral umpire will be issued warnings for 2 separate incidents. If it occurs a 3rd time where the home team fails to notify the neutral umpire of any changes the home team will be penalized 0.5 point.
9. Teams that do NOT play with their playing 11 (full team):
- a. Teams are allowed to play two (2) times per season with less than 11 players.
 - b. If the incident occurs 3rd time then the team will be penalized \$50 fine per player short on their playing 11 quota. For e.g. with 8 player squad the penalty is \$150.
 - c. More than 3 times, the above penalty stays and the team will lose voting rights in the upcoming GBM. There will be voting again by all teams to include / exclude such a team from the league.

Section 10:

Supervisory Committee:

1. A team can appeal to Supervisory committee against the committee's decision a maximum of 2 times in a year. First appeal will cost \$75 and the second appeal will be \$150. Both fees are refundable if the appeals are successful.

Section 11:

Substitutions:

1. If a bowler leaves the field for any reason, he has to wait for the number of overs he was out for, or 6 overs whichever is shorter.
2. A batsman, if genuinely hurt, is declared retired hurt and has to wait a minimum of 6 overs to return to the crease, in addition to the condition that a wicket has to fall, unless he is the last batsman left. If the batsman is not hurt and wants to leave the field then he is declared retired out. Hurt is defined any genuine injury caused to the player and does not include cramps or other player-defined injuries and will depend on discretion of Neutral Umpire.
3. A wicket keeper doesn't have to wait for any time to start bowling. (A substitute fielder cannot keep wickets).
4. No runner, under any circumstances, is allowed for a batsman (exhaustion, cramping, etc.). He has to retire out and cannot come back later in the innings.

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 21 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 21 overs in the second innings without substitutions. This does not apply to players with genuine injuries. Neutral umpire will make the final call.
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 12th and 13th men are, and umpire will be the final judge.

Section 12:

No-Ball - Free Hit / Wide-Ball / Dead-Ball:

1. **Bouncer:** One bouncer is allowed per over, which passes above the batsman's shoulder height, but below his head, when he is in an upright position. Any bouncer that passes above the batsman's head when he is in an upright position will be called a Wide Ball.
2. Any ball bowled over the head (as described above) 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 the batsman is at his crease and the ball is above his waist (full-toss for both fast and slow bowlers) 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." A full toss ball that hits the stumps is out irrespective of the height. Neutral umpire can override the leg umpire if he feels it is an unfair call and his decision will be final.
4. If a bowler oversteps the bowling crease, will be called a no-ball.
5. Any ball that pitches outside the 'mat' (that refers to carpet) will be considered NO BALL. Any ball that pitches on the grassy or rough edges of the mat on first bounce and may deviate due to those factors will be a 'dead' 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.
6. **Ball bouncing more than twice or rolling along the ground:** The umpire shall call and Signal No ball if a ball which he considers to have been delivered, without having previously touched bat or person of the striker, either (i) bounces more than twice or (ii) rolls along the ground before it reaches the popping crease. ICC Law 24.6 (No Ball).
7. **Free Hit No Ball** - 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. 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. 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. Field changes are not permitted for free hit deliveries unless there is a change in strike (the provisions of clause 41.2 shall apply). The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight up and moving it in a circular motion. Neutral Umpire can override leg umpire in case of wrong call. Ball above head is wide-ball but if touched is no-ball.

8. If any fielder is talking after bowler starts to run in, umpire can call dead ball if he can't stop the bowler in time.

SPECIAL NOTES with Updated Guidelines:

1. **Zero Tolerance:** A player(s) will be banned for up to 3 games for misconduct or offence, irrespective of whether said player is in playing 11 or not or involved with any other ATCL team. Respective team's Captain along with the involved player will be held responsible and disciplined by the Committee.
2. **Total ZERO Tolerance:** Any kind of threat to any ATCL members on or off the field during a game will not be tolerated. Player will be banned for 1-3 years from playing in any ATCL sanctioned games for any team.
3. Send all complaints regarding umpiring to committee@arktenncricketleague.com
4. If any team members have specific requests / comments, we request them to send it directly to committee (committee@arktenncricketleague.com) as one cannot send a message to ATCL group mail or the committee group mail since it requires membership.
5. No forfeits due to administrative mistakes, for e.g. game confirmations, match report, scorecard submissions, or any other team admin related work. However monetary penalty of \$50 will be applied in each case.
6. Point System:
 - a. Winning team – 3 Points
 - b. Tie or rained out game – 1 Point per team
7. Flexibility rule applies for games scheduled for a specific weekend to be preponed or postponed within that weekend (Saturday game to Sunday and vice-versa, and any ground within ATCL).
8. No Game confirmations needed.
9. Umpiring confirmation is mandatory with name and phone number
10. Over-Penalty for teams arriving late to the ground and causing late start.

11. Email is official mode of communication within ATCL while WhatsApp can be used for weekend game time communications, requests and updates.
12. For any other special circumstances, the committee will be the ultimate authority, and the team not abiding by the rulings will be disqualified.
13. All other ICC rules regarding rules of play that are not addressed in this document are applicable as is.

APPENDIX:

- League website: <http://www.arktenncricketleague.com>
- League Facebook Page: <https://www.facebook.com/arktenncricketleague>
- Cricket Laws: <https://www.lords.org/mcc/laws-of-cricket>