



ALL AMERICAN CRICKET LEAGUE

League Rules and Regulations

1. PREFACE

THE PURPOSE OF THE ALL AMERICAN CRICKET LEAGUE (AACL) – TOURNAMENT RULES IS TO ESTABLISH THE CODE OF CONDUCT FOR THE TOURNAMENT. ALL THE SUMMER LEAGUE MATCHES SCHEDULED BY AACL, SHALL BE PLAYED AS PER ICC'S PLAYING CONDITIONS FOR TWENTY20 FORMAT. THE ICC'S PLAYING CONDITIONS FOR TWENTY20 SHALL BE SUPERSEDED BY AACL SPECIFIC PLAYING CONDITIONS SPECIFIED IN THIS DOCUMENT. THE AACL TOURNAMENT RULES ARE SUBJECT TO CHANGE ANNUALLY. ALL CHANGES TO THE AACL 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. AACL 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 AND APPROVED BY THE OPERATING COMMITTEE.

2. OBJECTIVE

The objective of the League shall be to control and oversee that the tournament is played in the spirit of the game and foster, improve, aid and extend the game of cricket.

3. CLUB MEMBERSHIP

THE LEAGUE SHALL BE OPEN TO ALL CLUBS AND PLAYERS WILLING TO JOIN EXCEPT FOR THE ONES SPECIFICALLY BANNED DUE TO VIOLATION OF LEAGUE LAWS OR SEVERE VIOLATION OF SPIRIT OF THE GAME.

Any cricket club seeking membership in the League shall make a written application, which must be delivered to the "AACL Executive Committee". This application must be accompanied by at least 15 names of individuals who are dues paying members of the club, and evidence that the club has its own equipment, such as bats, pads, gloves, helmets, stumps, mat, other protective equipment. For a Club submitting two teams into the league competition, the application must be accompanied by at least 30 names of individuals who are dues paying members of the club. New clubs may become members of the League under the following provisions.

- 3.1. The club must have a roster of at least 15 players and enough cricket equipment to support a cricket team through the season.
- 3.2. It must be referred by at least ONE existing permanent member club or a member of the AACL Management.
- 3.3. It must submit a deposit amount defined by the league in the registration form.
- 3.4. It must make arrangements for a dedicated home ground, which does not conflict with the home grounds of existing members clubs. If a club does not have a home ground then, depending upon the ground availability across the league, it may be allowed as a wandering team (i.e. playing all its games as away games).
- 3.5. New clubs applying for membership can only request to enter one team in the league for the probationary period. The deadline for submitting the deposit amount to the AACL EC is March 15th. The league membership fees deadline shall be same as other clubs
- 3.6. All applications for membership shall be subject to approval by the "AACL Executive Committee". In the event of any application being rejected, the entrance fee therewith shall be returned.

Note: Section (3.3) applies to existing clubs too, when an existing club wishes to add another team, it must leave a contingent deposit of \$250 dollars with the league. No club is allowed to enter additional teams into the league tournament after March 1st. Also, pulling out an existing team after this deadline shall result in a fine equal to the league dues for the season. This fine shall be due along with the league membership fees for the club.

4. PAYMENT OF DUES

- 4.1. In the event where a member club from a previous year decides not to continue its membership with AACL for the following year, the club is expected to clear all dues with the League. If the club has an outstanding balance due, no players from that club will be allowed to participate in AACL matches until the balance is paid in full.
- 4.2. If an active member club registers and fields any players from a club that is no longer a member of AACL and has an outstanding balance, the offending club will be fined 2 points per violation and will automatically become liable for the amount due to AACL by the previous club of the said player/s.
- 4.3. If an active member club has NOT paid its dues by the due date set by Executive Committee, the club will be suspended from AACL until the dues are paid in full.

5. PLAYER REGISTRATION/MOVEMENT BETWEEN CLUBS

- 5.1 Member clubs must register its players on the league website or the scoring portal of choice before the start of the season. Additional players may be registered at a later date prior to commencement of the play-offs. All player information must be supplied truthfully at the time of registration.
- 5.2 To be eligible to play in a regular season match a player must be registered on the League website at least 24 hrs prior to playing the next game of regular season.
- 5.3 Each team is responsible for providing roster of all player names to the league before participating in any AAFL games.
- 5.4 A game is played between 2 teams; each team consists of 11 players, one of them shall be a captain.
- 5.5 Both team captains shall submit the names of playing 11 and substitute fielders to the umpire before the toss. The list cannot be changed without the consent of the umpires and the other captain.
- 5.6 All players and substitutes must play in team colored clothing. Any exception must be agreed to by the opposing team captain.
- 5.7 Players must have played in at least 3 games during the active season to be eligible to play in the playoff games.
- 5.8 No player shall be registered in more than one team in the league. No team will solicit or encourage another participating team's player to switch to their own team.
- 5.9 False identity & Impersonation:
 - a. Every registered player must carry a photo ID that must be produced upon demand by the Umpire. The Captain of the team may ask the Umpire to verify the identity of any opposing team player. The Captain shall make this request at anytime before the start until prior to the umpire leaving the ground. No allegation after will be entertained.
 - b. In the case where a player, whose identity is in question, cannot produce a photo ID proving to be a registered player, the player may not be allowed as part of the playing 11 or to substitute on the field.
 - c. For the incidents and situations listed in this rule the Umpire is the sole decision maker and his decision shall be final. In case the umpire decides a team has violated this rule, point 5.12 will be applied.
- 5.10 In case of extreme circumstances where a player has to leave his club and wants to join another member club a written release from the existing club officers is required. The release request must be submitted to AAFL Operating Committee. OC will communicate the final decision on the matter.
- 5.11 A player cannot at any given time actively represent more than one team during a single season. A player belonging to a club with multiple teams in the tournament is not permitted to move between the club's teams.
 - a. Any player found playing or registered with more than one team, will be suspended from the League for the rest of the current season
 - b. In any event, if a player is found playing for more than one club, section 5.12 will be applied to the offending club.

- c. A list of registered players for each club (including deactivated players) will be maintained on the AACL website / scoring portal.
- 5.12 If a team uses an ineligible player, the team shall be fined \$50 and shall be stripped from any points gained in the game. Game will be awarded to the opponent team.
- 5.13 Following are clarifications on ineligible players.
- a. A player is deemed ineligible if the person is banned by the league board due to violation of league laws, the laws of the game or the non-sportsman like conduct.
 - b. A player in violation of **points 5.9 and 5.11**
- 5.14 Substitutes, Runners, Batsman or Fielder leaving the field.
- a. If a fielder fails to take a field at the start of the game or at any later time or leaves the field during a game, the umpire shall be informed of the reason for this absence. Fielder shall come to the field with the consent of the umpire.
 - b. If the player is absent from the field for longer than 10 minutes the player shall not bowl in that innings for at least the length of playing time for which he was absent.
 - c. The player needs to field the last 5 overs of the first innings to open the innings.
 - d. If the player fields at least 1 over in the fielding innings, he can bat at any number except opening the innings.
 - e. Named substitute players must not bat, bowl and shall be allowed to field only.
 - f. Runners for batsmen are not permitted under any circumstance.

6. SEASON SCHEDULE

- 6.1. The start and end dates for the various rounds and playoffs are made known via the schedule distributed prior to the season.
- 6.2. The schedule specifies mandatory umpiring requirements.
- 6.3. The schedule also specifies the 'minimum games' rule (the number of games a player must participate in order to be eligible for subsequent rounds, including the playoffs).
- 6.4. Requests for rescheduling games will not be entertained by AACL.
- 6.5. The only exception to the above rule will be made when AACL deems it necessary to reschedule a game, as in "acts of God".
- 6.6. A non-mandatory "Rain Day" may be used as a reserve game day for all non-playoff stages at the discretion of the AACL Operating committee. The alternate "rain-day" for non-payoff stage is in the same weekend as the originally planned game. E.g if the original game was for Saturday, Sunday (if ground is available) may be used or if the game was planned for Sunday, based forecast, Saturday of the same weekend may be used.
- 6.7. One additional weekend will be planned as "Rain-Day" to be used if required to cover both the semi final and final games. Using an alternate day in the same weekend continues to apply.
- 6.8. Any schedule related changes (including venues) must be approved by the AACL Operating committee.
- 6.9. In case of the re-scheduled game, the respective captains are responsible for ensuring ground and umpire availability.
- 6.10. This document and the season schedule document [that contains the schedule and standings] are the 2 documents that specify the rules.

7. UMPIRES

- 7.1. League will appoint at least one available qualified neutral umpire.
- 7.2. Neutral umpire will stand at the bowlers end throughout the game.
- 7.3. The Umpire shall decide & agree with both captains on any special conditions affecting the conduct of the game.
- 7.4. When no neutral umpire is available for a game, the captains will agree and nominate umpires for the game.
- 7.5. When Neutral umpire is on the field, Neutral umpire shall be paid a fee as prescribed by AACL EC at the beginning of the game irrespective of whether a game is played or not.
- 7.6. The game shall be controlled by the umpires, and shall be responsible for ensuring the conduct of the match is strictly in accordance with the laws and regulations. They shall be sole judges of fair and unfair play. All players shall respect the umpire's decision as final.
- 7.7. The umpires are authorized to take action if in their opinion there is a deliberate waste of time by any member of either side.
 - a. In the first infringement, a severe warning to the player / team concerned. The captain of the concerned team will be notified.
 - b. In case of sub-sequent instances of delays, the umpire may award a 5 run penalty to the team causing the delay.
- 7.8. The umpires are authorized to assess the time that was wasted in arriving at the number of overs bowled short.
- 7.9. In case leg umpire is not a league assigned umpire and there is a dispute regarding a decision, the official umpire shall have the right to overrule the square leg umpire's decision.
- 7.10. The umpire shall ensure that all games are played using league provided balls.

8. CRICKET GROUND – HOME TEAM RESPONSIBILITY

- 8.1. Captain of the home team is responsible for letting the umpires and opponent captain know of any field restrictions such as one end play and, restrictions or obstacles in the field of play, prior to the coin toss.
- 8.2. Open grass field big enough to mark minimum of 65 yards and maximum of 80 yard boundary around the pitch.
- 8.3. Smooth hard surface with standard cricket pitch dimensions and clearly marked crease markings. Matting surface may be used if desired.
- 8.4. Set wide ball markers, 35” from middle stump on each side (Rt. & Lt hand batsmen), to help wide ball calls on the off side.
- 8.5. It is the sole responsibility of the home team to prepare and have the field available for play at least 15 minutes prior to the scheduled start time of the match
- 8.6. Any questions, concerns or objections in regards to the field preparation from the Visiting Captain may only be brought to the attention of umpires and addressed by the umpire(s) prior to the start of the match.
- 8.7. Unless pointed out and specified by the umpire(s), no alteration may be carried out by the visiting team to the existing setup.
- 8.8. Once field is handed over to the umpire(s) neither host nor are visitors allowed to make any changes to the existing setup without notifying and getting consent from the umpire.
- 8.9. The home team having a home field permit shall be responsible for supplying the following items at a minimum, when hosting a game.
 - a. Full length jute matting (gray or light brown) or Astroturf
 - b. Stumps, bails and chalk for marking
 - c. 100 meter measure tape
 - d. 8 inch flat cones for inner 30 yard circle (the “circle”)
 - 20 cones minimum that are to be placed 11-13 yards apart
 - Semi-circle of 30 yard radius from the middle stump at both ends drawn behind the wicket, connect the 2 semi-circles ends along the length of the pitch with a straight line
 - e. 12 inch cones for boundary line
 - 30 cones minimum that are to be placed 14-17 yards apart
 - Max 70 yards semi circle from each end of the wicket
- 8.10. Home team or the designated home team shall share the duties of acting as a home team even if they do not have a home field, ensuring the below items are prepared & ready before the toss and scheduled start of the game.
 - a. Laying the mat safely and securely marking the crease clearly.
 - b. Pitching the wickets correctly, marking the wide area on the mat.
 - c. Putting cones around the boundary.
 - d. 30 yard circle and boundary set (use 8 inch flat cones for inner circle and 12 inch cones for boundary line)
 - e. Uses of flags with metal rods are forbidden.
 - f. Use of shoes with metal or plastic spikes by bowlers and batsman is forbidden. Only footwear with rubber spikes are allowed to be used by bowler and batsman.

9. GAME TIME RULES & REGULATIONS

9.1. LENGTH OF INNINGS

1. All League games shall start on time, except for delays or interruptions due to weather and/or ground conditions.
2. In an uninterrupted game all League matches shall consist of one innings per side, each innings being limited to a maximum of 20 overs with 6 legal deliveries per over.
3. In a delayed or interrupted game (due to weather/rain) the start time shall be decided by the Umpire. The calculation of number of overs to be bowled shall be based on average rate of 5 minutes per over in the total time available for the game.
4. If the start of the game is delayed due to weather conditions, game will be officially called off 60 minutes after scheduled start of game.
5. In a delayed or interrupted game if each team does not get an opportunity to play minimum of 5 overs within allotted time the game will be treated as one with "No result".
6. If the team batting second has batted more than 5 overs, but is unable to play the same number of overs as the team batting first, the DL (Duckworth-Lewis) method will be used to arrive at a decision for the game – per ICC rules.

9.2. HOURS & START OF GAME

1. Unless otherwise modified by league or by umpires on the field, the duration/hours shall remain as per scheduled.
2. Both the teams should have at least a minimum of 7 players in proper clothing must be present on the field at the time of toss.
3. Both the team captains should have the list of their players and substitutes and present it to the umpire before the toss.
4. In the event of team captain not present, his team must nominate a deputy for the toss.
5. The coin toss shall be completed by Umpire 10 minutes prior to the scheduled game in presence of Captains.
6. If one of the team is not ready at scheduled time, the offending team will be penalized the number of overs it bat at the rate of 1 over for every 5 minutes. The other team will get its full quota of overs
7. Toss winning captain should make a decision promptly no later than 5 minutes before the start of the game.
8. If the team has less than 7 players for the game, game will be considered as Forfeit.
9. Drinks Break
 - a. There shall be drink break of 5 minutes after 10 overs of each inning.
 - b. There shall be a break of 10 minutes at the end of first inning.
 - c. In extreme hot weather conditions, with prior agreement of the captains and umpire there can be a drink break of 5 minutes every 8 overs.

9.3. FIELDING RESTRICTIONS AND POWERPLAY

1. Power Play will be first 6 overs of each inning of a 20 overs game. A minimum of 9 players must be within the 30-yard circle. 2 players may be positioned outside 30-yard circle.

2. During the Non Power Play portion of the innings, a minimum of 4 players must be within the 30 yard-circle.
3. In the event of any infringement of above rules, umpire shall call and signal "NO BALL"

9.4. NUMBER OF OVERS PER BOWLER

1. Each bowler is restricted to a maximum of 4 overs in a normal 20 overs game.
2. If numbers of overs are reduced the maximum number of overs to bowl by each bowler should not exceed on fifth of the total number of overs.
3. It is the responsibility of the fielding captain to ensure that a reasonable over rate is maintained.
4. A member of the fielding team who leaves the field of play for any reason while the match continues will not be allowed to bowl on returning to the field for the number of overs that he was off the field.
5. If a bowler gets hurt during his spell, another bowler may continue his over. Same bowler also has to satisfy rule 4 prior to coming back into attack.

9.5. CLOTHING AND FOOTWEAR

1. All teams must wear their team's colored cricket clothing. Cricket white clothing is not permitted. Any exceptions must be granted with consent of the opposing team captain.
2. Individual can wear either colored or white pads.
3. Use of shoes with metal or plastic spikes or any kind of shoes by the bowler and the batsman that is likely to damage or cause damage to the pitch are not permitted. Only rubber spiked footwear is allowed for batsman and bowlers.
4. Thigh guards and chest guard must be concealed under the player's clothing and not be visible.

9.6. HELMET USAGE

1. Even though it is not made mandatory, the League highly recommends the use of helmet with a face-guard or grille, including other protective gear, at all times while batting to avoid serious injuries.
2. This applies to all batsmen facing all types of bowling, wicketkeepers standing up to the wicket and fielders standing closer than ten yards from the batsman's middle stump - except behind the wicket.
3. The Player(s) not adhering to this recommendation - if injured due to any reason - irrevocably waive any & all rights to any type of claim against his/her/their respective Team & its player(s), Opposition team & its player(s), All American Cricket League and its officers, Umpire and any other person, body, association, agency or group whatsoever. The League or its officers shall not be liable to any insurance claim(s) of any type whatsoever, by the injured player or anyone else on his/her behalf, either on or off the field.
4. If an incident occurs on field, please feel free to report the occurrence to AACL EC via email for documentation.

9.7. BALL

1. All teams must use league provided white balls.
2. Fielding team is responsible for providing ball for the innings of the game.
3. Teams shall bring 2 new and 2 old balls to the games, so that in the event of a ball being lost or unfit for play a suitable replacement can be done without wasting time.

9.8. CODE OF CONDUCT & DISCIPLINE

1. Team captains are responsible that the game is played with Spirit of the Game.
2. Captains shall advise to their respective team players that the Umpires' decision is final.
3. The Umpires shall not tolerate any sledging; cursing in any language, the team itself shall take disciplinary action against its offending player. In the event the team fails to take such action against its player, the Umpire may impose sanctions against the offending player or the team or both, at his discretion.
4. Umpires are required to bring any disciplinary issues before the AACL Operational Committee.

9.9. GAME RESULTS

1. The team scores the most runs is considered a winner and shall be given 2 points, opposing team receives 0 points.
2. In the event the game is a tie (both teams' scores equal runs), each team receives 1 point.
3. All interrupted games (e.g. unfinished or rained-out), each team receives 1 point.
4. In case team forfeits a game or considered as forfeits will receive 0 points and opposition team receives 2 points.
5. To determine ranking, in case of a tie amongst teams, team with more wins in all league rounds will move ahead in ranking. If that is the same, net run rate for all league rounds will be used to determine team standings for playoffs.

9.10. GAME RULES

1. Wide

- a. ALL ICC Rules for Wide apply.
 - i. If the ball touches any part of the batsman, including the batting gear, it would not be considered a wide.
 - ii. Off side: Any ball 2 ½ feet away from the off stump when the batsman is in normal stance is considered a wide. This is to be judged on the basis of when the ball passes the batsman. If the batsman's movement from normal stance causes the ball to be wide, it would not be considered wide.
 - iii. Any ball that after pitching goes over the head line of a batsman in normal stance will be called a wide.

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2. No Ball – Follow ALL ICC Rules (Some explanations below)

- a. Bouncer related rule;
 - i. There is 1 bouncer allowed per over. Bouncer is defined as such "A ball that after pitching, goes over the shoulder line and below the head line of a batsman in a normal stance".
 - ii. A second bouncer in an over will be called a "No ball".

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- b. Any full toss over the waistline of a batsman in normal stance is considered a no ball. Any bowler who violates this twice in an innings will not be allowed to bowl at all for the rest of the innings.

~~e. The bowler's front foot must land with some part of the foot, whether grounded or raised behind the popping crease. If not then it is considered a no ball.~~

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~~d. The bowlers back foot must be within and should not be touching the side crease (return crease). If not then it is considered a no ball.~~

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- c. Any ball that pitches outside the mat / turf will be called a No-Ball (per revised ICC rules).

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d. If a ball pitches more than once before passing the batting crease, it will be considered a No ball. A ball that rolls along is considered to have pitched more than once (per revised ICC rules).

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e. Penalty for No-Ball;

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i. A free hit will be allowed for any “No-ball” violation as specified in ICC rules with the exception of the following (specific for AACL games only):

1. Any non-official leg umpire called No-ball will NOT result in a free-hit. It will result in a run penalty and require to be re-bowled. Examples will include “beamers” or waist-high full tosses, No-Ball resulting from Bouncer rule above.

3. LBW (Leg Before Wicket)

a. ICC Rules apply (Information only below)

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i. If the ball pitches outside the leg stump it is not out. This is irrespective of the bowler bowling over the wicket or around, pace or spin, left or right arm, or the batsman playing on front or back foot.

ii. If the ball pitches outside the off stump and comes back in it has to hit the batsman in-line with the stumps to be considered out. If the impact is outside the off-stump then it is not out, even if the ball is either turning or moving off the seam towards the stumps.

iii. If the ball is pitching anywhere else, the key determinant is, would the ball have undoubtedly hit the stumps? Factors affecting that decision are angle of delivery, height, rise or dip etc.

4. Dead ball

a. ICC Rules apply

~~b.~~

5. Timed Out

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a. If the incoming batsman fails to enter the boundary before the outgoing batsman has crossed the boundary, he'll be given out on appeal.

b. Outgoing batsman is not allowed to hang around inside the boundary, allowing incoming batsman to get ready. This will also be a ground for incoming batsman's dismissal on an appeal. Umpire may use his judgment to accept or decline the appeal.

c. The incoming batsman must be adequately ready to play in the opinion of the Umpire. Throwing the pads over the boundary and then getting dressed is not allowed.

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6. Obstructing the field – ALL ICC Rules apply

a. If by action or words, the batsman or non-striker obstructs the fielder from making a fair catch or run out, the umpire must decide if the obstruction was willful or happenstance. If willful, upon appeal, the batsman would be given out.

7. Dimensions and Markings

a. The boundary cannot be more than 70yards from the middle stump. The boundary circle is set by measuring a radius from the middle stump. This is a semi circle that starts from the line of the off stump and ends in line of the leg stump. Repeat the same at the other end of the pitch and then connect the two semi circles.

b. The 30 yard circle is set by measuring a radius of 30yards from the middle stump. This is a semi circle that starts from the line of the off stump and ends in line of the leg stump. Repeat the same at the other end of the pitch and then connect the two semi circles along the pitch.

- c. The distance between the two set of stumps has to be 22 yards.
 - d. The popping crease has to be 4 feet from the middle stump along the pitch.
 - e. The side/return crease has to be 4 feet and 4 inches from the middle stump on either side.
 - f. The markings for the wide ball should be drawn on the popping crease. 2 ½ feet from the outer stumps on either side.
8. Rain or weather affected games
- In case of stoppage in the game due to weather, or any force majeure the following rules will apply -
- a. If at least a ball is bowled at the beginning of a game, the game will continue from the last ball bowled. A game cannot be restarted for any reason.
 - b. Lost time will be applied with a minimum delay of 30 minutes and 10 minutes increment thereafter. Example, for 30 minutes lost 6 overs will be reduced from the match - 3 per side. For a 45 minute delay, 8 overs will be reduced, 4 from each team quota. Lost time will be counted from time when game stopped to umpires decision to resume the match. Both teams will be given 5 minutes to be ready and resume the game.
 - c. After 60 minutes delay, the game may be called off by the "umpire alone" in consultation with 2 team captains / vice-captains and each team will split the points equally.
 - d. Minimum number of overs to be bowled per side to constitute a complete game will be governed per ICC rules (5 overs).
 - e. At no point during or after the disruption both teams will relieve their team-members until the decision to resume or called-off the game has been made by the umpire. On resuming, should any team be unable to bring back its original players back to the field, the other team will be awarded with winning points.

Reference:

ICC Rules Document:

<https://www.icc-cricket.com/about/cricket/rules-and-regulations/playing-conditions>