



## **Austin Taped Ball Cricket League Rules Guide**

## ATCL RULES OF ENGAGEMENT FOR TEAMS

### PRE TOURNAMENT START STAGE

- REGISTRATION
- PAYMENT - Tournament/Penalties
- COLLECTS BALLS/TROPHIES/TAPES
- REGISTER PLAYERS FOR ROSTER
- ACCEPT TERMS AND CONDITION
- PROVIDE ADDRESS

### TOURNAMENT STAGE

- JOIN CAPTAINS WHATSAPP GROUP
- AVOID POSTING IRRELEVANT/ CONTROVERSIAL/ MESSAGES IN GROUP
- SEND YOUR COMMENTS/ QUESTIONS/ SUGGESTIONS/CONCERNS TO ATCL CONTACT EMAIL
- UMPIRING DUTIES
- PLAY YOUR MATCHES
- UPDATE SCORESHEETS ON WEBSITE BEFORE DEADLINE
- AVOID VERBAL ABUSES/ALTERCATIONS with other players and Neutral Umpires
- AVOID UMPIRE NO SHOW
- AVOID WALKOVER
- If Possible VOLUNTEER FOR GOLD AND CHAMPIONSHIP FINALS
- SHOW UP FOR PRESENTATION TO SHOW YOUR SUPPORT
- SEND FEEDBACK FOR NEXT TOURNAMENT

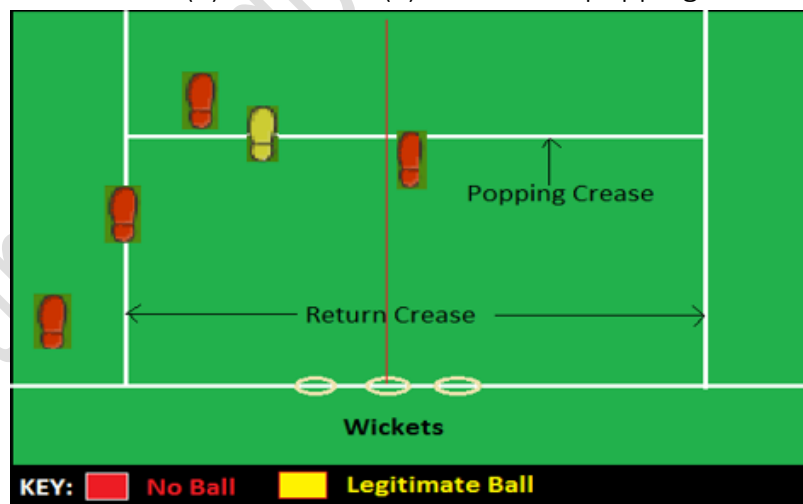
## ATCL GENERAL RULES

1. All rules are set in place to avoid issues and unpleasant events in the tournament eliminating the need to spend time and effort on unplanned events
2. Due to limitation in number of teams that we could accommodate in the tournament, only current playing teams in good standing with no negative ratings against them with ATCL will be allowed to take part in next season
3. ATCL will do the best to give enough advance notice to Teams during rescheduling. However, on occasions when longer advance notice to Teams is not possible, ATCL will give a minimum of 5 days to Teams for reschedule
4. ATCL will reserve rights to change rules or interpret rules as needed during the tournament to resolve unexpected issues in the interest of the tournament be completed in a timely fashion

## GAME RULES

1. All the players MUST sign the Liability Waiver form on CricClubs website before playing a game. Captains must ensure this is done through CricClubs website. If player does not sign the liability form, his name cannot be entered in the Scoresheet on website
2. All the players in the playing XI of the Playoff team should have played at least one league game, being on the team roster is NOT a qualification for playoffs. They should have been in the playing XI in at least one league game
3. Both teams must pass on the playing XI to the Neutral Umpire before the Toss on the game day and neutral umpire must verify the playing XI against the eligible players list
4. Other than leg byes, all the other extras (wide, no-ball, byes and over throws) are considered and strictly followed
5. First time in an over, ball bowled over the shoulder is a warning. Any time after that will be called a wide ball
  - Any time ball bowled over the head will be a No ball (free hit) and if this is the first ball over the shoulder it is considered as a warning for 1st bouncer. Any other ball bowled over the shoulder delivered after the first warning in the same over is called a no ball (free hit). **Note:** We are deviating from ICC to discourage bowler bowling dangerously and due to the fact, we don't have recording device to be clear on the exact height of the delivered ball.
6. 2 bounces before the popping crease is a dead ball. Anytime only one pitch before the wickets is considered legal. Other than this,
  - While Bowling:
    - If the ball pitches on the edge of the pitch or completely outside of the pitch (on the grass & not on the edge), then it's a WIDE
  - When the ball is in play & while throwing it to the Keeper/Bowler end:

- If the ball hits the edge of the pitch and goes away from keeper/fielder, over-throws are allowed
  - If the ball hits the edge and hits the stumps, which leads to a RUN-OUT, that is still considered as OUT
7. Statistics of the washed-out game need not be included in website (atclcricket.com)
  8. Irrespective of the ball speed or bowling (Spin/fast/medium fast), any ball that is delivered over the waist is considered illegal (NO BALL) and the batsman is NOT OUT other than RUN OUT
  9. Above waist NO BALLS should only be called by the Neutral Umpire and all No Balls will result in a FREE HIT (Refer MCC Laws/Rules)
  10. The field cannot be changed on a free hit if the same batsman is on strike; if the other batsman is on strike, the field can be changed. Batsman is not out in free hit, other than run out, handled the ball, hit the ball twice and obstructing the field
  11. Foot No Ball Rules (From MCC Law# 24):
    - For a delivery to be fair in respect of the feet, in the delivery stride,
      - The bowler's back foot must land within and not touching the return crease appertaining to his stated mode of delivery
      - The bowler's front foot must land with some part of the foot, whether grounded (shown in picture) or raised (not shown) (i) on the same side of the imaginary line joining the two middle stumps as the return crease described in (a) above and (ii) behind the popping crease



12. The wide measurements are 4.4ft from the middle stump and the imaginary line is 6ft from the middle line
13. Wicket Keeper (No Ball): Wicket keeper cannot move forward from his position after the bowler starts his run-up until the ball crosses the batting wicket (or) ball strikes the batsman or bat. Failing to do so, will be declared a no-ball

14. Ball hitting the body of the batsman: If the ball hits the batsman body first, then there is NO RUN- OUT option on either side of the wicket but he can be STUMPED

15. **WIDE BALL:** Wide call gets decided based on batsman's stand when the BALL PASSES THE BATSMAN and then if the ball is out of the reach of the batsman

- If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if the Ball is not in reach of the batsman when it passes him in his final position while paying his shot
- If the Batsman tries to switch hit, right hander switches to left hand stance or vice versa, then he loses the leg side wide advantage and both sides will be considered off side. In such a case umpire has to decide if the ball was genuinely out of reach of the batsman
- If the Batsman moves toward the leg side and the ball is out of reach which in a normal stance would be reachable then it is NOT a WIDE\*

16. **Retired Not Out:**

- A batsman is "Retired Not Out" only if he is injured during the game & only Neutral umpire can make this decision
- If a batsman is declared "Retired Not Out", he can come back to bat after a fall of a legal wicket (team cannot get another person "Retired Not Out" to get the first batsman in)
- In a worst case of more than one "Retired Not Out" batsman's, as a legal wicket falls they will come in the same order they got retired

17. **Changing batsman:**

- Apart from the above explained scenario of Retired Not-Out, in any other situation, players can change batting only with a legal wicket
- Captains cannot call batsman in as declaring OUT, the batsman has to get out legally while facing a delivery

18. **By-Runners:**

- By Runners are not allowed in this tournament. By saying no to by runner, ATCL doesn't insist the player to continue his innings. Individual player is responsible for deciding to continue his batting based on his condition. Refer to Retired Not Out and Changing batsman rules for further details

19. Fielders within 15 yards cannot move forward while the bowler is in his run-up. Since we don't mark 15-yd line, it's the Umpire's responsibility to warn the fielder that he is in 15-yd and he cannot move forward. After first warning, for any repeated incidents he can call it a NO-BALL

20. If the bowler during his delivery stride hits the wicket on the runner end, Umpire can call it a no-ball, if the bowler proceeded and delivered the ball

21. For any Rule which is not explicitly mentioned in this rule book, you can refer to international rules, but it has to be decided on the field by the Neutral Umpire. After you leave the field on your game day, any reference to International rules will only be taken as a reference for future games/tournaments

## 22. Substitute Fielder:

- No Substitute is allowed. By saying no substitute, ATCL doesn't insist any player to play the full game. Individual player is responsible for deciding whether to continue his game or sit out for a tenure of the game
  - If this happens to fielding player – refer to Field Restrictions rules
  - If this happens to batsman – refer to Retired Not Out and Changing Batsman rules (defined in previous page)

## ROSTER LIMIT/PLAYER LOCK

1. Maximum of 25 players will be allowed in the Roster
2. Player will be locked in atclcricket.com website to the team if he plays at least one game. He can neither be replaced with new player nor play for a different team

## UMPIRING

1. Only players in the team's roster can do neutral umpiring
2. Umpires are required to know all the rules stated in this document
3. Two neutral umpires shall be appointed for all league/playoff games
4. Toss can happen anytime during the 15 minutes before start time,
  - In case team(s) doesn't have 11 players then refer to Over Reduction Rule Section for penalties
5. Umpire need to make sure the game starts (first ball bowled) on time
6. Each team will be assigned umpiring according to the schedule
  - Failing to show up will end up in losing 1 point for the team and \$100 penalty & batting team will be the backup option
  - Second occurrence of no show of umpire from the same team, the team will be banned for from next tournament
  - In the absence of Neutral Umpires, Captain(s) from both teams will be responsible for enforcing the Over Reduction Rule (Point 23)
  - **Umpire Delay:** If the match starts due to umpire delay then \$50 fine will be imposed on each umpire causing delay
  - Captains can go for toss at 7:55 am and start the game at 8:00 am. Batting team can umpire until the neutral umpires shows up

7. When there is only one neutral umpire, at any time main umpire have the right to interfere and overrule the leg umpire decision
8. When there is only one neutral umpire, at any time main umpire have the right to interfere and overrule the leg umpire decision.
9. All decisions made by the neutral umpire(s) on the ground will be considered final. There will be no changes to the decisions or the result of the game after the game is over (everything has to be settled in the ground)
10. All neutral umpires from playoff games will be paid \$25 per game per umpire
11. Home Team will mark the wide and crease lines (4.4ft from the middle stump and 6ft is the imaginary line from the middle stump)
12. One warning per team should be given before Mankading

## UMPIRING DUTIES

1. Umpire will keep track of the number of balls bowled, overs bowled, power play, fielding restrictions, over reduction rule (if applicable) and scores. Please confirm with the scorer after every over
2. It's umpire's responsibility to get the bowling guard from the bowler before the first ball. If the bowler wants to change his bowling guard any time after first ball, it is bowler or his team member responsibility to tell the umpires before the ball is bowled
3. **Keepers stand:** If the keeper is standing close or going back BEFORE the bowler starts his run-up, it is not necessary to tell any umpire. As long as he moves before the bowler run-up, it is just like any field change
4. In case of manual scoresheet used for the game: Umpire will sign the scorecard after the game for captains to upload it on website
5. Both the Captains can suggest Man of the Match (MOM) and the Umpire will choose an appropriate Player of the match. Though generally the winning team player gets the MOM, on occasion the umpire could make his choice to award MOM to the losing Team player too
6. Umpire is the ruler of the game at any point of time, any player using abusive language against any person on the field should be warned. Such incidents should be discussed with on field captains to avoid any disciplinary action against the players involved in the incident. ATCL will record such incidents reported by Umpires with both team captains and act accordingly to take any disciplinary action (except a match ban to disqualifying the player from the tournament, depends on the incident the player is involved with) if the same act is repeated again by the same player
7. Abusing the neutral umpire is not acceptable. Any such incidents reported will be reviewed by ATCL and will result ban on the player AND/OR monetary fine.

8. **Chucking (Throw Ball):** Is an illegal bowling action which occurs when a bowler straightens their arm when delivering the ball. Only the rotation of the shoulder can be used to impart velocity to the ball. Throws are not allowed. The following rule shall apply,
- In case of only one neutral umpire, he can step a few extra steps behind the bowling stumps and watch as the bowler bowls in order to decide if the bowler is chucking
  - If the neutral umpire deems that the ball has been thrown, he will call a NO BALL which means the batsman cannot be given out for that delivery. After two such no balls, the bowler will not be allowed to bowl for the rest of the game
  - Umpire will start overseeing a bowler for Chucking only after an appeal from the batsman. But once appealed, Umpire can oversee the bowler for the remainder of his bowling spell
9. Umpire should finish the game on time and captains should take the responsibility to comply with it
10. Any call about the boundary which is in doubt for an umpire should consult the nearest fielder and take a decision. Though the Umpire can consult with the fielder, Umpire's decision is final. Umpire should be consistent the way boundary is awarded to both the teams
11. **Umpire no show:** One umpire no show \$100 Fine - Both umpires no show \$200 Fine
12. **Umpire Delay:** Both the neutral Umpires should show up on time. As already stated, fines will be imposed on umpires showing up late
13. **Umpire Rotation:** Both the neutral umpire should agree on number of overs they will be rotating with the playing teams so that the teams will have consistent umpiring turns from both the neutral umpiring
14. **Umpire Positioning during runout:** To make better decision on run out it is recommended the umpire position himself at the side to make run out call. Avoid standing in your original position behind stump during run out as this will cause skew in your view while judging the batsman is in or out during runout
15. **Umpire Distraction:** Avoid being on phone or not paying attention while match is in progress that might impact your ability to make good umpiring decisions

## POINTS SYSTEM

1. Winning team will get 2 points.
2. Tie will be 1 point for each team.

## LOSING POINTS

1. Each team will be assigned umpiring as per schedule and Failing to show up will end up in losing 1 point for the team. There is also a \$100 fine for each umpiring no- show



2. All captains are required to update the scoresheet (Final Version) in atclcricket.com before 11:59 PM Wednesday the following week

**Note:** Captains/Team are responsible for scorecard updates to website by immediate 11:59pm Wednesday following the game day. In case of any ambiguities reported before the next weekend, a hard copy of the scoresheet should be presented by the winning captain/team. If the scoring is done through the app by Live scoring, please get it signed off by umpire before leaving the ground to avoid any discrepancies later

3. Each Team should complete their scoresheets with,  
**Batting:** Playing XI, run scored, ball played, catchers /run out fielders' names  
**Bowling:** Bowler names and bowling figures with over bowled, runs conceded, extras & wickets  
Umpires please ensure teams fill all relevant data needed.
4. On the game day, if your team doesn't show up with minimum of 7 players, the opponent will be awarded with full 2 points and the team considered given walk over will deducted by -1 point. Refer to walk-over rule
5. Player portability is NOT ALLOWED in this edition of ATCL. It is captain's responsibility to make sure players in his playing 11 has never played for any other team before the game. It doesn't matter in which roster his name shows up, for which team he played his first game is what matters (as it becomes his home team). Team failed to comply to this rule, will be considered as lost the game and the points and NRR will be calculated according to Walk-Over game rule

## PLAYER PORTABILITY

1. Player's portability is NOT ALLOWED in any edition of ATCL
2. A player will be associated with the FIRST TEAM he plays with and that becomes his team. He can't play for any other team during the course of this tournament

## OVER REDUCTION RULE

1. At least 7 players from one team are required to play the game. For any reason (waiting on drawing crease or field setup, etc.) even if the game starts little late (example: 8:05) still the over reduction penalties apply with the start time considered as 8:00 AM, 11.30 AM and 3.00 PM

**Note:** Start timings may vary depends on the tournament season

| Time                               | No. of Players   | Overs Reduction Rule  |
|------------------------------------|--|---|
| 08:00 AM or 11:30 AM<br>or 3:00 PM | If both teams don't have at-least 7 players  | Umpire has the right to CANCEL the game and award both teams 0 points   |
| 08:00 AM or 11:30 AM<br>or 3:00 PM | If Team A has at-least 7 players and Team B has just 1 player                              | <ul style="list-style-type: none"> <li>Team A will be declared as WINNER</li> <li>For point and NRR calculations walk-over rule will be applied</li> <li>Team B will be considered as the team which gave walk-over to the game</li> </ul>  |
| 08:00 AM or 11:30 AM<br>or 3:00 PM | If Team A has at-least 7 players and Team B have 2 players or more but less than 7 players | <ul style="list-style-type: none"> <li>Team A automatically wins the toss</li> <li>Umpire should start the game on-time (08:00 AM, 11.30 AM or 3:00 PM)</li> <li>In addition to this, the other penalties listed below in this table will be applicable.</li> <li>In this case, if Team A decides to field first and got out all the available players of Team B (example: let's say there are only 3 players available in Team B and Team A took 2 wickets), then that's considered the end of batting innings of Team B. Team A doesn't have to keep waiting for Team B players to join later. The game will move on to next innings</li> </ul> |

|                                    |   |   |
|------------------------------------|---|---|
| 08:30 AM or 12:00 AM<br>or 3:30 PM | If Team A has at-least 7 players<br>and Team B still has less than 7<br>players | <ul style="list-style-type: none"> <li>Team A will be announced as WINNER by Umpire, irrespective of the game situation</li> <li>For point and NRR calculations walk-over rule will be applied</li> <li>Team B will be considered as the team which gave walk-over to the game</li> </ul> |
| 08:15 AM or 11:45 AM<br>or 3:15 PM | Team(s) which have less than<br>10 players                                      | Reduce 2 overs (18 over innings).<br>if both teams don't have 10<br>players at this time, both teams<br>overs will be reduced   |
| 08:30 AM or 12:00 AM<br>or 3:30 PM | Team(s) which have less than<br>10 players                                      | Reduce 4 overs (16 over innings).<br>If both teams don't have 10<br>players at this time, both teams<br>overs will be reduced. Players can<br>join the team only till this time   |

#### Field Restrictions

| No of Players available<br>on field  | Phase of the game | Restrictions                                |
|--------------------------------------|-------------------|---|
| 11                                   | During Power Play | 2 players allowed outside 30 yards          |
| Less than 11                         | During Power Play | 1 player allowed outside 30 yards           |
| Irrespective of<br>number of players | After Power Play  | 4 fielders should be inside the 30<br>yards |

#### WALK-OVER

- Teams are requested to play the game in right spirit and avoid walk-overs at any cost. We take this situation very seriously and will consider not including the walk-over team for the next tournament.
  - Which games are considered as walk-over,
    - A Team Captain making decision not to continue play for any reason

- Umpire can declare a team as “walk-over” if that Team doesn’t have enough players on the field after 30 minutes of game start time. Refer to Over Reduction Rules.
- If the team gives walk-over in their first game of the tournament, their NRR will start with negative 0.25 and a +0.25 will be given to their opponent
- Points and NRR calculations (assuming Team B giving walk-over),
  - **Points:** Team B gets -1 point and their Opponent Team A gets 2 points
  - To give advantage for the winning team, highest of the below NRRs will be awarded,
    - NRR based on the formula below this section
    - If game is forfeited after the second innings has started and at least one ball was bowled, NRR based on the score
    - If game is forfeited after the game has started, then player stats will be counted
- 2. Walk-over/ no show/ forfeit games should be communicated to ATCL promptly by sending an email to [contactatcl@gmail.com](mailto:contactatcl@gmail.com)
- 3. If the match is forfeited prior the match notifying ATCL then Opponent Team will be declared winners and awarded with 2 points
- 4. No show or forfeit in the ground on the match day will be considered as a walk-over. Opponents are considered as winning team and awarded with 2 points, provided they have at least 7 players. Refer to Walk-Over games for how points & NRR will be impacted
- 5. Team with No show or Forfeit should pay a penalty of \$200 for each match
  - Giving a week or more advance notice my result in reduction of fines at the discretion of ATCL

**Note:** Any walkovers OR forfeits will impact your team negatively while your team is being considered for enrolled the next tournament. Changing your Team’s name in next tournament to go around this, will not help either as only current teams in good standing will be given higher priority in the following tournament
- 6. End of the league phase, if we have a tie-on point - then their rank shall be decided according to the following order,
  - NRR
  - Head-2-Head matchup
  - Toss of a coin
- 7. If any playoff game is tied, the result will be derived using Super Over and follow current IPL rules

## NRR For Forfeited/Walk Over game

Until the forfeited game, Say NRR for Team A is +2.50 and NRR for Team B is -3.0

This means, Team B's performance is -3.0 consistently although the NRR may be different after every game they played but they ended up at -3.0. Think like this, if they had -3.0 NRR after every game then also they will end up at -3.0 no matter how many games they play. So, we have to take it as they are consistently performing at -3.0. The same applies to Team A. We have to assume that Team A is consistently performing at +2.5. If we understand this point, then rest of the calculation is easy to understand.

After discussing all the scenarios, we have come up with the below formula for NRR calculation for forfeited/walk over game.

### Formula:

Assuming Team A won the game. Team B forfeited the game

**NRRG** = Greater of |NRR<sub>A</sub>| OR |NRR<sub>B</sub>|

Greater of Absolute value of NRRs of both teams until now. We will pick the higher NRR without considering the sign (+ or -) which means if Team has 1.5 NRR and Team B has -2.5 NRR then NRRG = 2.5

**NRR of Winning Team after Forfeited game** =  $\frac{[(\text{Runs Scored} + (\text{NRRG} \times 20))]}{(\text{Overs Faced} + 20)} - \frac{[\text{Runs Conceded}]}{(\text{Overs Bowled} + 20)}$

**NRR of Forfeiting Team after Forfeited game** =  $\frac{[\text{Runs Scored}]}{(\text{Overs Faced} + 20)} - \frac{[(\text{Runs Conceded} + (\text{NRRG} \times 20))]}{(\text{Overs Bowled} + 20)}$

**EXAMPLE:** Team A Vs. Team B Forfeited Game... Team A NRR before forfeited Game = +1.25 (829/119 - 675/118) Team B NRR Before forfeited Game = -2.38 (664/120 - 949/120)  
NRRG = Greater of |+1.25| OR |-2.38| = 2.38

NRR of Team A after forfeited game =  $\frac{(829 + (2.38 \times 20))}{(119 + 20)} - \frac{(675)}{(118 + 20)} = \frac{(876.6)}{139} - \frac{675}{138} = +1.42$

NRR of Team B after forfeited game =  $\frac{(664)}{(120 + 20)} - \frac{(949 + (2.38 \times 20))}{(120 + 20)} = \frac{664}{140} - \frac{996.6}{140} = -2.38$

Let's see how NRR changes if Team A forfeited the game.

NRR of Team A after forfeited game =  $\frac{(829)}{(119 + 20)} - \frac{(675 + (2.38 \times 20))}{(118 + 20)} = \frac{829}{139} - \frac{722.6}{138} = +0.73$

NRR of Team B after forfeited game =  $\frac{(664 + (2.38 \times 20))}{(120 + 20)} - \frac{(949)}{(120 + 20)} = \frac{711.6}{140} - \frac{949}{140} = -1.70$

Let's take another example where both teams have positive NRR,

Assuming Team A forfeited the game

NRR of Team A before forfeited game = +2.0 (200/40 - 120/40) NRR of Team B before forfeited game = +5.0 (400/40 - 200/40)

NRRG = 5.0

NRR of Team A after forfeited game =  $(200 / (40+20)) - (120+(5.0*20)/(40+20)) = (200/60 - 220/60) = -0.33$  NRR of Team B after forfeited game =  $(400+(5.0*20)/(40+20)) - (200/40+20) = (500/60 - 200/60) = +5.0$

## SUPER OVER (PLAYOFF's ONLY)

1. Each team bats one over under the same restrictions as for the final over in a pool match
2. The team batting second in the main match will bat first in the Super Over
3. Each side has three nominated batsmen, meaning that the loss of two wickets ends the Super Over
4. In the event of the scores being level in the Super Over, the first satisfied of the following criteria will determine the winner,
  - A count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery is the winner. Runs scored from illegal deliveries count towards the total for the following legal delivery
  - Winner will be decided by toss

## CAPTAINS RESPONSIBILITY

1. Captains are required to know all the rules stated in this document
2. Captains has to make sure all their team members are in atclcricket.com on their team before starting of the game
3. Captain has to publish the full names (First name, last name) for all the players listed in the roster and also of playing XI before start of the game to the umpire. This is required to avoid any discrepancies before playoffs
4. The captains and players are responsible at all times for ensuring that play is conducted within the Spirit of the Game
5. Captains/Team are responsible for scorecard updates to website by immediate Wednesday after the game. In case of any ambiguities reported before the next weekend, a hard copy of the scoresheet should be presented by the winning captain/team
6. Home team captain will be responsible for setting up the boundaries and 30-yard circle

7. Captains will be responsible for bringing Tapes, balls & Trophy (MOM) for all home games
8. Captains are responsible to tape the ball and keep it ready to replace it
9. Captains should make sure all the trashes are collected and thrown at appropriate bins
10. ATCL is paying huge deposit to get permission and to play at various grounds. So, it's the home team's responsibility to take a picture of the Playing Field before and after your match. This will help us keep record that we used & left the ground in right manner
11. It's both team Captains responsibility to clean the ground – remove any trash (bottles, snack, etc.) which your team brought it
12. In general, an arrogant behavior of blaming ATCL for any rule of any sort, forfeiting the game at will, abuse on social media, verbal abuse, will not be encouraged. ATCL is a collective effort of all of us. Captains are responsible for their team's behavior

## DRESS CODE

1. Since we use White Tape, bowlers should NOT wear white T-shirt. They can wear any dark colored T-shirt so that batsman has no difficulty seeing the ball being bowled
2. Metal spikes are strictly NOT allowed. If any team member is not in compliance with this, the team will have to pay the maintenance costs for the ground/pitch

## PLAYERS RESPONSIBILITY

1. Players are required to know all the rules stated in this document
2. In order to participate in ATCL games, Players are responsible to read and agree to the terms and conditions listed on website (atclcricket.com)
3. The captains and players are responsible at all times for ensuring that play is conducted within the Spirit of the Game
4. Players should make sure all the trashes are collected and thrown

## WAIVERS FROM CAPTAINS AND PLAYERS

1. All the players have to sign the Liability form before playing a game. Captains must ensure this. This is done through atclcricket.com website. If player does not sign the liability form, his name cannot be entered on the scoresheet

## CAPTAINS WHATSAPP GROUP AND EMAIL COMMUNICATION

1. Captains WhatsApp Group – Rules,

- Captains' WhatsApp group is only a platform intended to reach out to other Teams as needed. Please avoid posting other cricket league ads unrelated to ATCL. Your messages should be limited within the scope of this tournament edition. If you have constructive suggestions for ATCL, please reach out to us directly. Please be respectful towards other captains and teams while positing your message

## 2. Email-Communication,

- Always use ATCL contact mail [contactatcl@gmail.com](mailto:contactatcl@gmail.com). to reach out to us for suggestions/comments/questions/concerns. There will be around 24 hr. turnaround time for all e-mails sent to ATCL

## GROUND RULES

1. Home team captain will be responsible for setting up the boundaries and 30-yard circle using cone or flag, wickets, wide lines and crease
2. Captains should make sure all the trashes are collected and thrown. If you see anything damaged before you start the game, please take a picture
3. Using any advertisement banners of your sponsor is **STRICTLY NOT ALLOWED**. This violates our tie up with city or ground authorities, so Captains need to make sure this doesn't happen. Violation of this will be dealt with to the level of removing the team from the tournament
4. **CPCG:**
  - Teams can use both sides of the wicket in CPCG unless Neutral umpire and both Captains agree that one side of the wicket is not playable
  - Captain who WINS the TOSS decides on which side the game starts. After this every 10 over (including both innings) the side will be changed
  - To avoid danger of fielder hitting the pole in cover area, consider the outside 2 poles as the boundary marker in the zone. Assume a straight line between 2 outside poles as boundary line, so the fielder doesn't end up chasing the ball and going inside the pole
5. **ACAG:**
  - Team need to use both side of the wicket
  - Captain who WINS the TOSS decides on which side the game starts. After this every 10 over (including both innings) the side will be changed
  - Since ACAG ground is bigger compared to TCCG and CPCG, the boundaries may be reduced by 10 feet
6. **TCCG:**
  - Only one side will be used – Parking area will be on the keeper end
  - Ball hitting the Tree,



- If the ball hits the trunk of the tree – it is considered as boundary
- If the ball hits the branch of the tree – irrespective of how deep inside the branch is, the ball is in play and depends on where the ball FALLS following rules apply
  - Falls outside the boundary line – it will be declared as 6
  - Falls inside and runs to boundary line – it will be declared as 4
  - Falls inside and fielders takes a catch – it will be declared OUT (Caught by fielder) Neutral Umpire decision
  - Falls inside – ball in play
  - Stuck in the branch – 2 runs declared

## GROUND S

These are following grounds that we will be using for the tournament. Use the google co-ordinates to locate the ground, but address is the easier way to get the driving directions

- Cedar park cricket ground (Milburn park) - CPCG  
1901 Sun Chase Blvd, Cedar Park, TX 78613 Williamson County  
Google Co-Ordinate: 30.479704,-97.842677
- Travis County Cricket Ground (TCCG)  
4048 Killingsworth Ln, Pflugerville, Texas 78660  
Google Co-Ordinate: 30.406977,-97.601273
- Austin Cricket Association Ground (ACAG)  
6013 Loyola Ln, Austin, TX 78724  
Google Co-Ordinate: 30.299667,-97.656784