

Limited-Over Match Playing Conditions/Rules



Revised 2023

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Revision History:

#	Summary of Change	Date Published	Author
1	Created this simplified version that only talks to ACA specific rules removing any general Cricket rules.	11/15/2022	Vishal Tiku
2	Update for Season 2023-24	10/05/2023	Sachin Mahajan



TABLE OF CONTENTS

PREAMBLE – SPIRIT OF CRICKET 5

LAW 1 - THE PLAYERS 7

LAW 2 – THE UMPIRES10

LAW 3 – THE BALL 14

LAW 4 – PREPARATION AND MAINTENANCE OF THE PLAYING AREA 14

LAW 5 – INNINGS 16

LAW 6 –FORFEITURE 17

LAW 7 – INTERVALS..... 17

LAW 8 – START OF PLAY; CESSATION OF PLAY 18

LAW 9 – TOURNAMENT STRUCTURE 19

LAW 10 – DEAD/WIDE/NO BALL..... 21

LAW 11 – FIELD RESTRICTIONS22

LAW 12 – PREVENTION OF VIOLANCE/ESCALATIONS... 24

LAW 13 - MISCELLANEOUS ACA PLAYING CONDITIONS25



About this document:

- a) This document is established specifically by the Arizona Cricket Association (ACA) and pertains solely to its operations. It sets forth all the rules and conditions specific to the ACA. Unless otherwise specified within this document, the ACA adheres to the ICC Men's ODI Playing Conditions (June 2023) and the ICC Men's T20 Playing Conditions (June 2023). These ACA specific rules supersede or augment the standard ICC/MCC rules. The order of precedent is ACA rulebook first and then ICC rulebook.
- b) The ICC documents contain numerous conditions that are not applicable to the ACA. Not all such conditions have been explicitly addressed or overridden in this document. In the event of any inconsistency, the ACA Executive Committee retains the authority to interpret and decide on the applicability of any ICC rule. For instance, the ACA does not appoint a "Match Referee" for games, nor does it possess the equivalent supporting infrastructure or technology commonly employed in ICC Tournaments.
- c) The term "ACA", when referenced in this document, denotes the ACA Executive Committee or any other authorized and relevant personnel or committees of the ACA, as delineated in the ACA Constitution.
- d) "Team Management", when mentioned in this document, pertains to the Board of Director, Manager, Captain, or Vice-Captain of an ACA-affiliated team.
- e) The terms "Umpire" or "Umpires", when mentioned in this document in a match context, relate to the official ACA neutral Umpire or an individual performing that role.
- f) ACA execom reserves the right to update/correct anything that's missed or have unforeseen consequences from the Rulebook,
- g) ACA execom also reserves the right to be the final authority for interpretation of this rulebook as well as any applicable ICC laws regarding any rules or issues.
- h) Highlighted in yellow are changes from previous rulebook.

PREAMBLE – SPIRIT OF CRICKET

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains.

1. Captain's Responsibility for Team Conduct:

The captain bears the primary responsibility for the overall conduct of their team and its players. As the team leader, the captain is entrusted with upholding player conduct and assisting the umpires in situations that might tarnish the reputation of the game.

Responsibility of Captains:

Captains must ensure that play adheres to both the Spirit of the Game and its Laws.

Player's Conduct:

Should a player not adhere to an umpire's instructions, criticize an umpire's decision, show dissent, or behave in a manner potentially damaging to the game's reputation, the umpire involved will first report the issue to the co-umpire and the player's captain. It is then the captain's duty to take corrective action.

2. Fair and Unfair Play:

Per the Laws of the Game, umpires are the exclusive arbiters of what constitutes fair and unfair play. They have the power to intervene at any point during the match. It is the responsibility of the team captains to comply with and implement any directives or requests made by the umpires.

3. Authority of the Umpires:

The umpires have the authority to intervene in the following situations:

- a) Altercations between players or between a player and an umpire.
- b) Deliberate time-wasting tactics.
- c) Intentional damage to the pitch.
- d) Bowling that is deemed dangerous or unfair.
- e) Tampering with the ball.
- f) Any other actions or behaviors deemed unfair at the discretion of the umpire.

4. The Spirit of the Game involves RESPECT for:

- Your opponents
- Your own Captain
- Your own team and teammates
- The role of the umpires
- The game of cricket and its traditional values

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5. Actions Against the Spirit of the Game:

Engaging in any of the following actions is considered contrary to the Spirit of the Game:

- Contesting an umpire's decision through words, actions, or gestures.
- Using abusive language towards any individual on the field, be it an opponent, an umpire, your own teammate or any spectator.
- Engaging in deceitful tactics or sharp practices, such as:
 - a. Appealing when aware that the batsman is not out.
 - b. Approaching an umpire aggressively while making an appeal.
 - c. Distracting an opponent, either verbally or through persistent actions like excessive clapping or making undue noise, under the pretense of motivating one's team.
 - d. Having a not playing member from overall club or team cause verbal or physical distractions in the game.

6. Violence

There is no place for any act of violence on the field of play. Every single player, captains, as well as board members are responsible to preserve reputation of our great sport and make sure no incident escalates to an act of violence. Any members of any teams can come forward and prevent reputational harm to the sport itself as well as ACA.

7. Players

Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

The players, umpires and scorers in a game of cricket may be of either gender and the Laws apply equally to both. The use, throughout the text, of pronouns indicating the male gender is purely for brevity. Except where specifically stated otherwise, every provision of the Laws is to be read as applying to women and girls equally as to men and boys.

LAW 1 - THE PLAYERS

1. Number of players

A match is to be played between two registered ACA member teams, each of eleven players, one of whom shall be Captain. A match may be played with fewer than eleven due to Player unavailability but **must not be any less than seven players per team**. No more than eleven players may field at any time.

2. Nomination of players

a) Prior to the commencement of the season (typically in October), each ACA member Team must register with ACA for that season by submitting the Registration Fee. A list of **at least eleven Player names** (full names only) must also be submitted to the ACA at the time of registration. This can be added directly on the ACA website, if available.

b) Every player in ACA must register themselves with ACA and agree to the ACA constitution as well as rulebook. Only registered players can play a match for any team. A Player that has not been previously registered for any Team in the current season or, a Player that was registered for some other Team but has not played any games for that team in the current season, may play in a match provided he is officially registered for the Team by Wednesday of the week following the said match.

A violation of this rule will **result in a forfeit** of that game by the guilty Team irrespective of the actual result of the match.

c) For Tournaments that have a Round-Robbin phase followed by Playoffs, players may play in the Playoffs for a Team ONLY IF they have played at least 20% of the Team's total games during the Round-Robbin phase.

d) A Player that is under an active suspension by the ACA for disciplinary reasons cannot play any match for any Team until the suspension terms are fulfilled. If the Player is a part of a Team that is disbanded mid-season, the matches missed will not qualify as part of the suspension. The suspension will carry over to the new Team he registers for. A violation of this rule will **result in a forfeit** of that game by the guilty Team irrespective of the actual result of the match.

e) Prior to the start of play, the designated Captain of each Team shall provide a list of the **full (first and last) names** of eleven (at the very least seven) registered players that will be playing the match (playing 11) to the Umpire as well as the names of maximum 2 extra/substitute players that may intend to act as substitute fielders. Any such extra players will also need to be registered players in ACA and follow the official Player registration rules above.

3. Player transfers

A registered Player of one Team is allowed to transfer to another Team. The following shall apply to such a transfer:

a) To request a transfer from one Team to another during the season, **the Player** must submit the Online Player Transfer Form on ACA's website at least 24 hours prior to playing first time for the new Team.

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- b) Players may transfer from one Team to another once during the Round-Robin phase of a Tournament. Transfers are allowed only if the Team that the player is seeking a transfer to has not played any more than half of the total games for that Team in that Tournament. The Player cannot play with the other team until that other team has played the same number of games as the original team. ACA may approve additional moves under extraordinary circumstances.
- c) No transfers can occur during the Playoffs stage of a Tournament or for Tournaments that follow a sudden-death format.
- d) If a registered Player plays for a different Team than his own without following the above process and a formal written complaint is submitted to ACA within 48 hours of such an occurrence by Team Management of the opposing Team, the guilty Team shall **forfeit the match** in question irrespective of the actual result of the match.
- e) If no formal complaint is received but ACA is informed of the violation by a party other than the opposing Team Management, the Player will be automatically transferred back to his original Team. This will count as that Players' second and final change of the season.
- f) If any unusual circumstances arise such as a Team disbanding mid-season
 - i. No player transfer can occur until all the penalties and dues incurred by the team are paid in full to ACA. (This could be forfeit penalties or umpiring penalties or any other penalties applicable as per below subsequent sections)
 - ii. The matter of re-registration of players to alternate Teams will be taken on an individual basis at the next scheduled ACA Executive meeting upon satisfaction of the (i) above.
 - iii. Players may not change Teams themselves until a decision has been reached and communicated to the affected Player(s) by ACA.
 - iv. A decision for one individual does not necessarily transfer automatically to other individuals.
 - v. ACA execom reserves the right to act in case of any unforeseen circumstances in such cases and come up with ways to resolve Team disbanding and player issues at its own discretion.

4. Player Clothing/Uniform

Required Player clothing shall be as follows:

- a) In all ACA official matches, **colored** collared cricket shirts and cricket pants are required to be worn by all Players. No white or off-white clothing is allowed for white ball cricket.
- b) All new or previously approved but modified Team uniforms must be pre-approved by ACA prior to the start of each tournament that the uniform will be used in. ACA Logo must be present either on the left or right chest of the shirt. No other logo should interfere or overlap or be in proximity of the ACA Logo. The color white should not be the majority color for any logo on the front of the uniform. If any such logos do have some white color in it, then such the size of such logos is limited to 2" x 3" or 5.5cm x 8 cm.
- c) All players of the Team must be in the same uniform. Up to two players are allowed to be out of uniform if they wear Navy Blue or Black shirt and pants.
- d) If a Player is not conforming to the dress code as outlined above, he/she can only participate in the match **as a substitute fielder** and will not be able to bat, bowl or keep.

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- e) Batsman and Keeper pads are not allowed to be white for white ball cricket. Shirts need to always be tucked in.
- f) All protective equipment except leg-guards, gloves, arm guards and helmets must be worn underneath the Player's clothing. Thigh guards, abdomen guards, chest guards etc. must not be worn on top of the shirt or pant.
- g) No batsman or bowler is permitted to wear footwear that has studs, spikes or cleats.
- h) Clothing violations must be reported to the ACA by the Umpire for any disciplinary action.
- i) A grace period of two weeks at the start of the tournament is allowed for Teams to comply with the above uniform requirements. ACA execom reserves the right to extend this period up-to 4 weeks depending on situation for the season and grant some exceptions.

5. U-19 Players

Qualification criterion for current season 2023-24: **Date of Birth after Aug 31, 2004.**

Every new season the DOB will move by one year, e.g. for next season 2024-25 the DOB required will be Aug 31, 2005.

Following rules are applicable to the U19 Players:

- a) Under 19 Players are allowed to play for multiple teams during the league phase of tournament.
- b) U19 players need to register with ACA and be in the Qualified category in the ACA U19 list published on the website to play for multiple games.
<https://www.azcricket.org/u19>
- c) U19 players will be required to declare Primary and Secondary teams on the above form. During the playoff tournaments U19 players can only play from one of their declared teams. Players will need to choose which of the 2 declared teams he wants to play from if both teams are in the playoffs.
- d) Everyone is advised to check all the player registration on the aca website to make sure player is qualified.
- e) It is the responsibility of the Team that plays any U19 Player to ensure he/she has the required Qualification as mentioned above prior to playing any such individual. Violation will result in the Team in violation forfeiting the match irrespective of the result of the match.
- f) Teams are advised to check with ACA execom in cases of any questions/concerns/doubts regarding certain U19 player or players before enlisting them in team if they are not listed Qualified on the U19 list.

6. Player terms and conditions

All Players that participate in ACA games agree to abide by the following terms and conditions:

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- a) Comply wholly with the ACA Playing Conditions set herein and conduct themselves in a manner that is consistent with “Preamble, The Spirit of Cricket” at the beginning of this document. Violations by Players during play will be reported to the ACA by the Umpire.
- b) All players need to register with ACA in order to participate in ACA games and agree to ACA constitution and playing conditions. All players playing in ACA tournament have to register with ACA using the below form:
<https://www.azcricket.org/player-registration>
- c) Supply accurate personal demographic information to the ACA and notify the Association of any changes to this information.
- d) Affirm that the member is not currently banned or suspended from playing cricket by any other Cricket governing body or organization.

e) All players need to acknowledge and agree to the below in player registrations form:

ACA Player Membership Pledge

1. ACA Membership: I hereby commit to registering with ACA for participation in leather ball tournaments and engaging in leather ball cricket within ACA organized/approved tournaments only. During my membership with ACA, I will not participate in any other leather ball cricket league in Arizona without prior ACA approval.

2. Consequences of Violation: I understand that violating this clause of ACA membership requirement outlined in 1 above will result in an immediate and automatic minimum one-year suspension from ACA tournaments. I acknowledge that this suspension will be enforced without the option for contest or appeal.

3. Club/Team Responsibility: I acknowledge that if I am fielded by an ACA club/team and found to have participated in another leather ball league in Arizona, that club/team will automatically forfeit the respective game and all associated points, irrespective of the actual match outcome.

LAW 2 – THE UMPIRES

1. Appointments, attendance, qualifications, and responsibilities

An umpire's duty is to uphold the integrity, spirit, and traditions of the game, ensuring every game is conducted within the boundaries of both laws and spirit of the game. Umpires have the ultimate authority over decision making regarding the game they are officiating over rules, regulations, playing conditions as well as player behavior.

a) Umpiring Certifications

a. Level 1 Umpire

Level 1 Umpire is an individual who has successfully completed one of the below:

The umpiring sessions organized by the Executive Committee

OR

Has passed the online certification test by scoring more than the minimum eligible score.

Level 1 certification is valid only for a period of 1 year.

b. Level 2 Umpire

Level 2 Umpire is an individual who has successfully completed BOTH below:

The umpiring sessions organized by the Executive Committee

AND

Has passed the online certification test by scoring more than the minimum eligible score.

Level 2 certification is valid for 3 years provided that certified umpire also maintains the Level 1 Umpire certification.

c. Only Level 1 or 2 certified umpires can act as a main umpire for official ACA games. Each ACA team is recommended to have at least 4 certified umpires.

d. The Umpiring coordinator will conduct the certifications.

b) The following shall apply to any Tournament except Knock-Out format:

Member teams that **have a bye** on a particular weekend **must** nominate at least two available individuals from their Team for that weekend as umpires. Teams must communicate the names to the ACA Umpiring Coordinator **no later than Tuesday 5pm** prior to their bye weekend.

The following shall apply to all Knock-Out style Tournaments:

Member teams that are **yet to be eliminated** in the Tournament **must** nominate at least one available individual from their Team for the weekend as umpire. Teams must communicate the names to the ACA Umpiring Coordinator **no later than Tuesday 5pm** prior to the weekend.

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c) Bowler's end Umpire or the Main Umpire:

ACA Umpiring Coordinator will assign each scheduled game ONE Umpire from the pool of names collected in (b) above. This neutral Umpire will perform the duties of the Bowler's end Umpire for the game.

d) If a Team fails to send in the names by the deadline in (c) above, the Team Name will be assigned as the Umpire to specific games. It will be the Team's responsibility to check what game(s) they have been assigned to umpire on ACA's website or directly with the Umpiring Coordinator and send an Umpire directly to the game(s).

e) If a Team fails to send an Umpire to a game to which they or their nominee(s) have been assigned to Umpire, the Team will be penalized as under, and terms of the penalty will need to be fulfilled prior to their next scheduled game.

If the terms are not met, **each subsequent game will be considered as forfeited by that Team** until such time that the terms are met.

i) First offence will be **\$150 penalty and loss of 1 competition point.**

ii) Second offence will be a **\$200 penalty and loss of 2 competition points.**

iii) Third and all subsequent offences will be a **\$250 penalty** and loss of 4 competition points. In addition, the captain, vice-captain, and BOD if applicable of the violating team will be suspended for the 2 subsequent games.

h) Each playing Team for a match that is umpired by an ACA appointed Umpire will pay the following fees to the Umpire:

T20 Game **Level 1 Umpire - \$20 per team. \$40 Total.**

T20 Game **Level 2 Umpire - \$25 per team. \$50 Total.**

40 Over Game **Level 1 Umpire - \$40 per team. \$80 Total.**

40 Over Game **Level 2 Umpire - \$50 per team. \$100 Total.**

Umpires are requested to settle the umpiring payments at the game itself to avoid unnecessary delays and confusions later.

Captain of the team is responsible to making sure to get umpire contact and is paid for the umpiring. Failure to do so in a timely manner, ACA execom reserve the right to add \$5 penalty to be paid to ACA for each day's delay.

2. Main Umpire Requirements, Expectations:

i) Dress: Navy blue or black trousers, Navy blue or black polo shirt, and close toed shoes. No white clothing (shirt, pant, cap, jacket) for white ball games.

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ii) Match report: In all issues/cases umpires are expected to submit a match report.

If there are any issues to report, provide a detailed Umpire's report using the ACA approved form posted on the within 24 hours of the match they Umpired.

If there were any issues during the game, it is an expectation that the Umpire will provide all specific details around the issues including any relevant Player names, cause, instigating party, actions taken and any other pertinent thoughts or opinions.

iii) The Umpire is required to be at the ground 15 minutes prior to scheduled start of play for a match.

If the Umpire is not on-time, there are below penalties that shall apply.

The Team that the Umpire belongs to will be penalized as under:

All penalty terms will need to be fulfilled prior to their next scheduled match. If the terms are not met, each subsequent game will be considered as forfeited by that Team until such time that the terms are met.

- First offence will be a **\$50 penalty**.
- Second offence will be a **\$100 penalty** and loss of 1 competition point.
- Third and subsequent offences will have **\$150 penalty** and loss of 2 competition points.

Umpire will be penalized as under:

The Umpire will lose 50% of the game fees if he/she is late but arrives before the scheduled game time and has failed to inform about the delay at least 30 mins in advance.

iv) Umpire No show:

Umpire and Team must make best effort to find substitute if needed for assigned duties. If the umpire does not show up for an assigned duty at all without communicating anything in reasonable time and/or not having a genuine reason.

The Team that the Umpire belongs to will be penalized as under:

All penalty terms will need to be fulfilled prior to their next scheduled match. If the terms are not met, each subsequent game will be considered as forfeited by that Team until such time that the terms are met.

- First offence will be a **\$100 penalty and loss of 1 competition point**.
- Second and subsequent offences will be a **\$200 penalty** and loss of 2 competition point per occurrence. Captain of the team will be suspended for 1 game.

Umpire will be penalized as under:

Umpire will lose all his certifications and will not be allowed to umpire in any further games in that season. The umpire will also be suspended from playing for next 5 games.

In case of genuine reasons for no-show. Umpires or captain must submit a detailed appeal to the ACA execom if they have a valid reason for a no-show. This appeal should include all necessary proof justifying the absence. The ACA execom has the authority to ask for additional evidence.

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If ACA finds that the reason is genuine and uncontrollable, such as a family tragedy, accident, the ACA reserves the right to reduce or eliminate penalties.

v) The Main Umpire must carry a notepad (paper or digital) to record relevant match information, like score, bowler overs, Intervals, game times, and any other information that is important during the game or after the completion of the game for submitting the match report.

It is the responsibility of the umpire to ensure that the runs are scored correctly, and the game result is declared at the conclusion of the game.

vii) ACA execom reserves the right to cancel certifications of the umpires if multiple reports are filed against umpire not generally being involved in game, not keeping tab on scores, proceedings, being on phone excessively for reasons other than the game, generally just dis-interested.

3. Striker's-end Umpire / Square-Leg Umpire:

The batting side will provide the Square-Leg/Striker's-end Umpire during their innings.

i) If both the teams want a neutral umpire for any of the games then both the teams need to send a request to the Executive committee two weeks in advance. A neutral umpire will be assigned if available. Participating teams will pay the umpire as per the certification level.

ii) For some designated games a neutral umpire might be assigned, as per the tournament specific guidelines

4. Change of Umpire

An ACA appointed neutral Umpire shall not be changed during the match, other than in exceptional circumstances or if he is injured or ill.

If the neutral Umpire does have to be changed and another neutral Umpire is not available, if the two Captains mutually agree, the match may be continued with an Umpire from the batting side umpiring the rest of the match on both ends. The replacement Umpire(s) shall function as a neutral Umpire and will be held to the same standard.

5. Main Umpire Authority over Leg Umpire

- i. **Overrule Authority:** The Main Umpire, being neutral, possesses the ultimate authority to override any decisions made by the Leg Umpire, who is provided by the batting team. The Leg Umpire is obliged to immediately acknowledge and accept any decision overruled by the Main Umpire, irrespective of the Main Umpire's position relative to the incident.
- ii. **Mandatory Change in Leg Umpire:** Should the Main Umpire override two decisions made by the same Leg Umpire during a match, the batting team must be requested to designate a replacement for the Leg Umpire. The batting team must abide by this change in Leg Umpire.
- iii. **Discretionary Replacement:** At any given time, the Main Umpire retains the right to request a change in the Leg Umpire. Upon such a request, the batting team's captain is required to comply without delay.

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LAW 3 – THE BALL

- a) All matches are to be played by ACA Approved balls.
- b) Fielding side will provide a new ball for their innings.
- c) In case a ball is lost or damaged during an innings in progress, spare used balls of the same brand, will be supplied by the fielding Team. The Umpire will select a ball that he believes to best match the condition of the original ball that was lost or damaged. The batsman or the captain of the fielding side may object to the ball chosen and if possible, the Umpire will accommodate such objections but is not required to do so.
- d) The Umpire shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place. During play Umpire shall periodically and irregularly inspect the condition of the ball and shall retain possession of it at the fall of a wicket, a drinks interval, or any other disruption in play.

LAW 4 – PREPARATION AND MAINTENANCE OF THE PLAYING AREA

- a) ACA member Team(s) are required to shave/cut grass, water and roll the playing surface. Such preparation will be done as often as needed to ensure a good playing surface.
- b) If a Team uses a mat or other non-turf surface, ACA Executive Committee may inspect it at any time and require it to be changed if issues are found. Half Mats that are at least 33 feet (11 Yards) are allowed. Mats should not have any damage or holes etc. in the critical pitch areas.
- c) Ground Preparation on Match Day:
 - i) The home Team for the match will need to ensure the ground is ready for play.
 - ii) If the home Team's ground is unavailable for a match due to any reason, another league approved available ground can be used as an alternate venue. It is the responsibility of the home Team to find/reserve the ground and provide the visiting Team and the assigned ACA Umpire at least 1 Day notice of the new venue(s); the exact venue shall be communicated to the visiting Team and the assigned ACA Umpire no less than 24 hours prior to the scheduled start of the match.
 - iii) Mats or other non-turf pitches will be laid down securely and tightly onto the playing surface.
 - iv) All creases will be marked properly following Law 9.
 - v) 30 Yard Circle will be clearly marked using soft plastic cones.
 - vi) Boundaries will be clearly marked with flags or cones and should be clearly visible from the pitch.
 - vii) Home Team will provide a set of six good quality regulation stumps and four bails.
 - viii) Home Team will provide chalk to mark a batsman's guard on non-turf pitches.
 - ix) Home Team will provide a working and good quality scoreboard which is clearly visible and legible from the pitch.



- d) **Mat Usage Guidelines:**
Please see below guidelines regarding mat use:
- i. Metal stud or spike shoes while playing are NOT allowed in any ACA games.
 - ii. Players should avoid running on the mat while running between the wickets.

Below apply to only T20 tournaments:

- i. While taking the mat back to storage, you must roll the mat and not fold it.
- ii. After every game, the team that is dropping off the mat will have to send the picture.
- iii. Please do not leave mat unattended on the ground. It is the responsibility of the assigned home team to make sure, mat does not stay unattended after their game. If the game is over early, the home team is responsible to make sure someone stays until someone from the next game or umpire comes along.

LAW 5 – INNINGS

1. Number of innings

All ACA matches will consist of one innings per side, each innings being limited to a maximum of 40 overs, or 20 Overs for T20 games.

2. The toss

- a) The captains shall toss for the choice of innings, on the field of play and in the presence of the ACA Umpire who shall supervise the toss.
- b) The Toss shall take place at least 15 minutes prior to the scheduled start of the match.
- c) The team winning the toss shall have the right to elect either to bat or bowl first.
- d) The decision must be communicated by the winning team right away at the toss to the opposing team as well as umpire. Taking time to consult with the team is not allowed, captain or team representative that goes for toss should come prepared with a decision beforehand.

3. Length of innings

3.1 Uninterrupted Matches.

- a) The total duration allowed for an innings, including any drink breaks, shall be 3 Hours for a 40 Over Match and 100 minutes for a 20 Over Match.

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- b) If a Team fails to bowl the required number of overs by the scheduled time for cessation of the innings, play shall continue until the required number of overs have been bowled. However, if in the opinion of the Umpire such delay was caused due to circumstances that could have been controlled by the fielding side, the guilty team will only be allowed a maximum of 4 fielders outside the 30 Yard Circle for the remainder of their bowling innings. The Umpire is obligated to report such an occurrence in his Match Report.

3.2 Delayed or Interrupted Matches

In matches where the start is delayed for any reason or play is suspended during an innings in progress due to natural causes or force majeure:

- a) The object shall always be to rearrange the number of overs so that both teams shall have the opportunity of batting for the same number of overs.
- b) The Umpire shall apply an over-rate of 14.28 overs per hour to determine the number of overs remaining in the innings/match, rounding down the result to a full over.
- c) For a 40 Over game, a minimum of 20 overs faced by each Team shall constitute a completed game. For a 20 Over game, the minimum overs are 5.

4. Number of Overs per Bowler

- a) The maximum number of overs a bowler may bowl in an innings will be limited to 8 overs for 40 Over Matches and 4 Overs for 20 Over Matches.
- b) In a delayed or interrupted match where the overs are reduced for both teams or for the Team bowling second, no bowler may bowl more than one-fifth ($1/5^{\text{th}}$) of the total overs allowed.
- c) Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

LAW 6 –FORFEITURE

- a) A Team may forfeit a match for any reason.
- b) It is the responsibility of the Captain or official representative of the Team to inform ACA, opposing Team Captain and the assigned ACA Umpire (if any) of the intention to forfeit **by noon on Wednesday prior to the scheduled start of the match**. When an Away (Visiting) team forfeits and fails to notify in time, penalty to be the **ground rental fee** (payable to the home team). In addition, if any Team forfeits on the ground on the day of the game because they don't have at least 7 players, the forfeiting Team will also be responsible for the **entire Umpiring fee**.
- c) Notwithstanding other penalties related to the forfeit, additional penalties are as follows (same as Umpire no show)
- First offense will be a \$100 penalty. Loss of 1 competition point. Fine & Point can be revoked if there is a genuine reason. Player unavailability is not a valid reason.
 - Second offense will be a \$200 penalty and loss of 2 competition point.
 - Third and all subsequent offenses will be a \$300 penalty and loss of 3 points.

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- d) Penalty terms must be met prior to the next scheduled game for the Team. If terms are not met, the next and all subsequent games for the Team will be deemed as forfeited until the penalty is paid.
- e) If a team ends up forfeiting entire tournament in this fashion without paying penalties, all members of the team would be suspended including recently moved/transferred members since the first forfeited game. ACA execom reserves the right to further investigate and appropriately determine the course of action for all players.
- f) **Player's reinstatement in above case of forfeited team:**
All remaining fines must be paid by players who wish to continue playing either same team or transfer to another team.
ACA execom would determine player suspensions/reinstatements on a case-by-case basis.
- g) **ACA execom reserves the right to take any other appropriate course of action in the best interest of ACA, Cricket, Teams and players in such extraordinary cases.**

LAW 7 – INTERVALS

- a) One drink interval of 10 minutes (5 minutes for T20) at the half-way mark of an innings is allowed.
- b) For 40 Over games, Team Captains can agree to two drink intervals instead of one prior to the start of the game and shall so inform the Umpire. Such intervals will be taken at one third (1/3rd) and two thirds (2/3rd) of the total number of stipulated overs in an innings.
- c) Drinks intervals in total (both innings together) shall not exceed Twenty (20) minutes. At grounds with no restroom access, Umpire will ensure that batsman will get enough of the allowed 20 minutes to use restrooms outside, even when bowling Team is running slow on over rate.
- d) The agreed times for intervals shall be strictly adhered to except that if a wicket falls within one over of the agreed time, then the drinks interval shall be taken immediately.
- e) The Umpire may allow drinks to be consumed during play, providing they believe it will not waste of time or delaying the game.
- f) At any time during the match the captains may agree to forgo any drinks interval. Once having agreed to forgo a drinks interval, it may not thereafter be re-claimed except by agreement of both Captains.
- g) Lunch intervals shall normally be taken between innings and shall not exceed 30 minutes. Captains may agree to skip the lunch interval and shall so inform the Umpire.

LAW 8 – START OF PLAY, CESSATION OF PLAY

- a) The scheduled start time for all ACA matches will be published via email to all Teams and posted on ACA's website. It is the responsibility of the Teams to check the published ACA schedule and make sure they adhere to all rules associated with the scheduled start time of a match.
- b) Any changes to the schedule as published requires ACA Executive Committee approval.
- c) Automatic penalties for late start of a match shall be as follows:
 - i) Home side shall be penalized 2 overs batting time if the ground is not ready for play by the agreed/scheduled start time.
 - ii) Teams with less than seven players in attendance 15 minutes past the agreed/scheduled start time shall be penalized 2 overs batting time.

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- iii) Teams with less than seven players in attendance 30 minutes past the agreed/scheduled start time shall be penalized 4 overs batting time.
 - iv) If a Team is still in violation by not having at least seven players in attendance 45 minutes past the agreed/scheduled start time, the offending Team will automatically forfeit the game.
 - v) Players that arrive after the first 15 overs (8 Overs for T20 games) of an innings has been completed may not participate in the game in any way except as substitute fielders (not wicketkeeper).
- d) In case of natural cause (rain etc.) the Umpiring Coordinator (or any other Authorized Designate from the ACA Executive Committee) may be informed by the home Team Captain by 7PM the day prior to the scheduled start of the game.
- i) The Umpiring Coordinator (or authorized designate) may make the decision and call off the game and notify both the captains, the Umpire and ACA latest by 8PM the day prior to the game.
 - ii) If the Umpiring Coordinator (or authorized designate) has been unable to communicate a decision as in (i) above, the game may still be called off by UC or designate, but only when mutual agreement between the two Captains exists that supports such a decision.
 - iii) If a decision has not been arrived at as in (i) or (ii) above, the decision to abandon the game can only be taken at the playing venue by the assigned game Umpire. Both teams are required to be present on the ground and ready to play at the scheduled start. The Umpire may take into consideration the opinion of the two Captains but the ultimate decision on whether to abandon the game lies with the Umpire based on his independent assessment of the playing conditions. The umpire should first make best effort to contact any ACA execom member in such cases to explain conditions and get approval to abandon. Only if no one from ACA execom can be reached for 30 mins, Umpire can then abandon on his own. The Umpire will be entitled to his full fee in such a case.

LAW 9 – TOURNAMENT STRUCTURE

1. Competition Points

Competition Points will be awarded as follows:

- (i) Walkover or Forfeit = 2 points
- (ii) Win = 2 points
- (iii) Loss = 0 points
- (iv) Tie = 1 point
- (v) No Result = 0 (ZERO) points each.
- (vi) Rained out game = 1 point each

2. Competition Structure

1. 40 Overs ODI Tournament:

- a) The format of the 40 Over Tournament will be finalized each year based on the total number of Teams participating. However, at a minimum, two Divisions will exist. First 2 Divisions will be 8 teams each.

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- b) Third division may have variable number of teams depending on teams participating. It may be further split into Groups to balance the total games played by each Team.
- c) Prior year's final 40 Over Tournament Ranking will be used to place Teams in the Divisions/Groups with higher ranked Teams placed in the higher Division.
- d) Ranking shall be based on the following, in order (After Deducting Points for penalties, etc.)
 - i. Total Points
 - ii. Head-to-Head
 - iii. Net Run Rate
 - iv. Win Percentage

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

- e) At the end of each season, unless a format change makes it impractical to achieve, the top two teams in the lower division shall be promoted to the higher division. The bottom two teams in each of the higher divisions shall be relegated to the lower division. If teams are tied after applying the Tie-Breaker rules in (c) above, then a play-off game may be played on a neutral ground, or the management committee may decide and approve with the majority vote of the quorum. All ground costs and additional expenses will be shared by both the teams equally.
- f) If a new division is formed, the lowest placed teams in the lowest division shall be placed into this new division according to the division standings as described above.
- g) Admission of new teams to League Competition shall be by approval of the ACA Management Committee and shall admit new teams to the League Competition. New teams must provide a home ground that meets league standards. No more than four (4) teams shall be allowed to use any one ground as their home ground.
- h) New teams shall be placed at the bottom of the lowest division.
- i) All existing teams must continue to meet the standards imposed on new teams. If a Team fails to meet league standards, including failing to substantially meet its schedule of league games, the ACA Execom may elect to place it on probation, suspend it, or expel it from the league.
- j) If a Team is expelled or has withdrawn for any reason during a season, any games they have played that season are considered null and void and no points shall be awarded.
- k) Individual statistics shall, however, stand as is.
- l) An expelled Team, or a Team that has withdrawn for any reason, may re-apply to join the league under part (f) above, in which event it shall be treated as a new Team.

2. T20 Tournament:

- a. For T20 league, at a minimum, two Divisions will exist. First 2 Divisions will be 10 teams each.
- b. Third division may have variable number of teams depending on teams participating. It may be further split into Groups to balance the total games played by each Team.
- c. The format of the 20 Over Knockout Tournament will be finalized each year by ACA execom depending on the interest.

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- d. Prior year's final 20 Over League Ranking will be used to place Teams in the Divisions/Groups with higher ranked Teams placed in the higher Division.
- e. Ranking shall be based on the following, in order (After Deducting Points for penalties, etc.)
- i. Total Points
 - ii. Net Run Rate
 - iii. Head-to-Head
 - iv. Win Percentage

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

- f. At the end of each season, unless a format change makes it impractical to achieve, the top three teams in the lower division shall be promoted to the higher division. The bottom three teams in each of the higher divisions shall be relegated to the lower division. If teams are tied after applying the Tie-Breaker rules in (m) above, then a play-off game may be played on a neutral ground. All ground costs and additional expenses will be shared by both the teams equally.
- g. If a new division is formed, the lowest placed teams in the lowest division shall be placed into this new division according to the division standings as described above.
- h. Admission of new teams to League Competition shall be by approval of the ACA Management Committee and shall admit new teams to the League Competition. New teams must provide a home ground that meets league standards. No more than four (4) teams shall be allowed to use one ground as their home ground.
- i. New teams shall be placed at the bottom of the lowest division.
- j. All existing teams must continue to meet the standards imposed on new teams. If a Team fails to meet league standards, including failing to substantially meet its schedule of league games, the ACA Execom may elect to place it on probation, suspend it, or expel it from the league.
- k. If a Team is expelled or has withdrawn for any reason during a season, any games they have played that season are considered null and void and no points shall be awarded.
- l. Individual players statistics shall, however, stand as is.
- m. An expelled Team, or a Team that has withdrawn for any reason, may re-apply to join the league under part (f) above, in which event it shall be treated as a new Team.

3. Reporting of Results

Teams are required to submit a complete and accurate scorecard of the game to ACA by 11:59 PM Arizona Time on Wednesday following the completion of the game. The process to submit the scorecard may vary from year to year and will be communicated to the Teams and posted on ACA's website as well. Teams are expected to understand and follow the process as communicated/posted. Any team that is found to be in violation of this condition may be subject to a **penalty of \$20** per occurrence payable before their next scheduled game.

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LAW 10 – DEAD/WIDE/NO BALL

1. Ball hitting the Nail or other object(s) securing a mat or a non-turf pitch.

Should the ball in the course of being delivered hit the nail or any other object that is being used to secure the mat or any other non-turf pitch to the playing surface, it will be immediately called dead by the Umpire and ball will be re-bowled. This includes balls that would otherwise be considered as a wide ball.

2. Ball landing outside the Mat or other artificial turf.

i) Ball landing BEFORE the start of the HALF MAT on the ground:

First occurrence it shall be declared a Dead-Ball.

Second and subsequent occurrences in the same over shall be declared a No-Ball.

ii) Ball landing to the right or left of the Full or Half MAT or other artificial surface it shall be called a No-Ball irrespective of batsman movement.

iii) Considering the batsman movement for determination of Wide ball is applicable however only until ball is still pitched on the Mat or artificial turf or turf playing area (generally the room outside wide line but still considered pitch area).

e.g Batsman can move way on the offside the ball still has to be pitched within the playing area as described above. If the ball is pitched outside Mat or Turf area then rule (ii) takes precedence and it would be a no-ball.

iv) In case of ball landing before the HALF mat as well as outside left or right side, rule (i) above will take precedence.

LAW 11 – FIELD RESTRICTIONS

1. Restrictions on the placement of fieldsmen

- a) At the instant of delivery, there may not be more than 5 fieldsmen on the leg side. This is excluding bowler if bowling around the wicket.
- b) Power-Play Field Restrictions for 40 Over Matches: In addition to the restriction contained in (a) above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the PowerPlay overs) are set out as follows:
 - (i) The first eight overs in an innings are defined as Power-Play One. **No more than two** fielders are allowed **outside** the 30-yard circle. There is no mandatory number of close catchers required during this Power-Play.
 - (ii) Overs 9 through 32 are defined as Power-Play Two. **No more than four** fielders are allowed **outside** the 30-yard circle.

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- (iii) Overs 33 through 40 are defined as Power-Play Three. **No more than five** fielders are allowed **outside** the 30-yard circle.
- (iv) The umpire shall signal the beginning of a Power-Play by moving his arm in a circular motion
- (viii) In circumstances when the number of overs of the batting team is reduced, the number of Power-Play Overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

INNINGS DURATION	PP ONE	PP TWO	PP THREE
40	8	24	8
39	8	23	8
38	8	23	7
37	8	22	7
36	7	22	7
35	7	21	7
34	7	20	7
33	7	20	6
32	7	19	6
31	6	19	6
30	6	18	6
29	6	17	6
28	6	17	5
27	6	16	5
26	5	16	5
25	5	15	5
24	5	14	5
23	5	14	4
22	5	13	4
21	4	13	4
20	4	12	4

- c) **Power-Play Field Restrictions for 20 Over Matches:** In addition to the restriction contained in (a) above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the PowerPlay overs) are set out as follows:
 - (i) The first 6 (30% in reduced over game) overs in an innings are defined as Power-Play Overs. **No more than two** fielders are allowed **outside** the 30-yard circle.
 - (ii) The umpire shall signal the beginning of a Power-Play by moving his arm in a circular motion
 - (iii) During Non-Power-Play overs, **no more than five** fielders are allowed **outside** the 30 Yard Circle.



- (vii) In circumstances when the number of overs of the batting team is reduced, the number of Power-Play Overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

INNINGS DURATION	PP TOTAL
19-20	6
15-18	5
12-14	4
9-11	3
5-8	2

LAW 12 – PREVENTION OF VIOLENCE/ESCALATIONS

Cricket, hailed as the "Gentleman's Game", represents more than just scores; it's about sportsmanship and a rich tradition. At ACA, we're dedicated to upholding the reputation and spirit of this esteemed game, expecting every player to embody its core values.

Umpires hold the ultimate authority on the field, ensuring smooth gameplay amid disputes. Captains may be asked to manage disruptive players and must assist in maintaining order. Both umpires and captains should try to prevent verbal or physical confrontations. Cricket has no room for violence.

Below are the laws that would govern ACA cricket with the intention of preventing violence, curb escalations of situations, verbal abuse, physical abuse, maintain order, and preserve our beloved games spirit and reputation of the sport as well as ACA in the larger community.

i) Any prolonged arguments over umpiring decision or dispute within players or teams are to be avoided by everyone on field. The decisions rendered by the Main Umpire are final. All participants are obligated to promptly accept these decisions and continue with the match.

ii) Disputes/Arguments without physical altercation penalties:
Should any argument or dispute within players or with umpire persist for a duration exceeding 3 minutes, the Umpire holds the authority to either award or deduct five penalty runs to or from the offending team.

Any dispute lasting more than 3 mins, umpires can award or deduct further 5 runs per 3 mins delay.

Any such incident lasting for 15 mins or more, Main umpire can call off the game with no points awarded to any team at that time.

ACA execom will request a formal match report in such case and appoint a disciplinary committee to determine further penalty (min 1 and max 2 tournament point loss plus \$200 fine) to one or both teams if it's deemed that both teams were responsible for this abandonment of the match.

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If only one team was found at fault and other team acted in good faith as per the DC findings and report, ACA execom also reserves the right to award the game points to the team that's not at fault.

All the players that are reported be present on the field when they are not supposed to be as well as any players reported by umpires to be instigating the situation even just verbally will receive a Minor Violation.

Minor violations will also be awarded to Captain as well as Board of Directors or ACA execom members if they were playing that game with their team found guilty.

All the other player related disciplinary penalties mentioned in the next section (Law 13-2) will also be applied as per incident.

iii) Disputes/Arguments with physical altercation penalties:

In the event of physical confrontations among players or between a player and the umpire (e.g., individual disputes, brawls, or other aggressive physical behaviors), the presiding umpire holds the authority to immediately terminate and abandon the match. Such an act is necessary for ensuring safety and maintaining the integrity and reputation of the game.

All the penalties and process mentioned in (ii) would apply in such cases.

Captains, BODs as well as ACA Execom members could get 1 game suspension in such case for failure to control situation especially if the situation involves one or multiple of their team members and could have been avoided with intervention by someone with authority.

In case civil authorities (facility security, police) were needed to be called in for any such an incident, ACA execom reserves the right to further investigate and determine further penalties to both teams as well as all the players involved.

LAW 13 - MISCELLANEOUS ACA PLAYING CONDITIONS

1. Ground Rules

- I. **Vehicles are not allowed on the ground** or any place other than the parking lot at any ground that is used by ACA. A Team that is found to be in violation of this rule can be fined up to \$1000 for each such violation and suspended with immediate effect from the current Tournament.
- II. **Urinating at any ground used by ACA is strictly prohibited.** Any player found in violation of this rule will be subject to a suspension from ACA for a period of 1 Year in addition to a \$500 penalty. The Team Captain and/or the named ACA representative of the Team will be suspended for 5 games. ACA may also report the incident to law enforcement for any civil or

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- criminal proceedings. A violation will also result in the immediate forfeiture of the game in progress by the violating team. If both teams are involved, the game will be abandoned immediately as a no-result.
- III. **Smoking is not allowed on the ground** at any ground that is used by ACA. Violation of this rule will result in an immediate suspension of the player from the game in progress.
 - IV. The Team is responsible for providing privacy shelters for all their players to change their clothes and/or inner gears/guards. Any activity that can be construed as **indecent exposure is unlawful and criminal in the state of Arizona** and can result in the individual be forced to register as a sex offender. Any such violation will result in an immediate suspension of the Player from the game in progress.
 - V. **Littering is not allowed at any ground used by ACA.** At the end of the game, it is each Team's responsibility to ensure that all trash has been disposed appropriately including but not limited to any water bottles, cigarette butts, left-over food, utensils etc. Teams are required to carry trash bags with them to collect and dispose of the trash in case a trash can is not available at the ground. A violation will result in strict and swift action by the ACA Executive Committee against the guilty Player, Captain or Team. Teams should send a picture of their respective dug-out after each game that will serve as evidence that everything has been cleaned up prior to leaving the ground.
 - VI. It is the Team Captain's responsibility to ensure these rules are well understood by each individual playing. Notwithstanding the penalties mentioned above, additional appropriate penalties can be levied on the violating team and Captain.

2. Disciplinary Guidelines

Any violation on the field can be reported by any of the captains or the Umpire assigned to the game. Such report should contain details about the violation.

Any violation received by ACA executive committee, will be classified into any of the following 4 types.

i. Minor violation

Minor violations mostly include verbal violations, like, verbally provoking or abusing opposition players, showing strong dissent to the Umpire's calls, minor threats to the players or to the Umpire, etc. There can be multiple violations by a same Player in one game Penalty: Just a warning to the Player(s). Accumulation of 3 minor violations, during the lifetime of an ACA season, will be equal to one major violation. Also, every minor violation after that will be considered as a major violation.

ii. Major violations

Major violations mostly include minor physical incidents and intentions to cause physical harm. Some of the examples are, kicking the stumps, charging at opposition Player or at the Umpire, incidents that cause temporary stoppage of play, etc.

Penalty: Minimum one game suspension and Maximum of 2 games suspension.

iii. Severe violations

Severe violations involve causing and getting into physical or verbal brawl. All the people involved in a brawl should be charged with a 'Severe violation'

Penalty: Minimum 3 games suspension and maximum of 5 game suspensions.

iv. Critical violations

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Critical violations involve causing physical injury to a Player or an Umpire. Also, any AZ state charges of type misdemeanor or felony for an on the field incidents.

Penalty: Suspension for the rest of the season. Depending on the severity of the incident, an agenda item can be put by the EXE committee to suspend such Player(s) for two or more years

v. Responsibility of the Captain

ACA wants to encourage all Team captains to be aware of DC Rules and needs to ensure that the Captain provides all the assistance to the ACA officials on ground to enforce these rules.

If Umpire's report on any game and further DC Process results in a Player suspension and the same report mention non-cooperation by the Captain then the Captain is also subject to game suspension.

Penalty: ranging from one game to the same count as Player charged with violation

Disciplinary committee / Execute committee will give detailed reasons while classifying a certain violation in any of the category mentioned above. Such report will be sent to the entire ACA group or published on the website for review only.

Any violations and penalty has to be approved by 2/3 majority in the Executive committee meeting.

3. Re-Scheduling of games

There will not be any rescheduling of rained-out games. Teams will split points in such an eventuality.

4. Super Over

A Super Over will be used to decide the result of any Playoff game. All other tied games will result in points being shared by the two Teams.

5. Player safety

Helmet protection will be mandatory in ACA for the below high injury risk positions for all players:

(i) when batters are facing fast bowlers.

(ii) when wicketkeepers are standing up to the stumps.

(iii) when fielders are close to the batter in front of the wicket.

Only for U19 player safety:

Since we at ACA have much younger players also participating along with adults. As an additional safety precaution for young players, wearing helmet is **mandatory for all U19 players** regardless of the type of bowler they are facing while batting and if they are wicketkeeping standing up to stumps or fielding close to batters.

6. **Player Substitutes**

Following laws will govern the extra/substitute players:

i) The 2 declared substitutes as per Law 2(e) can only be used as substitute fielders but NOT as wicketkeeper.

ii) Fielding substitutions can be done freely during the game without the need to justify (injury, cramps etc) as long as it's done in between the overs with notifying main umpire and without disturbing the flow of the game.

iii) Opposition captains shall have no right to protest/argue the use of substitute as long as it's done by abiding these rules in (6). Umpires have full authority over these decisions.

iv) Playing 11 member who is replaced by a substitute will have to field for the number of overs he has been out to be able to ball in the same innings.

If player is not able to fulfil the number of overs waiting time fully during fielding due to reason such as change in innings or end of innings in that case the waiting time will apply to their teams batting. Player will need to wait until number of overs waiting time in total (adding fielding wait overs and batting) have been bowled or after their team is 5 wickets down.

v) Player substituted for more than 5 full overs at a stretch during innings will not be able to bat or ball rest of the innings. He will be able to field.

vi) If player has genuine injury or illness (cramps, tiredness) subject to umpire discretion, then he may be able to sit out with substitute for longer period (more than 5 overs) however they will still need to follow the (iv) above.

vii) If player has genuine injury or illness (cramps, tiredness) subject to umpire discretion, then he may be able to sit out during fielding without substitute for longer period (more than 5 overs). If no substitute is used in such cases, then player will be able to rejoin batting or balling right away.

viii) If player has genuine injury or illness (cramps, tiredness) subject to umpire discretion, then he may be able to retire not-out during batting and come back at the next fall of a wicket.

7. **Players Reporting Late for the game:**

Start time of game is official game start time as per cricclubs schedule.

Any player absent at the start of the innings for 4 full overs will not be able to bat or ball in that innings until completion of at least half the innings (10 over mark in T20 and 20 over mark in 40 Overs) either batting or bowling OR until 5 wickets have fallen if they are batting first.

Players joining late but before 4th over is complete will have to follow wait time rules as per 6(iv) above regarding waiting time applicable for being away from field.

Umpires will be able to either award or deduct 5 penalty runs if they think that a team is deliberately trying to waste time / slow the game for late players.

Umpire are authorized to excuse and relax these rules for some players only in certain extraordinary genuine cases e.g. family emergency, car issues if communicated in advance. Umpires may request

some proof in these cases if he deems foul play. Opposition team will have no say in this decision, its entirely up to umpires' discretion.

8. Players and Team penalties for violating ACA membership requirements

Law 1:6 (e) lays down the ACA membership requirements for a player to participate in ACA games. Penalties for violating this law are as follows:

1. Player who plays in another league in Arizona without approval will get a 1-year suspension from playing ACA games.

2. Team will forfeit the game and points for any game that a player participates in who has also played in another leather ball league in Arizona without approval.

3. Any Team playing a player who is suspended per above will forfeit any games that the player participates in.

4. All players must register with ACA and agree to the terms. A violation of this rule will **result in a forfeit** of that game by the guilty Team irrespective of the actual result of the match.

The link to player registration is below:

<https://www.azcricket.org/player-registration>

5. ACA execom reserves the right to take further action on player or team.

9. Match Issues Resolution Process:

- (a) In the event that disputes arise on the field, the Captain(s) and/or Umpire(s) must submit the **"Match Issues Report"** online form on ACA's Website **NO LATER than the Monday 5pm** following the game.
- (b) ACA ExeCom will review the report(s) upon receipt. If the issue(s) reported are of a nature that could potentially result in Disciplinary actions against individuals, the ExeCom will refer the matter to the Disciplinary Committee for further disposition. For non-disciplinary issues, the ExeCom will work to address the issue and communicate the results back to the involved parties.
- (c) Disciplinary Committee (DC) will complete the following **within 10 Days** of having received an issue for resolution:
 1. Request a report in writing from the involved individuals to be submitted within 2 days of the request.
 2. If the DC has any questions or needs clarifications after reviewing all the written reports, speak to the involved parties either individually or in a group call.
 3. DC will meet to discuss the issue and come up with any recommended action(s) by majority vote based on guidelines in 4 above (Disciplinary Guidelines).
 4. Submit the results including voting details to the ExeCom.

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- (d) The ExeCom will review DC's findings and communicate the results back to all the involved parties within 5 days of having received the DC recommendations. Any penalties and/or other actions will immediately take effect once the ExeCom has completed communication.
- (e) **Composition of the Disciplinary Committee:**
1. At the start of the season, DC Chair will seek 5 volunteers to serve on the DC, each from a different Team.
 2. For every incident DC Chair will select 3 of the 5 volunteers to address the issue, ensuring that none of the individuals have any perceived or actual conflict of interest with the involved parties. For example, none of the DC members may be of the same Team/Club that is involved in the incident.
 3. The DC is automatically dissolved when the ExeCom is dissolved.
 4. The DC Chair facilitates the resolution process for issues and does not have any voting privilege on issues/recommendations unless the vote is tied.
- (f) **Issues involving Umpiring quality:**
1. The ExeCom will review any **Umpiring Quality issues** that are reported. Depending on the severity of the issue(s), the ExeCom may take the following actions or a combination thereof by majority vote:
 - Take no action for minor issues.
 - Recommend that the Umpire familiarize himself with certain areas of ACA's rules.
 - Require the Umpire to get certified prior to acting as an Umpire for any future games.
 - Revoke the Certified status of an Umpire who is already certified.