



APL 2024 – Game specific rules

The objective of APL is to present an opportunity to premium AZ players to enjoy competitive cricket in professional cricket formats like IPL. To make it enjoyable and to keep it organized, teams and players have to follow certain rules. **Following are some of the key rules which will be followed without any exception.**

Below will be official order will be followed for Rules :

1. APL Rulebook 2024 will be used for this tournament.

https://www.azcricket.org/files/ugd/41a874_ec410b00a894499cbf9f1b8fd97aed81.pdf

2. ACA T20 playing conditions rules will be used for where no precedence is set in APL Rulebook.

https://www.azcricket.org/files/ugd/41a874_a40f10d003e746f2aa26197773fff8c5.pdf

3. ICC men's T20 conditions 2023 will be used in case there is no precedence in APL or ACA rulebook.

https://www.azcricket.org/files/ugd/41a874_e96a6f35b4354ce79c1b8b4160c47220.pdf

Below rules are to be followed as first source of rules in case there is conflicting information in above mentioned links. These Rules take precedence.

APL EXECOM reserves the right to supersede in case of conflict, missed rule and gray areas of rulebook to interpret the rule which would apply in the best interest of the game and tournament.

1. **Dress code:**

Every member of the team must wear an APL approved jerseys from week 2 onwards. For dress code violations please check the main APL Rulebooks.

2. **Game schedule:**

Here are the game times for Friday, Saturday, and Sunday:

Toss: 6:45 pm. The team winning the toss must elect batting or bowling right after the toss.

First innings: 7:00 pm to 8:40 pm (1 hr 40 min)

3. Second innings: 8:50 pm to 10:30 pm (1 hr 40 min)

Super over: 10:40 pm to 10:55 pm (each side gets 5 min to finish the over and 5 min break)

** Game times will be 30 min ahead of the game schedule mentioned above for the games in which the Tucson team is playing.

4. **Super Over** - All League and Playoff games will be decided by a super over if the game ends in a tie.

5. Strict actions will be taken for any delay in any of the scheduled events. **Captain of the team(s) causing the following types of delay can be suspended for 1 game, per occurrence.**

Delay in regular innings.

5.1. The home team **has to get the ground ready** by before the toss time

5.2. The batsmen has to be ready at the crease to face the first ball at the inning start time for the first innings and exactly after 10 min break after the second innings.

5.3. Delays in finishing the innings

5.3.1. In a full game, if **finishing** of the first innings takes more than the allotted first innings time then the team batting second will get to play the number of **complete overs** the team bowled within the duration of the allotted first innings times. The team fielding first will be charged a \$50 fine for late finish.

- 5.3.2. In a full game, if the finishing of the second innings takes more than the allotted time, then the fielding team will be charged \$50 per incomplete over, including the over being bowled at the end of the allotted time.
 - 5.3.3. If the second innings extends beyond the allotted time and lights go out or if super over cannot be finished then the team bowling second loses the game.
 - 5.4. Delays in super over
 - 5.4.1. Team batting second will be the first team to bat in the super over.
 - 5.4.2. Team bowling first and the batsman facing the first ball has to be ready as per the game times or as mentioned by the umpire.
 - 5.4.3. There cannot be any huddle or discussion of players in the middle of the super over.
 - 5.4.4. If the super over cannot be finished because of the lights, then
 - 5.4.4.1. If there was a delay in finishing the second innings of the regular game then the team bowling in that second innings loses the game.
 - 5.4.4.2. If any team takes more than 5 min to finish the super over loses.
 - 5.4.4.3. If both teams take more than 5 min then it's a tie.
 - 5.4.4.4. If it cannot be determined which team has caused the delay then its a tie
6. Other restrictions to ensure that the game times are followed
- 6.1. There will be two on-field strategic timeouts. Such timeouts should not exceed 3 min each. Both teams get one strategic timeout in each innings. The bowling team must utilize their strategic timeout between overs six and nine. The batting team, on the other hand, can take it between overs 13 and 16. There will be automatic timeout at the end of 9th over if the strategic timeout is not taken by the bowling team and at the end of 16th over if the strategic timeout is not taken by the batting team.

Umpire may decide to take an additional 2 minute on-field water break if the situation demands so.

The team management need to ensure that the drinks are made available to the players inside the field during such timeouts.
 - 6.2. If any of the players of the fielding team needs water then it can be done while fielding at the boundary, without disturbing the flow of the game.
 - 6.3. The batsman can get hydrated at the fall of the wickets, provided that the next batsman is ready in 90 sec as mentioned below.
 - 6.4. The next batsman has to walk in as soon as a wicket falls. If the batsman is not ready to face the ball within 90 sec of the wicket fall then the batsman can be called timed-out.
 - 6.5. Batsmen cannot leave the crease to talk to the other batsman in the middle of any over. They can do so only at the end of the over, provided that the batsmen are ready to face the fall when the bowler is ready. Under certain circumstances

batsmen may be allowed to approach each other with umpires permission and umpires may grant such permissions if the flow of the game can be maintained.

- 6.6. The game ball can be used for practice by a bowler, provided that the ball does not come in contact with the ground when doing such practice. There will be a 5 run penalty if the ball comes in contact with the ground. Bowlers can be denied such practice to maintain the flow of the game.
- 6.7. It is recommended that bowlers mark their runups before the game.
- 6.8. **[Amendment-2 18-May-2021]** Bowlers are allowed to take practice runups provided that the flow of the game is maintained. This rule has been introduced for the safety of the bowlers to avoid injuries which may happen because of uneven surface.

7. **Game day responsibilities:**

- 7.1. **Home team:** The home team is the first team mentioned in the match-up
 - 7.1.1. It is the home team's responsibility to get stumps, bails, and cones.
 - 7.1.2. It is the home team's responsibility to prepare the field for the game before the toss, which includes, but not limited to, picking up the mat from storage, laying the mat, putting the stumps, marking the crease with the help of the representative of the organizers, marking a 30-yard circle, marking the boundary, etc.
 - 7.1.3. For some of the games, assigned contractors or the city may do the ground preparations, but it is still the home team's responsibility to ensure that the ground is ready before the toss time.
- 7.2. **Visiting team:**
 - 7.2.1. The second team will be responsible for picking up all the pieces of equipment within 10 min after the game is over and transport it back to the storage.
 - 7.2.2. For some of the games, assigned contractors or the city may pick up the equipment, but it is still the visiting team's responsibility to ensure that all pieces of equipment are picked and the ground is cleaned after the game.

8. **Violations:**

- 8.1. To make sure that the value of APL is maintained and the game can be enjoyed by all 22 players and the umpires, we must respect the laws and the spirit of the game of cricket.
- 8.2. For all violations, except for the violations mentioned in this document, ACA rules will be used, but here owners will vote on the penalties proposed by the office of the commissioner. A simple majority will be used to approve such penalties. Please use simple common sense; treat others the same way you would like to be treated.

9. **Scoresheets:**

- 9.1. Every team has to declare their team at least 5 hour before the start time of the game on the CricClub scoring App. This will allow organizers to promote the game.
- 9.2. Each captain will be responsible for scoring electronically in the Cricclub app connected to the internet.
- 9.3. It is the responsibility of the captain to ensure that the scoresheet is complete in all respects.
- 9.4. **The captain of the team will be suspended for 1 game for incomplete scoresheets.** The monetary fine of \$50 will be applied if it is the team's last game.

10. **Players**

- 10.1. **If any team plays any unregistered player in any of the games then the captain will be suspended for the rest of the tournament. The team will also be penalized with a \$100 fine, and a forfeit.**
- 10.2. **Qualification for the playoffs and the qualifier round:**
To be eligible to play in the playoffs and the qualifier round, a player has to be part of the playing 11, for at least one league game or has to be on the team roster since the beginning of the tournament.

11. **APL provided equipment**

- 11.1. APL has purchased 2 brand new mats for this season. It is responsibility of every team to treat it as your own property.

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.
- iii. While taking the mat back to storage, you must roll the mat and not fold it.

- 11.2. Buckets with nails and hammers

The buckets with nails and hammer need to be returned to the storage in the same condition as found.

Please make sure to return all hammers to the bucket.

We will charge \$50 to both the teams if anything is e.g. hammers missing after their games.

12. **Waivers:**

Every player has to sign a waiver and submit it to the Commissioner's office 24 hours in advance before the game. It is the captain's responsibility to collect such waivers. Without signed waivers, players will not be allowed to participate in the game and will be treated as unregistered players.