



## **#AHST20 – Cricket Atlanta Leather Ball League Rules and Regulations for the season 2020**

## Draw Rules & Schedule Regulations

- League is organized as a single pool of 16 teams and will be selected based on draw and get 10 teams each during the round-robin league phase of the tournament
- From the next year ranking shall be allocated based on 2020's performance and the new teams will be ranked based on lucky draw prioritizing the team rankings of 2020
- Team standings are as follows based on lucky draw conducted on June 3<sup>rd</sup>, 2020
- All teams play each week and neutral umpires will be conducting the game supported by leg umpire from the batting team
- All games are conducted on Saturday at 9 AM and afternoon at 1.30 PM
- Grounds designated for AHS Cricket Atlanta Tournament are Ground 1, 2, 4, and 5
- All teams must comply to the rules established by the league with a document shared "Back to Cricket" Guidelines

S No	TEAM_NAME	Captain	Draw Rank
8	Shakerag Cricket Club	Renjy Verghese	1
5	North Atlanta Tigers	Pramod Pawar	2
13	Spry Lions	manawor qutub	3
4	United CC	Baskar Innasi Arockiasamy	4
6	Bangladesh Cricket Club of GA	Masud Rana	5
12	Legends Cricket Club	Kalyan Davuluri	6
10	ACF Falcons	Anoop Srikar	7
2	Elite	Asad Punjwani	8
16	Mobilewalla Cricket Club	Debopriya Banerjee	9
11	Georgia Sate University	Raj Patel	10
14	Spartans Cricket Club	Varun Reddy Anugu	11
7	Orcas	Sham Gudaji	12
15	KNAV Atlanta Pacers	Ketan Adkar	13
9	Hawks CC	Baljit Singh	14
3	Bazooka CC	Bhavuk Goyal	15
1	CVCC	Jagan Mohan Kaveripakam	16

## Player Playoff Rule

- A player shall have to play 3 matches or 30% of the games during the round-robin league games to be part of the playing XI of a play-off match. Only playing 11 of each round robin game will considered for this eligibility criteria.
- In case a team fails to comply with the above rule, the captain & team shall not participate in the rest of the play-off games and the opponents will be declared the winners.
- Any such discrepancies should bring to the league organizing committee's attention within 24 hours of completing the scheduled game or else the results stand as-is

## Player Porting

- A player shall decide to leave before he plays less than or equal to TWO matches in the league stages.
- A player cannot be ported after June 27<sup>th</sup> or completion of two matches whichever is later under any circumstance even if he has played less than 2 matches or just played his only game by the due date.

- A player shall decide to leave before he plays less than or equal to TWO matches in the league stages.
- A player cannot be ported after July 11th or completion of two matches whichever is earlier under any circumstance even if he has played less than 2 matches or just played his only game by the due date.
- A player shall only port once for the season and does not require approval from the captain to port to their team of choice

### **U21 Players**

- Players under 21 will chose a primary team and will be elegeble to play playoff matches only for the primary if that team qualifies for Playoffs
- Players under the age of 21 years can play for any team at any time during the round robin phase of the league.

### **Player Attendance**

- Both captains are required to provide a playing 11 to the umpire prior to the start of the game.
- Playing 11 has to be selected on the online scoresheet of CricClubs app for that game.
- Substitute players cannot be selected on the app.
- Only these selected playing 11 will be considered toward minimum games for playoff eligibility.

### **Leg Umpire**

- During the round robin phase, captain of the batting team is responsible for assigning a leg umpire. Leg umpires can be changed any number of times during the course of an innings. Change of leg umpires must be done only at the start of an over.

### **Scoring on the App**

- Captain of the batting team is responsible to assign someone from their team to record the score for their innings on CricClubs app.
- Any scoring discrepancies (players, scores, wickets etc) must bring to the league organizing committee before end of the day Monday of the following week for review and necessary actions. All scorecards will be locked and finalized by midnight Monday by the administration.

### **Forfeiture Rules**

#### **Forfiet for the first time**

- Opponent will be awarded the win and the points. NRR will be 0 for the match

#### **Forfeit for the second time**

- Opponent will be awarded the win the points. NRR will be 0 for the match
- Forfeiting team will be awarded -1 points for the match

#### **Forfeiting more than 2 games or pulling out of the league**

- All games results (played or forfeited) thus far into the league by the forfeiting team will remain valid. All future games of the forfeiting team will be awarded to the respective opponents with an NRR 0. The captain and Vice Captain of the forfeiting team will not be allowed to play for any other team for the duration of this tournament.

### Ground Size

- The playing boundaries shall be set at 60 yards for all the Grounds and Ground 1 will be set at 70 yards

### Decision Review System (DRS) via GoPro on a Trial & Error for the Year 2020 (this will be introduced later, maybe for play-off's and further communication will be sent)

- All review rules follow ICC guideline and please watch the video for further understanding, <https://www.icc-cricket.com/about/cricket/rules-and-regulations/decision-review-system>
- Each team gets two reviews per innings
- If the review differs from the umpire, the reviewing team will not lose their quota of two reviews per innings
- Depending on the reviewing team 15 secs shall be allocated by the official Umpire.
- From the fielding team, ONLY the Captain shall request for review.
- From the batting team, ONLY the batsmen in the middle shall make a call and NOT the players who are sitting in the dugout including the Captain.
- The Umpire at the bowler's end shall keep the time of 15 secs each time the decision for review is being made.
- At all times the on-field Umpires shall make sure to capture the action in the middle via the GoPro; if they fail to capture the video due to a bodily movement then the decision which they have made originally remains AS-IS. As this is a Trial & Error this year the teams are requested to respect the umpire's final decision and not bring the game into disrepute.
- Square Leg Umpire DRS for Runouts, Stumping & Waist height No Ball (Request by the Fielding Team Captain) – N/A in International matches due to the availability of the 3<sup>rd</sup> Umpire.

### Team On-time arrival & Delay

S.No	Time	Team A	Team B	Action	Conditional Action
1.	30 mins	Late	On-Time	Team A shall be docked 5 overs Team B shall play all 20 overs	Team A Captain shall be banned for ONE match; if he indulges in an argument with the Umpire
2.	60 mins	Late	On-Time	Team A shall be docked 10 overs Team B shall play all 20 overs	Team A Captain shall be banned for ONE match; if he indulges in an argument with the Umpire
3.	90 mins	Late	On-Time	Team A shall be docked 15 overs Team B shall play all 20 overs	Team A Captain shall be banned for ONE match; if he indulges in an argument with the Umpire
4.	120 mins	Late	On-Time	Team A shall be docked 20 overs Team B shall play all 20 overs (Team B shall have the option to bat or bowl 20 overs; when this happens)	Team A Captain shall be banned for ONE match; if he indulges in an argument with the Umpire

## Weather Delay & Playing Conditions

- League organizing committee communicate ground conditions to the captains on play day by 7 AM for match readiness of the morning sessions by 11 AM for afternoon sessions.
- The communications will be sent via captain's WhatsApp group for further communication with the players
- If games are completely canceled due to prior day or game day rain, matches will be rescheduled
- League will guarantee a minimum of 8 games during the round-robin league games
- Playoff matches will have a reserve day for weather delays
- Every effort will be made by the league to adjust the schedules and/or game time to ensure that all the teams get full playtime of their match.
- Once the game is started and If ONE hour is lost then it shall be 15 overs a side game; power play shall be 5 overs
- Once the game is started, and if TWO hours are lost then it shall be 10 overs a side game; power play shall be 3 overs
- If 3 hours are lost then it shall be 6 overs a side game; power play shall be 2 overs
- If 4 hours are lost then the match shall be rescheduled at a later date
- Even if 1 ball is bowled and the match is abandoned due to rain then 1 point shall be awarded to each team
- If a match is interrupted by the rain during the second innings
  - a. If 2<sup>nd</sup> innings are bowled more than six overs, then DLS will decide the rest of the match targets or the winner depending on playable conditions
  - b. If 2<sup>nd</sup> innings are bowled less than six overs, and the match is abandoned due to rain, both teams will share the points
  - c. If 2<sup>nd</sup> innings are bowled less than six overs and match continued within one hour of wait time and playable conditions exist, the match will continue as planned.
  - d. If 2<sup>nd</sup> innings are bowled less than six overs and match continued within one hour of wait time and playable conditions exist, the match will continue as planned.
  - e. If 2<sup>nd</sup> innings are bowled less than six overs and the rain stopped within one hour of wait time and playable conditions do not exist, upon umpire and captains mutual decisions, both teams will share the points
- The following website with an online D/L calculator will be used to determine the chasing target and the overs. <https://apps.apple.com/us/app/duckworth-lewis-calculator/id525417125>

## Overrate Delay

- Each innings shall be completed in 1 hour & 50 mins; if the team takes 20 or 30 minutes more to complete the innings then the captain shall be awarded 1 point and after earning 3 such points the Captain of the team shall be banned for 1 match.
- When the ball goes far out of the boundary and is lost in some cases; then the on-field umpire shall keep the stop on the watch.

## Timed-Out

- Batsman shall be in the middle in less than 2 minutes after the fall of the wicket; not complying to this rule the batsman shall be declared timed-out

## Captain's Checklist

- **Ball Marking** - For the used balls the Captains shall make sure to mark them with the number of overs played. Captains shall carry a marker pen.
- **First Aid Kit** - Shall bring his team's first-aid kit
- **Hydration** - Shall make sure all the necessary arrangements are made for his team; which includes and/or not limited to:
  - Water
  - Gatorade/ Lemonade
  - Watermelon
  - Ice
  - Cool keg/Water Cooler
- **Team Equipment** - Team shall be responsible for their kits and make sure everything is well looked after when you are on the field and not in the dugout.

The league shall follow [MCC Guidelines](#) for any rules not expressly stated in this document.

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