

Limited-Over Match Playing



Conditions/Rules

Revised 2026

This document is the property of ACA – Arizona Cricket Association. All revisions require prior approval from the ACA Executive Committee.



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
3	Update for Season 2024 – 25	10/25/2024	Raghav Sivakumar
4	Update for Season 2024-25 Playoffs rules	3/10/2025	Raghav Sivakumar
5	Updates for Season 2025 – 26	09/12/2025	Raghav Sivakumar
6	Updates for Season 2025 – 25 (Helmet Rule)	10/13/2025	Raghav Sivakumar
7	Update to U19 and O50 section	8/31/2026	Jash Desai
8	Updates to umpiring structure	8/31/2026	Vivek Govekar



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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 precedence 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 (Execom) 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 the 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 opponent
Your own Captain
Your own team and teammates
The role of the umpires
The game of cricket and its traditional values



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 non-playing member from the overall club or team causes 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 the 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 any 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 September/ 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 include a Round-Robin phase followed by Playoffs, a player is eligible to participate in the Playoffs for a team **only if they have played in at least 20% of the team's total games during the Round-Robin phase**. 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.

Official scorecards from the Round-Robin phase, will be the primary source for verifying player eligibility. **Under special cases**, video evidence showing the player's participation in the required number of games, along with a **written statement from the umpire(s)** of those games confirming the player's participation, may be considered. **It is the team's responsibility** to provide any additional evidence beyond the scorecard(s). All evidence must be **submitted to the ACA Execom by 11:59 PM Arizona Time on the Monday before the commencement of the Playoffs**, for review. Once the Playoffs begin, only scorecards will be considered for player eligibility verification. No additional evidence will be accepted. In addition, the rule from **Law 9, section 3** would also apply.

- 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 XI) 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. 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.
- b) No transfers can occur during the Playoffs stage of a Tournament or for Tournaments that follow a sudden-death format.
- c) 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.
- d) 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 the Players' second and final change of the season.
- e) 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 the ACA **40-over** tournament, when the **red ball** is used, players are required to wear **white collared cricket shirts and white pants**. For ACA **T20** tournaments, where the **white ball** is used, players must wear **colored collared cricket shirts and cricket pants**. No white or off-white clothing is permitted during white ball matches.
- 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 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 plain Navy Blue or Black shirts 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. Batsman and Keeper pads are not allowed to be white and colored for white ball and red ball cricket respectively. Shirts need to always be tucked in.
- e) 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 pants.
- f) No batsman or bowler is permitted to wear footwear that has studs, spikes or cleats.
- g) Clothing violations must be reported to the ACA by the Umpire for any disciplinary action.
- h) 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 and O-50 Players

Qualification Criteria (U19) - 2025-26 : **Date of Birth after Aug 31, 2007.**

Qualification Criteria (O50) - 2025-26 : **Date of Birth before Aug 31 1976.**

Following rules are applicable to both U19 and O50 Players:

- a) Under 19 & Over 50 Players are allowed to play for two teams during the league phase of the tournament.
- b) The players need to register with ACA and be in the Qualified category in the ACA U19 and O50 list published on the website to play for multiple games.
<https://www.azcricket.com/u19ando50>
- c) The players will be required to declare two teams on the above form. During the playoffs, a player is allowed to represent **only one of their two declared teams**. If both the player's Teams qualify for the playoffs, the player must choose which team they will represent. **The team from which the player participates in their first playoff game will be considered their official playoff team.** The player will be eligible to play only for that team for the remainder of the playoffs.
- d) Everyone is advised to check all the player registration on the aca website to make sure the player is qualified.
- e) It is the responsibility of the Team that plays any U19 or O50 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 or O50 player or players before enlisting them in the team if they are not listed Qualified on the list.



6. Player terms and conditions

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

- 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.*

*The membership term shall run from **September 1 of each calendar year through August 31 of the following year.***

2. Consequences of Violation: *I understand that violating this clause of ACA membership requirement outlined in Rule 1 will result in an immediate and automatic loss of membership of 1 year from ACA. I acknowledge that this loss of membership cannot be contested or appealed.*

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.*

- f) Participation by any ACA member in leather ball games outside of ACA, under any capacity or circumstance, shall be deemed willful participation and will be subject to suspension rules. Any request to participate in leather ball games outside of ACA within Arizona must be submitted in writing via email to Execom at least **30 days prior to the scheduled game**. Such requests will be reviewed by Execom, and participation may be permitted or denied only upon completion of Execom’s review and the issuance of written approval. Any violation of this rule will result in a one-year suspension for the player, effective from the date the suspension is imposed through the same date of the following year, a two-game suspension for the Board of Directors (BOD) of



the player's club, and a one-game suspension for the captain of the team the player represents.

- g) A suspended player, or any player who has participated in a leather ball game or tournament outside of ACA, must submit a written request for admission to Execom via email. Admission may be granted or denied at the discretion of Execom upon completion of its review, and only then shall the player be eligible to join or represent any approved club within ACA.

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. ACA Certified Umpire

ACA Certified Umpire is an individual who has successfully completed:

The umpiring sessions organized by the Executive Committee

b. ACA Certification

ACA certification is valid for 2 seasons. For clarity, the ACA season runs from September to August of next year. The season in which the umpire got certified would be considered as the first season irrespective of when the umpire got certified.

- c. Only ACA certified umpires can act as an 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:

Each member team shall be assigned umpiring duties to officiate ACA matches, serving as neutral umpires. Teams are required to submit the names of their designated umpires to the ACA Umpiring Coordinator no later than **5:00 PM on the Wednesday** preceding the scheduled weekend games.

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

Member teams that remain in contention in the tournament are required to nominate at least one individual from their team to serve as an umpire for the upcoming weekend. The finalists need to nominate a neutral umpire. Teams must provide the name(s) of the nominated umpire(s) to the ACA Umpiring Coordinator no later than **5:00 PM on the Wednesday** preceding the weekend.

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

This section is empty

- d) Failure to submit umpire names by the deadline, as mentioned in the section (b) above, will be treated as a **Umpire-no-show**. Should a team need assistance in finding an umpire, the umpiring coordinator must be notified in advance. Umpiring Coordinator will offer any assistance possible to find an alternate umpire in that event, although the team shall remain obligated to find an umpire.



- e) **Umpire No Show Team penalties:** If a team fails to make available an umpire to a game for which they or their nominee(s) were assigned, the following penalties will apply..
- i) First offense will be a \$150 **penalty and loss of 1 competition point**.
 - ii) The second offense will be a **\$200 penalty and loss of 2 competition points**. Additionally, the captain of the violating team will be suspended for the next game.
 - 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.
- f) The penalties must be fulfilled or paid as soon as the team is notified and no later than **the team's next scheduled game**; otherwise, each subsequent game will be **forfeited** until the terms are met. The forfeit penalties would also apply in this case.
- g) This section is empty

2. Main Umpire Requirements, Expectations:

- i) **Attire for White Ball games:** Umpires shall wear navy blue or black trousers, navy blue or black polo shirts, and closed-toe shoes. No white clothing, including shirts, pants, caps, or jackets, is permitted during white ball matches.
- ii) **Attire for Red Ball games:** Umpires shall wear black or navy-blue trousers, white polo shirts or dress shirts, and closed-toe shoes. No other colored clothing is permitted for red ball matches.
- iii) **Match Report Requirement:** Umpires are required to submit a match report for all cases or issues arising during the match. If any incidents occur, a detailed umpire's report must be provided using the ACA-approved form within 24 hours of the match. This report shall include specific details of the issues, such as the names of any involved players, the cause of the issue, the instigating party, actions taken by the umpire, and any additional relevant information or opinions.
- iv) **Arrival Requirement:**
 - Umpires must be present at the ground **15 minutes prior to the scheduled start of play**.
 - **Penalties for Late Arrival**
 - If the umpire is not on time, the following penalties will apply:
 - a. **Team Penalties:**
 - The team to which the umpiring assignment belongs will face penalties:
 - **First Offense:** \$50 penalty.
 - **Second Offense:** \$100 penalty and the loss of 1 competition point.
 - **Third and Subsequent offenses:** \$150 penalty and the loss of 2 competition points.



- All penalties must be fulfilled prior to the team's next scheduled match. Failure to do so will result in forfeiture of subsequent matches until the penalties are resolved.

v) Umpire Penalty:

1. Umpires and their teams must make every effort to find a substitute if needed for assigned duties.

2. Penalties for late arrival

a. Team Penalties :

The team will be penalized according to the provisions set forth in Law 2.2.iv.a.

b. Umpire Penalties:

i. The umpire will lose all certifications and will not be allowed to officiate further games during the current season.

ii. If the umpire is late but arrives before the scheduled game time, by notifying the delay at least **30 minutes in advance to the respective captains, then the penalty will not apply**

3. Penalties for No-Show:

a. Team Penalties:

- The team will be penalized according to the provisions set forth in Law 2.1.e

b. Umpire Penalties:

- The umpire will lose all certifications and will not be allowed to officiate further games during the current season.
- The umpire will also be suspended from playing in the next **5 games**.

4. Appeal Process:

- In case of genuine reasons for the no-show (e.g., family tragedy, accident), the umpire or team captain must submit a detailed appeal to the ACA Execom. The appeal should include necessary proof justifying the absence, and the ACA Execom may request additional evidence.
- If the Execom deems the reason valid and uncontrollable, they reserve the right to reduce or eliminate penalties.

vi) Notepad Requirement:



- Umpires must carry a notepad (paper or digital) to record relevant match information, including:
 - Scores.
 - Bowler overs.
 - Intervals.
 - Game times.
 - Any other important information.
- The umpire is responsible for ensuring accurate scoring and declaring the game result at the conclusion.

vii) Umpire Certification Revocation:

- The ACA Execom reserves the right to revoke umpire certifications if multiple reports are filed against an umpire for not following the rules of Cricket or the reasons such as :
 - Lack of involvement in the game.
 - Failing to keep track of scores or proceedings.
 - Being on the phone excessively for non-game-related reasons.
 - General disinterest in the game.

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.

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

If only one umpire is assigned to the match then the batting team 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 Execom two weeks in advance. A neutral umpire will be assigned if available. Participating teams will need to provide for the umpire.
- 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.

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) is 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:
 - (1) The home Team for the match will need to ensure the ground is ready for play.
 - (2) 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.
 - (3) Mats or other non-turf pitches will be laid down securely and tightly onto the playing surface.
 - (4) All creases will be marked properly following Law 9.
 - (5) 30 Yard Circle will be clearly marked using soft plastic cones.
 - (6) Boundaries will be clearly marked with flags or cones and should be clearly visible from the pitch.
 - (7) Home Team will provide a set of six good quality regulation stumps and four bails.
 - (8) Home Team will provide chalk to mark a batsman's guard on non-turf pitches.



- (9) Home Team will provide a working and good quality scoreboard which is clearly visible and legible from the pitch.

Mat Usage Guidelines:

Please see below guidelines regarding mat use:

- (1) Metal stud or spike shoes while playing are NOT allowed in any ACA games.
- (2) Players should avoid running on the mat while running between the wickets.

Below apply to only T20 tournaments:

- d)
 - (1) While taking the mat back to storage, you must roll the mat and not fold it.
 - (2) After every game, the team that is dropping off the mat will have to send the picture.
 - (3) Please do not leave the 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 the 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 the 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**.
- b) Umpires may allow additional time for delays caused by **injury, lost ball, or other external factors** outside the fielding side's control.

Penalties for Exceeding the Time Quota

- (a) When the Team Bowling in the First Innings Exceeds the Time Quota**



- The batting team in the second innings shall have its overs **reduced** to match the number of overs actually completed within the time limit.
 - *Example:* If the first-innings fielding side completes only **38 overs** in 180 minutes, then the team batting second will also be restricted to **38 overs**.
- As a result, the bowling team in the second innings must complete the reduced number of overs within the newly calculated time, based on an over rate of **4 minutes and 30 seconds per over**.

Fielding Restriction: For the remainder of the innings, the fielding side shall be restricted to a maximum of **4 fielders outside the inner circle**.

(b) When the Team Bowling in the Second Innings Exceeds the Time Quota

- The **final over must begin before the cut-off time** (with allowances applied by umpires as needed).
- If the cut-off time is reached and overs remain unfinished:
Penalty Runs
 - $\text{Penalty} = 5 \text{ runs} \times \text{Number of Overs Behind}$

Fielding Restriction: For the remainder of the innings, the fielding side shall be restricted to a maximum of **4 fielders outside the inner circle**.

(c) League-Level Discipline for Repeat Offenses

- **1st Offense:** Recorded warning to the captain.
- **2nd Offense (same season):** Deduction of **1 league point**.
- **3rd & Subsequent Offenses:** Deduction of **2 league points** per offense.

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 are 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.
 - The second offense will be a \$200 penalty and loss of 2 competition points.
 - Third and all subsequent offenses will be a \$300 penalty and loss of 3 points.
- 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 the 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:
 - i) All remaining fines must be paid by players who wish to continue playing either on the same team or transfer to another team.
 - ii) 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 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 batsmen will get enough of the allowed 20 minutes to use restrooms outside, even when the 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 time or delay 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 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.
 - 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 (that includes as a wicketkeeper as well).
- d) In case of natural causes (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 reached as outlined in (i) or (ii), only the assigned umpire at the venue can decide to abandon the game. Both teams must be present and ready to play at the scheduled time. While the umpire may consider the captains' opinions, the final decision rests with him based on his independent assessment. The umpire must first attempt to contact an ACA Execom member for approval, and if unreachable for 30 minutes, may proceed to abandon the game. In such cases, the umpire will receive his full fee.

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

I. 40 Overs ODI Tournament:

- a) The format for the 40-Over Tournament will be finalized annually based on the total number of participating teams. However, there will be a minimum of two divisions, with the first two divisions consisting of 8 teams each.
- b) The third division may include a variable number of teams, depending on the total participation. It may also be divided into groups to ensure a balanced number of games for each team.
- c) Teams will be placed in divisions or groups based on the previous year's 40-Over Tournament final rankings, with higher-ranked teams assigned to higher divisions.
- d) Ranking will be determined in the following order, after deducting points for penalties or other infractions:
 - 1. Total Points
 - 2. Head-to-Head Record
 - 3. Net Run Rate
 - 4. Win Percentage

Definition of Net Run Rate: A team's cumulative net run rate is calculated by subtracting the average runs per over scored against the team from the average runs per over scored by the team throughout the competition. If a team is all out in fewer overs than its full quota, the net run rate calculation will still be based on the full quota of overs.

- e) At the end of each season, unless a format change prevents it, the top two teams in each lower division will be promoted to the higher division. The bottom two teams in each higher division will be relegated to the lower division. In the event of a tie after applying the tiebreaker rules (section c), a playoff game may be held at a neutral venue, or the management committee may decide the outcome with a majority vote. All ground costs and additional expenses for the playoff will be shared equally by both teams.
- f) The teams finishing in the **top two positions** of a division shall be **promoted** to the next higher division (if applicable). Similarly, the teams finishing in the **bottom two positions** shall be **relegated** to the next lower division (if applicable).
- g) Teams **do not have the option** to decline promotion to the higher division.
- h) Any team that chooses not to accept promotion will be **automatically relegated to the lowest division**. In such cases, the team finishing **3rd in that division** will be promoted in place of the team that opted out.
- i) If a team in the **lowest division** opts out of promotion, they will remain in that division but must pay a **fine of \$200**.
- j) If a new division is created, the lowest-placed teams from the existing lowest division will be assigned to the new division, following the division standings outlined above.



- k) New teams seeking admission to the league must obtain approval from the ACA Management Committee through a voting process by the BODs. New teams must also provide a home ground that meets league standards. A maximum of four teams may use any one ground as their home ground.
- l) New teams will be placed at the bottom of the lowest division.
- m) Existing teams must continue to meet the standards required of new teams. If a team fails to meet league standards or does not fulfill its scheduled games, the ACA Execom may place the team on probation, suspend it, or expel it from the league.
- n) If a team is expelled or withdraws during the season, all games involving that team will be considered null and void, with no points awarded for those matches.
- o) Individual statistics from games involving an expelled or withdrawn team will still stand as recorded.
- p) An expelled or withdrawn team may reapply for league membership under the provisions outlined in section (f). Upon reapplication, the team will be treated as a new team.

II. T20 Tournament:

- a) A minimum of two divisions will exist in the T20 league, with the first two divisions consisting of 10 teams each.
- b) The third division may consist of a variable number of teams, depending on participation. It may be further divided into groups to ensure a balanced number of games for each team.
- c) The format of the T20 Knockout Tournament will be determined annually by the ACA Execom based on the level of interest and participation.
- d) Teams will be placed into divisions or groups according to their final ranking from the previous year's T20 League, with higher-ranked teams assigned to higher divisions.
- e) Rankings will be determined as follows, after deducting points for penalties or other infractions:
 - 1. Total Points
 - 2. Net Run Rate
 - 3. Head-to-Head Record
 - 4. Win Percentage

Definition of Net Run Rate: A team's cumulative net run rate is calculated by subtracting the average runs per over scored against the team from the average runs per over scored by the team throughout the competition. If a team is all out in fewer overs than its full quota, the net run rate calculation will still be based on the full quota of overs.

- f) At the end of each season, unless a format change prevents it, the top three teams from the lower division will be promoted to the higher division, and the bottom three teams from the higher divisions will be relegated to the lower division. In the event of a tie after applying the tiebreaker rules (section e), a playoff game may be held on a neutral ground. All ground and additional expenses will be shared equally by both teams.
- g) The teams finishing in the **top three positions** of a division shall be **promoted** to the next higher division (if applicable). Similarly, the teams finishing in the **bottom three positions** shall be **relegated** to the next lower division (if applicable).
- h) Teams **do not have the option** to decline promotion to the higher division.
- i) Any team(s) that choose(s) not to accept promotion will be **automatically relegated to the lowest division**. In such cases, the team finishing **next in that division** will be promoted in place of the team that opted out.



- j) If a team in the **lowest division** opts out of promotion, they will remain in that division but must pay a **fine of \$200**.
- k) If a new division is formed, the lowest-placed teams from the current lowest division will be assigned to the new division, following the standings described above.
- l) New teams seeking admission to the league must obtain approval from the ACA Management Committee through a voting process by the BODs.. Each new team must provide a home ground that meets league standards. No more than four (4) teams will be permitted to use a single ground as their home ground.
- m) New teams will be placed at the bottom of the lowest division upon admission.
- n) Existing teams must continue to meet the same standards required of new teams. If a team fails to meet league standards, including not completing its scheduled games, the ACA Execom may place the team on probation, suspend, or expel it from the league.
- o) If a team is expelled or withdraws during the season, all its matches for that season will be considered null and void, with no points awarded.
- p) Individual player statistics from matches involving an expelled or withdrawn team will still stand as recorded.

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 roster must include the **full first and last names** of all players. Team names or nicknames cannot be used in place of a player's first or last name. 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 or If a team requests the Executive Committee (Execom) to correct errors on their behalf, the team will be subject to a **penalty of \$50 per week** for each weekend that the scorecard remains incorrect.

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 the 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

- a) **Ball Landing BEFORE the start of the HALF MAT on the ground:**
 - On the first occurrence, it shall be declared a **Dead Ball**.
 - On the second and subsequent occurrences in the same over, it shall be declared a **No Ball**.
- b) **Ball landing to the right or left of the Full or Half MAT or any other artificial surface:**
 - It shall be called a **No Ball**, irrespective of the batsman's movement.
- c) **Determining a Wide Ball considering the batsman's movement:**
 - The batsman's movement will be considered for judging a Wide Ball, but only if the ball is pitched on the mat, artificial turf, or designated turf playing area (typically, the area outside



the wide line but still part of the pitch).

- **Example:** If the batsman moves far to the off-side, the ball must still pitch within the designated playing area as described above. If the ball lands outside the mat or turf area, rule (ii) will take precedence, and it shall be called a **No Ball**.

d) Ball landing both before the HALF MAT and outside the left or right side:

- In such cases, **rule(a)** will take precedence.

LAW 11 – FIELD RESTRICTIONS

1. Restrictions on the Placement of Fielders

- a) At the instant of delivery, no more than **five fielders** are allowed on the leg side, excluding the bowler if bowling around the wicket.
- b) **Power-Play Fielding Restrictions for 40 Over Matches:** In addition to the restriction outlined in (a), further fielding restrictions apply during specific overs in each innings, referred to as **Power-Play overs**. These restrictions are defined as follows:
- (i) **Power-Play One:**
- Overs **1 to 8**.
 - No more than **two fielders** are allowed outside the 30-yard circle.
 - No mandatory close catchers are required during this phase.
- (ii) **Power-Play Two:**
- Overs **9 to 32**.
 - No more than **four fielders** are outside the 30-yard circle.
- (iii) **Power-Play Three:**
- Overs **33 to 40**.
 - No more than **five fielders** are outside the 30-yard circle.
- (iv) **Signaling Power-Play:**
- The umpire shall signal the beginning of a Power-play by rotating their arm in a circular motion.
- c) **Over Adjustment for Reduced Innings:**
- (i) If the number of overs is reduced, the Power-Play overs will be adjusted as shown in the table below. These adjustments apply to both innings.

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

- d) **Power-Play Field Restrictions for 20 Over Matches:** In addition to the restriction outlined in (a), specific fielding restrictions apply to certain overs in each innings as follows:

(i) **Power-Play One:**

- The first **6 overs** (or **30% of overs** in reduced-over games).
- No more than **two fielders** are allowed outside the 30-yard circle.

(ii) **Non-Power-Play Overs:**

- During these overs, no more than **five fielders** are allowed outside the 30-yard circle.

(iii) **Signaling Power-Play:**

- The umpire shall signal the beginning of a Power-play by rotating their arm in a circular motion.

- e) **Over Adjustment for Reduced Innings:**

- (i) If the number of overs is reduced, the Power-Play overs will be adjusted according to the following table. These adjustments apply to both innings.



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

LAW 12 – PREVENTION OF VIOLENCE / ESCALATIONS

Cricket, hailed as the "Gentleman's Game," embodies more than just scores; it reflects sportsmanship, discipline, and a rich tradition. At ACA, we are committed to preserving the spirit and integrity of this esteemed game, with the expectation that every player upholds its core values.

Umpires have ultimate authority on the field, ensuring fair play and smooth gameplay. Captains are responsible for managing their players, particularly disruptive behavior, and must assist in maintaining order. Both umpires and captains should take proactive steps to prevent verbal or physical confrontations, as there is no room for violence in cricket.

The following laws govern conduct during ACA matches, focusing on preventing violence, de-escalating conflicts, managing verbal and physical abuse, and maintaining order to uphold the spirit of cricket and ACA's reputation in the community.

i) Handling Arguments and Disputes over Umpiring Decisions

Prolonged arguments over umpiring decisions or disputes between players or teams are prohibited.

The Main Umpire's decision is final, and all participants must promptly accept the ruling and continue the game without delay.

ii) Penalties for Verbal Disputes and Arguments Without Physical Altercation

1. 3-Minute Rule:

- If a dispute or argument between players or with the umpire lasts **more than 3 minutes**, the umpire has the authority to **award or deduct five penalty runs** to or from the offending team.

2. Additional Delays:

- For every additional 3-minute delay, the umpire **can award or deduct another 5 penalty runs**.

3. 15-Minute Rule:

- If a dispute lasts **15 minutes or more**, the main umpire may **abandon the match**, with **no points awarded** to either team at that time.



4. Post-Match Actions:

- ACA Execom will request a formal **match report** from the umpire and appoint a **disciplinary committee** to investigate the incident. The committee may:
 - **Deduct 1 to 2 tournament points** from the offending team(s).
 - **Impose a \$200 fine** on the responsible team(s).

5. Determination of Fault:

- If only **one team** is found at fault and the other acted in good faith, the ACA Execom may **award match points** to the team not at fault.

6. Minor Violations:

- Any player found on the field **without permission** or reported for **instigating the situation**, even verbally, will receive a **Minor Violation**.
- **Captains, Board of Directors (BODs), or ACA Execom members** participating in the game will also receive Minor Violations if their team is found guilty.

7. Additional Penalties:

- All player-related penalties outlined in **Law 13-2** will apply based on the severity of the incident.

iii) Penalties for Physical Altercations

1. Match Termination:

- If physical confrontations occur between a player and the umpire (e.g., individual disputes, brawls, or other aggressive behavior), the **umpire has the authority to immediately terminate the match** to ensure safety and uphold the game's integrity.

2. Application of Verbal Dispute Penalties:

- All penalties and procedures outlined in Section (ii) will apply in cases of physical altercation.

3. Accountability for Team Representatives:

- **Captains, BODs, or ACA Execom members** may face a **one-game suspension** if the incident involves their team members and could have been prevented through appropriate intervention.

4. Involvement of Civil Authorities:

- If the situation requires the intervention of **facility security or police**, ACA Execom reserves the right to **conduct further investigations** and impose **additional penalties** on both teams and all individuals 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 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 a report should contain details about the violation.

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

i. Minor violation

Minor violations typically involve **verbal misconduct** and include the following:

- Verbally provoking or abusing opposition players.
- Showing strong dissent toward the umpire's decisions.
- Making minor threats toward players or the umpire.
- Multiple violations by the same player within a single game are possible.

Penalty:

- A warning will be issued to the player(s).
- Accumulation of **three minor violations** during an ACA season will be treated as **one major violation**.
- Each additional minor violation beyond the third will also be treated as a **major**



violation.

ii. Major violations

Major violations involve **minor physical misconduct** or actions intended to cause harm. Examples include:

- Kicking the stumps.
- Charging at opposition players or the umpire.
- Incidents that result in temporary stoppage of play.

Penalty:

- Minimum: **One-game** suspension.
- Maximum: **Two-game** suspension.

iii. Severe violations

Severe violations involve physical or verbal brawls, with all participants involved in the altercation charged with a severe violation.

Penalty:

- Minimum: **Three-game** suspension.
- Maximum: **Five-game** suspension.

iv. Critical violations

Critical violations involve **causing physical injury** to a player or umpire, or any incident that results in **misdemeanor or felony charges** under Arizona state law.

Penalty:

- **Suspension for the remainder of the season.**
- In severe cases, the ACA Execom may propose suspensions of **two or more years**, subject to a formal vote.

v. Responsibility of the Captain

Captains are expected to be fully aware of **Disciplinary Committee (DC) rules** and must assist ACA officials in enforcing these rules during matches.

- If the umpire's report or subsequent DC investigation identifies **non-cooperation by the captain** in managing violations, the captain will also face penalties.

Penalty:

- One-game suspension to a suspension matching the duration imposed on the offending player.

The **Disciplinary Committee (DC)** or **Executive Committee (Execom)** will provide detailed justifications for each violation classification. A report with these justifications will be shared with the ACA community or published on the website for transparency and review. All violations and penalties must be approved by a **two-thirds majority** vote in an Execom 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

To ensure player safety, the following positions are identified as high-risk for injury, where wearing a helmet is mandatory for all players:

- **Batters** facing **all types of** bowlers.
- **Wicketkeepers** standing up to the stumps.
- **Fielders** positioned close to the batter in front of the wicket.

6. Player Substitutes

Laws Governing Extra/Substitute Players

- a. The two declared substitutes, as outlined in **Law 2.2(e)**, shall not bowl, bat, or act as captain, but may act as **wicket-keeper, at an event of an injury to the primary wicket- keeper**, with the consent of the umpires.
- b. The injured keeper, if still nominated in the playing XI, retains the right to bat (once fit). However, the substitute **cannot replace him/her in the batting lineup**.
- c. Fielding substitutions are allowed freely during the game, without requiring justification (e.g., injury, cramps), provided they:
 - Take place **between overs**.
 - The **main umpire is notified**.
 - They do not **disrupt the flow** of the game.
- d. Opposition captains are **not permitted to protest or argue** against the use of substitutes, as long as the substitutions are made according to these rules. The **umpire has full authority** over these decisions.
- e. A player who is replaced by a substitute must field for the same number of overs missed before being eligible to **bowl** in the same innings.
 - If the innings changes or ends before the player fulfills the required waiting period, the remaining waiting period will apply during their **team's batting innings**.
- f. The player must wait for the required overs to be completed (counting both fielding and batting innings) **or** wait until **5 wickets** have fallen before they are allowed to bat.
- g. Any player who is substituted for more than 5 consecutive overs during an innings will **not be permitted to bat or bowl** for the remainder of the innings but will still be allowed to field.
- h. If a player has a **genuine injury or illness** (such as cramps or exhaustion), subject to the umpire's discretion, they may sit out with a substitute for **more than 5 overs**. However, the player will still need to comply with the waiting time rules specified in (e).
- i. If a player suffers from a **genuine injury or illness** during their batting innings (as determined by the umpire), they may **retire not-out** and resume their innings at the **next fall of a wicket**.

7. Players Reporting Late to the game:

- a. **Official Start Time:**



The official start time of the game is as listed on the **CricClubs schedule**.

b. **Late Arrival Penalties:**

Any player who is **absent for the first 4 full overs** of the innings will not be allowed to **bat or bowl** in that innings until:

- At least **half the innings** is completed (10 overs in T20 or 20 overs in 40-over matches), OR
- **5 wickets** have fallen if their team is batting first.

c. **Players Joining Late (Before Completion of 4th Over):** Players arriving **before the 4th over is completed** must follow the waiting time rules outlined in **6(iv)** regarding time spent off the field.

d. **Penalty for Time-Wasting:**

Umpires are authorized to **award or deduct 5 penalty runs** if they determine that a team is **deliberately wasting time or delaying the game** to accommodate late-arriving players.

e. **Exceptions for Genuine Cases:**

Umpires may **excuse or relax these rules** in extraordinary circumstances (e.g., **family emergencies, car trouble**) provided that:

- The issue is **communicated in advance**.
- Umpires may request **proof** if they suspect foul play.

f. **Umpire's Authority:**

- The decision to excuse players in such cases rests **solely with the umpire**.
- The opposition team will **have no say** in the matter, as it is entirely at the **umpire's discretion**.

8. **Match Issues Resolution Process:**

a) **Submitting Match Issues Reports:**

In the event of disputes on the field, **Captains and Umpires** must submit a "**Match Report**" using the online form on the ACA website **no later than 5:00 PM on the Monday** following the game.

b) **Initial Review by ACA ExeCom:**

- Upon receiving the report(s), the **ACA ExeCom** will review the issue(s).
 - **Disciplinary Issues:** If the reported issue warrants disciplinary action, the ExeCom will refer the matter to the **Disciplinary Committee (DC)**.
 - **Non-Disciplinary Issues:** For non-disciplinary matters, the ExeCom will address the issue directly and communicate the outcome to the involved parties.

c) **Disciplinary Committee Process:**



The **Disciplinary Committee (DC)** will complete the following actions within **10 days** of receiving the issue for resolution:

1. **Request Reports:**
 - The DC will request written reports from the involved individuals, which must be submitted within **2 days** of the request.
 2. **Clarifications (if required):**
 - If additional details are needed, the DC may hold individual or group discussions with the involved parties.
 3. **Review and Recommendations:**
 - The DC will meet to discuss the issue and determine any recommended actions by **majority vote**, based on the **Disciplinary Guidelines**.
 4. **Submit Findings:**
 - The results, including voting details, will be submitted to the ExeCom.
- d) **Communication of Results by ExeCom:**
- The **ExeCom** will review the DC's recommendations and communicate the final decision to all involved parties within **5 days** of receiving the DC's report.
 - Any penalties or actions will take effect **immediately** after the communication is completed.
- e) **Composition of the Disciplinary Committee (DC):**
1. At the start of the season, the **DC Chair** will select **5 volunteers**, each from a different team, to serve on the committee.
 2. For each incident, the DC Chair will select **3 members** from the pool of volunteers, ensuring no member has a **conflict of interest** with the involved parties (e.g., no members from the same team or club as those involved in the incident).
 3. The **DC is dissolved** automatically when the ExeCom is dissolved.
 4. The **DC Chair** will facilitate the resolution process but will only have **voting privileges** in the event of a tie.
- f) **Handling Umpiring Quality Issues:**
- If issues regarding umpiring quality are reported, the **ExeCom** will review them. Depending on the severity, the ExeCom may take the following actions by majority vote:
 - **No action** for minor issues.
 - **Recommend rule familiarization** for the umpire on certain aspects of ACA rules.
 - **Require the umpire to re-certify** before officiating future matches.
 - **Revoke the umpire's certification** if the umpire was previously certified.