

APL Match Playing Conditions/Rules



Revised 2024

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Revision History:

#	Summary of Change	Date Published	Author
1	Created the first draft of APL rulebook for ease of access.	03/31/2023	Abhi Tummala
2	Added auction rules	04/11/2023	Abhi Tummala
3	Update for APL 2024	05/14/2024	Sachin Mahajan



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About this document:

- a) This document has been established specifically for and by the **Arizona Cricket Association for the Arizona Premier League**. It establishes all the rules/conditions that are specific to ACA. These typically supersede or expand on standard ICC/MCC rules. Unless overridden in this document, APL follows the ICC Men's ODI Playing Conditions (May 2021) and ICC Men's T20 Playing conditions (January 2022).
- b) There are many conditions in the ICC documents that do not apply to APL and not ALL of them have been explicitly overridden or clarified in this document. In case of any inconsistencies, APL Executive Committee has the authority to determine appropriate applicability of any ICC rule. For example, PL does not have any designated "Match Referee" for games or have other equivalent support structure or technology in place that are typically used in ICC Tournaments.
- c) ACA/APL wherever referenced in this document refers to the ACA/APL Executive Committee or other authorized and relevant personnel/committees of the ACA as specified in the ACA Constitution.
- d) "Team Management" wherever referenced in this document refers to the Manager/Captain/Vice-Captain of an APL member Team.
- e) "Umpire" or "Umpires" wherever referenced in this document in the context of a match refers to the official APL neutral Umpire or an individual acting in that capacity.



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. There are two Laws which place the responsibility for the team's conduct firmly on the captain.

Responsibility of captains

The captains are always responsible for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

Player's conduct

In the event of a player failing to comply with instructions by an umpire or criticizing by word or action the decisions of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain. **The umpire can award a penalty of 5 runs to the players' team for unsportsmanlike conduct towards the umpire. Such acts include pushing the umpire or abusing the umpire.**

2. **Fair and unfair play**

According to the Laws the umpires are the sole judges of fair and unfair play. The umpires may intervene at any time, and it is the responsibility of the captain to act where required.

The umpires are authorized to intervene in cases of:

- a. Time wasting
- b. Damaging the pitch
- c. Dangerous or unfair bowling
- d. Tampering with the ball
- e. Any other action that they consider to be unfair.

3. **The Spirit of the Game involves RESPECT for:**

- a. Your opponents
- b. Your own captain and team
- c. The role of the umpires
- d. The game and its traditional values

4. **It is against the Spirit of the Game:**

- a. To dispute an Umpire's decision by word, action, or gesture
- b. To direct abusive language towards an opponent or an Umpire
- c. To indulge in cheating or any sharp practice, for instance:
 - i. To appeal knowing that the batsman is not out.
 - ii. To advance towards an Umpire in an aggressive manner when appealing



- iii. To seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side.

5. Violence

There is no place for any act of violence on the field of play.

6. 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 – TEAM OWNERSHIP

The Primary owner is the same person who is the bidder for the team on the online bidding. A team might list up to 4 owners with APL governing body. APL Governing body will send all APL official communications to registered owners only.

1.1 Franchise Fee

APL governing body will nominate a franchise fee every year for the owners to retain ownership of the team. Each team should pay the nominated fee before the deadline confirming their participation in the tournament and to retain the ownership of their respective teams. Registered owners of a franchise are responsible pay the franchise fee. Failure to pay the franchise fee by the deadline would result in defaulting of the franchise and the team will be released for new ownership and the new owners will be determined by a bidding process.

1.2 Selling a Franchise

A team owner can choose to sell his franchise at any time from the announcement of the auction date to 60 days after the end of the tournament. A deal can be negotiated by the owner with the interested buyer. All deals should be submitted to ACA for approval. If a team is sold for any amount higher than the franchise fee for the current season, the seller will pay 25% of the amount more than the franchise fee to ACA as royalty, i.e., If the franchise fee for the year is \$1500 and the team is sold for \$2500, the selling owner will pay ACA \$250 which is 25% of the profit of \$1000.



LAW 2 – THE AUCTION

1. Player Retention

Prior to the 2023 auction, teams can retain up to 4 players. Base price of retained or purchased players will be as follows:

- a) 1st retention/purchase – 1.5 million
- b) 2nd retention/purchase – 1.25 million
- c) 3rd retention/purchase – 1 million
- d) 4th retention/purchase – 750,000

Beginning 2023, a mega auction will be conducted every alternate year where teams can retain up to 4 players. That is, the next mega auction will be conducted in 2025. In the years where there is no mega auction, teams can retain their any number of players drafted from the previous season before the mini auction. The non-retained players along with the newly registered players will go into the mini auction where teams bid to complete their squads. For the mini auction, teams will go into the auction with the remaining purse from the previous year's mega auction.

2. Auction Rules

Players' base price will be announced before the auction by the APL Governing body. Player base price will be graded based on the player performance in all the ACA tournaments that season. Player rankings from cricclubs will be used to determine the base price of the player. There will 4 base price categories for in-state players:

- a. 500k – Top 25 players from the rankings
- b. 150k – Players ranked from 26-50
- c. 50k – Players ranked from 51-150
- d. 20k – Players ranked after 150.

For the out of state players, the base price will be the price of the highest retained player. For example, if the highest retained player price in APL is 1.5 million, then the base price of the out of state players will be 1.5 million. The auction will start with bidding on out-of-state players.

Teams will bid on players when each player name is called. First bid will be at the base price of the player. Subsequent bids will increment in the following manner.

20000 – 100000 – 10K increments
100000 – 250000 – 25k increments
250000 – 1000000 – 50k increments
After 1000000 – 200k increments

If a certain players' bidding happens beyond 15 mins, then auctioneer will call for closed bids and the highest bidder will be awarded the player.

2. Open Pool

A Player will enter the open pool after the auction if he is unsold during the auction. A Player can choose to remove his name from the open pool at any time. A Player's base price will remain the same until the end of the tournament even if he moves to the open pool. After entering the open pool, a player has to remain on his base price until the end of the first week of the tournament. If still unsold after the first week of the tournament, a player can choose to change his base price. A Player can be chosen from the open pool by a



team during the following stages:

- a) Trade Window
- b) Post Trade Window Purchase
- c) Swap Window
- d) Injury situation

Teams cannot exceed the count of 20 squad members or their salary cap by purchasing from open pool. i.e., If a team has 16 players after Auction and trade window, they are eligible to buy only 4 players from open pool. Players can be purchased for their base price. If 2 or more teams show interest in the same player, they will be requested to submit a closed bid for the same player. The highest bidder will win the player after the bidding. Teams can only purchase players with the remaining money in their auction purse.

3. Squad Maintenance

- a. Only Players picked at the time of the player auction will be approved to play for a team. At any given point of time, the owner should have minimum purse of total available spots * \$20,000. No teams shall recruit players outside of the Auction. No teams shall approach players before the auction.
- b. Teams Salary cap cannot exceed auction purse. Maximum squad size after auction cannot exceed 20. All players not picked during the auction will be available in the free pool as replacements for injury or other permanent unavailability of a player.
- c. A limited purse of 12 million will be allotted to each team for the auction. Teams must purchase minimum of 16 players at the auction with the purse available.
- d. Teams cannot have more than 6 players from the same ACA club in their playing 11 at any time. Tucson team is exempt from this rule as they do not have enough local clubs in Tucson to accommodate this rule.
- e. Teams are required to always have representation from at least 4 ACA teams in their squad. If at any point during the auction, the auction committee determines that a team cannot make a squad of 16 members, the auction committee will stop the team from participating further in a bid or the entire auction.
- f. All remaining spots in the squad can be filled during the trade window or Open pool purchase after the auction.

LAW 3 - THE PLAYERS

1. Number of players

A match is to be played between two registered APL 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 APL auction, there will be a player registration window where players interested to participate in the APL should register. The player should also provide their cricclubs profile if available so owners can bid on that player during the auction. A player who is not registered cannot participate in the tournament.
- b. All Players will be required to pay a registration fee to APL for the opportunity to be picked in auction and represent a franchise, determined each year by the APL Governing body. Any player will only pay this fee when he is drafted into any team.

A player is eligible for fee refund if following criteria is not met:

1. A player is part of a franchise squad and remains on the roster for at least 2 weeks.
 2. A player plays at least 1 game for any franchise.
- c. At any point of time, a player will be charged participation fee only once per season even if the player represents multiple teams during the same season.
 - d. A player is not allowed to negotiate trades or transfer deals with teams outside of APL's listed methods. A player needs to play for the franchise he is picked unless otherwise released by the franchise. If a player wishes to be released from a team for any arbitrary reason during the season, the player needs to inform the APL governing body of the issue by Monday 5 pm. The issue will be addressed in the subsequent owner's meeting and arbitrary committee will vote on the issue.
 - e. The Base price of a player will be decided by the APL Governing body before the auction. The APL governing body will announce the players classification into tiers and the criteria for each tier before the auction. All Players along with their tiers will be released to all owners before the auction.
 - f. The base price of a player who is sold at an auction will be the price at which the player is sold during the auction. If a player is unsold at the auction, then the base price will remain same as the pre-auction tier price. An unsold player might choose to change his base price after the 1st week of the tournament.
 - g. All Players who have represented the team for at least "one" league game can play for the team in the playoffs. If a player is part of the squad since the auction, and has not played any league match, the player can still represent the team in the playoffs. If a player is part of the squad since May 31st team finalization date, then the player can represent the team in the playoffs even if they have not played any league match. If a player is picked after the 1st league game, then the player needs to play at least 1 league game to be eligible for playoffs. All other situations will be on a case-by-case basis after the APL committee/ACA approves. A Player is considered as eligible if he has represented a team in a single match as part of the playing XI. If a player represents more than 1 team in the league phase, then the player should have played at least 1 game for the team he is representing in the playoffs.
 1. For example, if a player played for Team A and is released during the swap window and ends up being picked by Team B during week 4, he must play a game for Team B in league stage before he is eligible to represent Team B in the playoffs.
 - h. In case of rained out games, the owners/captains will need to send the confirmed playing 11 for that rained out game before 5 pm on Wednesday of the week following the game for the player to gain eligibility. In case of foul play with player eligibility, teams will automatically forfeit the game.



- i. A Player that is under an active suspension by the ACA for disciplinary reasons cannot play any match for any Team in APL 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.
- j. 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) players that will be playing the match to the Umpire as well as the names of any “extra” Players that may intend to act as substitute fielders. Any such extra Players will also need to follow the official player rules above.

3. Player transfers/swap

3.1 Player Transfer

- a) Trade window will be opened on the day after the auction until end of the 4th week of the tournament. A Player’s purchase price will become the trading price during the trade window.
- b) All Teams are allowed to negotiate a trade if they wish to exchange players during this window. All trade proposals/negotiations must happen on the Owners Group/email with ACA Execom in loop. No Teams shall complete a trade without ACA Approval. ACA Will approve all trades after verifying that no foul play is committed.
- c) Teams can offer money from the left-over auction purse as additional value during a trade. Teams cannot exceed the count of 20 squad members only by trading. Trades can happen between 2 teams or more teams. Teams cannot trade with open pool (they must use a swap instead).
- d) Teams cannot exceed the purse limit of 12million by doing a trade. Any difference in player cost needs to be covered by cash value from the left-over purse money. Trades need to be of equal value to be eligible to be approved.

3.2 Player Swap

- a) The Swap window will open on the Monday after the 1st week games until the Friday before the 5th week games. A Player’s purchase price will become the trading price during the swap window.
- b) During this window, each team can perform up to 5 swaps in total. During this window, a team can swap their existing team member with a player from the open pool. The open pool player will assume the price of the released player on completion of the swap.
- c) The first set of swaps will be completed the Friday before the 3rd week of the tournament. A released player from a team can be picked by another team only after the 3rd week of the tournament i.e., if a Player A is swapped out by Team 1 after week 2, the player will enter the open pool only after the end of the 3rd week. The player will miss the 3rd week of the tournament. Team 2 can pick the player to play beginning week 4.
- d) A team can only swap players with the open pool. No Teams shall complete a swap without ACA Approval. ACA Will approve all swaps after verifying that no foul play is committed.



4. Player Clothing/Uniform

Required Player clothing shall be as follows:

- a) In all APL matches, all players should wear the latest approved jersey by the APL governing body. No white or off-white clothing is allowed. Umpires should make sure all 22 players are wearing the latest approved jerseys.
Failure to comply would result in one point penalty per every game team doesn't comply.
- b) The APL logo must be present on the left chest of the shirt. No other logo should interfere or overlap or be in proximity to the APL Logo. The team logo should be present on the right chest of the shirt. 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 new or previously approved but modified Team uniforms must be pre-approved by APL governing body prior to the deadline.
- 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.
Failure to comply would result in one point penalty per every game team doesn't comply.
- e) Batsman and Keeper pads are not allowed to be white. 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 will be permitted to wear footwear that has studs, spikes, or cleats.
- h) Clothing violations must be reported to the APL Governing by the Umpire for any disciplinary action.
- i) All teams are required to have the clothing by the beginning of the tournament.

5. Player terms and conditions

All Players of the Team 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) Supply accurate personal demographic information to the ACA and notify the Association of any changes to this information.
- c) Affirm that the member is not currently banned or suspended from playing cricket by any other Cricket governing body or organization.



LAW 4 – THE UMPIRES

1. Appointment and attendance

a) Umpiring Certifications

- i) “Level 1 Umpire” is an individual who has successfully completed 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.
- ii) “Level 2 Umpire” is an individual who has successfully completed 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.
- iii) Only Level 1 or 2 certified umpires can act as a main umpire for official APL games. Main umpire will always be Level 2 umpires unless no level 2 umpire is available.

b) Bowler’s end Umpire or the Main umpire:

APL Governing body will assign each scheduled game ONE Umpire from the pool of umpires collected before the tournament. This neutral Umpire will perform the duties of the Bowler’s end Umpire for the game.

Striker’s-end Umpire / Square-Leg Umpire:

The batting side will provide the Square-Leg/Striker’s-end Umpire during their innings. 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. For some designated games a neutral umpire might be assigned, as per the tournament specific guidelines.

Note: Strikers end umpire is subject to change depending on where the tournament is being organized.

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

- i) T20 Game **Level 1 Main Umpire - \$20/team. \$40 Total.**
- ii) T20 Game **Level 2 Main Umpire - \$30/team. \$60 Total.**

i) Umpire requirements and expectations:

- i) Dress: Navy blue or black trousers, Navy blue or black polo shirt, and close toed shoes.
- ii) In all 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 ACA’s website 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. In addition, 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) The 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.

2. 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.

LAW 5 – 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 6 – INNINGS

1. Number of innings

All ACA matches will consist of one innings per side, each innings being limited to a maximum of 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 that wins the toss will determine whether they want to bat or bowl first. Team Captain shall inform the Umpire and the opposing Team Captain of the decision made **right away at the time of the toss** without taking extra time to consult team. All consultations must be done before the toss.

3. Length of innings

3.1 Uninterrupted Matches

- a) The total duration allowed for an innings, including any drink breaks, shall be 100 minutes (including timeouts) for a 20 Over Match.
- 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 objective 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 20 Over game, a minimum of 5 overs faced by each Team shall constitute a completed game.

4. Number of Overs per Bowler

- a) The maximum number of overs a bowler may bowl in an innings will be limited to 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 7 – 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 APL governing body, opponent Team Captain 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 APL governing body). 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.
- 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.



LAW 8 – INTERVALS

- a) One 10-minute break at the half-way mark of an innings is allowed for all APL Games.
- b) Drinks intervals in total (both innings together) shall not exceed Ten (10) minutes.
- c) 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.
- d) The Umpire may allow drinks to be consumed during play, providing they believe it will not waste of time or delaying the game.
- e) 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.

LAW 9 – START OF PLAY, CESSATION OF PLAY

- a) The scheduled start time for all APL 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 APL 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 APL Governing Body's 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) Team with less than seven players in attendance 15 minutes past the agreed/scheduled start time shall be penalized 2 overs batting time.
 - iii) Team 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 completion of 8 Overs of the first innings may not participate in the game in any way except as substitute fielders (not wicket- keeper).
 - vi) In case of natural cause (rain etc.) the APL Governing Body will monitor closely the playing conditions by coordinating with the city or corresponding parties. The APL Governing Body may make the decision (subject to city's guidance) and call off the game and notify both the captains, the Umpire and ACA latest by 8PM the day prior to the game.
 - vii) In all other cases, 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 will be entitled to his full



fee in such a case.

LAW 10 – 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

- a) The format of the APL would be a league format with each team playing all the other teams once.
- b) 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
 - v. No. of Wins

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.

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.



LAW 11 – 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. If the ball lands BEFORE the start of the HALF mat on the ground, it shall be declared a Dead-Ball. If this happens second time in the same over, the second and subsequent occurrences in that 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 12 – 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.
- b) 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 Power-Play 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 13 - MISCELLANEOUS ACA PLAYING CONDITIONS

1. Ground Rules

- a. **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.
- b. **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.
- c. **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.
- d. 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.
- e. **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.
- f. 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

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 the 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 APL group or published on the website for review only. Any violations and penalties must 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. 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) APL Governing body 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 APL Governing Body will refer the matter to the Disciplinary Committee for further disposition. For non-disciplinary issues, the APL Governing Body 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 APL Governing Body.

(d) The APL Governing Body 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 APL Governing Body has completed communication.

(e) **Composition of the Disciplinary Committee:**

1. At the start of the season, DC Chair will seek 10 volunteers to serve on the DC with one recommendation from each owner.
2. For every incident DC Chair will select 3 of the 10 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 if and when the APL Governing Body 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 APL Governing Body will review any **Umpiring Quality issues** that are reported. Depending on the severity of the issue(s), the APL Governing Body 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.



LAW 14 – 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/APL 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.

APL 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.

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 disciplinary penalty section 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.

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.



ARIZONA PREMIER LEAGUE

Rules and Match Playing Conditions