

2025

Adda Cricket Alliance HT Handbook



Vinod Katragunta

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Spirit of Cricket

The game of cricket has its own unique appeal and stands out among all the team sports that are played in the world. What makes cricket so much more interesting than other games are not only the laws and regulations within which it gets played but also the spirit of the game. Even though over the years the game has become more intense and competitive at all levels, there continue to be moments where players exhibit the most outstanding decorum and spirit, something that we in Adda Cricket Alliance desire and cherish.

- The major responsibility for ensuring fair play rests with the captains, but extends to all players, umpires.
- Respect is central to the Spirit of Cricket.
- Respect your captain, team-mates, opponents, and the authority of the umpires.
- Play hard and play fair. Accept the umpire's decision.
- Create a positive atmosphere by your own conduct and encourage others to do likewise.
- Show self-discipline, even when things go against you.
- Congratulate the opposition on their successes and enjoy those of your own team.
- Thank the officials and your opposition at the end of the match, whatever the result

ACA HT Handbook

The purpose of this document is to provide information for matters related to cricket being played under the Adda Cricket Alliance HT Format. This includes guidance on rules and processes as well as removing ambiguities so as to ensure smooth conduct of matches.

For more clarity on specific situations that are not discussed within this document, please refer to various ICC rules and laws documents. It is highly recommended that everyone in the Adda Cricket Alliance community read and understand the MCC laws and rules of the sport –

- [MCC Cricket Laws](#)

It is mandatory for Team Captains to go through this document and inform/update other team members

The Handbook aims to cover the most common rules and ethical issues you might face, but it can't cover everything. So, if you can't find what you need there, reach out to Adda Cricket Alliance team for guidance. Please do not assume it's OK because it isn't specifically addressed in the Handbook.

Waiver Requirement

Every Adda Cricket Alliance community member is required to sign a mandatory waiver that indemnifies the ACA organization and its officers from any legal proceedings. This is non-negotiable and is an absolute requirement to participate in any matches under the auspices of the league.

Provided by ACA

1. ACA will ensure the ground and pitch are in playable conditions
2. ACA will provide the game balls to the umpire before the tournament starts
3. ACA will publish the schedule before the tournament starts

Equipment mandated for Team

Here is a minimal list of equipment that each team must have in their possession to play a match.

1. Each team should have a spring stumps and usable bails for all games.
2. Cric Clubs scoring app will be used for scoring (www.cricclubs.com/addacricketalliance)
3. Access to digital copies of this handbook, the tournament communication document and the ICC rules through mobile devices.

ACA Committee

ACA team will be making all the league decisions. League Administrator will be accountable and responsible for the below duties

- Finalizing the new teams, if any.
- Formalizing and maintaining the rules.
- Single point of contact for all team owners.
- Finalizing Schedules, Umpires
- Accountable for the enforcement of any code violations and penalties

A form to submit the feedback will be available for the team captains which will be reviewed, decided and communicated by ACA Administrator.

Scheduling of Matches

The Venue and Time

One team will be designated to be the HOME team for all scheduled matches. The venue (ground), the date and the time of play as well as team umpiring assignments are assigned by ACA Administrator as part of scheduling exercises.

The umpires are required to be present at least twenty (20) minutes before the official start of play to oversee the toss and discuss ground rules. The umpires are to take all steps necessary to ensure that the match starts on time.

T15 Tournament Rules

- A player who has played in one team is not allowed to play in another team.
- This tournament would be played with the ball distributed by ACA Management.
- Each innings would start with a new ball.
 - a. In case a ball is being lost or broken before two over's of an innings, then new ball would be issued.
 - b. If lost after two overs of an innings, old ball [used] would be issued.
- League matches would be of 18 overs
- Maximum 3 overs per bowler
- Power Play:
 - a. League Matches: First 4 overs are mandatory power play.
 - b. Only 4 players are allowed on the leg/on side during the power play
 - c. During the non-power play overs maximum of 5 fielders will be allowed on the leg/on side.
 - d. No more than 2 players on the leg/on side behind the square leg.
- Innings/Match Duration:
 - a. League matches - Each innings must be completed in 80 minutes and innings break is 5 minutes. Total match duration is 165 Minutes
- Minimum of 7 players are required from a team to start the match. Failure to do so would yield a walkover to the opposition team. Remaining players must arrive within 30 minutes of game start time. In case of a failure only the fielded 7 would be allowed to bat.
- In case of delay in start of the match due to late arrival of teams.
 - a. Delay upto 5 minutes, 1 over will be reduced per side
 - b. Delay upto 10 minutes, 2 overs will be reduced per side
- On-field umpire's decision would be the final one.
- Any prolonged argument by a team, would yield a walkover to the opposition team based on the decision by umpires and organizers.

- Any prolonged argument by a team, would yield a walkover to the opposition team based on the decision by umpires and organizers.
- For every win, a team would get 2 points and losing team won't get any points.
- Walkover- 2 points to the team reporting for play and this match will not be taken for calculation of NRR.
- In case of a tie in the league stages each team would get 1 point each.
- In knockout matches if a tie happens Super over would be held. Super Over rules are in Appendix B.
- Any requests for change of match timings will not be entertained. All requests should be submitted during the registration process.
- In matters of doubt not covered by the tournament rules, the decision of the ACA Management will be final and binding upon all concerned as per the standard rules.
- Dead Ball[During the course of play]: The ball shall be considered to be dead when it is clear to the umpire at the bowler's end that the fielding side and both batsmen at the wicket have ceased to regard it as in play. Whether the ball is finally settled or not is a matter for the umpire alone to decide.
- Tournament will be played single wicket, that is, the batsman will play at one end and after the completion of over, umpires & batsman will change end

T18 Tournament Rules

- A player who has played in one team is not allowed to play in another team.
- This tournament would be played with the ball distributed by ACA Management.
- Each innings would start with a new ball.
 - a. In case a ball is being lost or broken before two over's of an innings, then new ball would be issued.
 - b. If lost after two overs of an innings, old ball [used] would be issued.
- League matches would be of 18 overs
- Maximum 4 overs per bowler for 4 bowlers
- Power Play:
 - a. League Matches: First 5 overs are mandatory power play.
 - b. Only 4 players are allowed on the leg/on side during the power play
 - c. During the non-power play overs maximum of 5 fielders will be allowed on the leg/on side.
 - d. No more than 2 players on the leg/on side behind the square leg.
- Innings/Match Duration:
 - a. League matches - Each innings must be completed in 80 minutes and innings break is 5 minutes. Total match duration is 165 Minutes

- Minimum of 7 players are required from a team to start the match. Failure to do so would yield a walkover to the opposition team. Remaining players must arrive within 30 minutes of game start time. In case of a failure only the fielded 7 would be allowed to bat.
- In case of delay in start of the match due to late arrival of teams.
 - a. Delay upto 5 minutes, 1 over will be reduced per side
 - b. Delay upto 10 minutes, 2 overs will be reduced per side
- On-field umpire's decision would be the final one.
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- For every win, a team would get 2 points and losing team won't get any points.
- Walkover- 2 points to the team reporting for play and this match will not be taken for calculation of NRR.
- In case of a tie in the league stages each team would get 1 point each.
- In knockout matches if a tie happens Super over would be held. Super Over rules are in Appendix B.
- Any requests for change of match timings will not be entertained. All requests should be submitted during the registration process.
- In matters of doubt not covered by the tournament rules, the decision of the ACA Management will be final and binding upon all concerned as per the standard rules.
- Dead Ball[During the course of play]: The ball shall be considered to be dead when it is clear to the umpire at the bowler's end that the fielding side and both batsmen at the wicket have ceased to regard it as in play. Whether the ball is finally settled or not is a matter for the umpire alone to decide.
- Tournament will be played single wicket, that is, the batsman will play at one end and after the completion of over, umpires & batsman will change end

HT Hundred's Tournament Rules

- A player who has played in one team is not allowed to play in another team.
- This tournament would be played with the ball distributed by ACA Management.
- Each innings would start with a new ball.
 - a. In case a ball is being lost or broken before two over's of an innings, then new ball would be issued.
 - b. If lost after two overs of an innings, old ball [used] would be issued.
- **Key Rules of competition:**
 - Innings: Each team bats for 100 balls.
 - Bowler Change: Bowlers can deliver balls in sets of either 5 or 10 consecutive balls, as decided by the captain.

- Bowler Limit: Each bowler can bowl a maximum of 20 balls in a match.
 - Powerplay: The first 25 balls of each innings are the powerplay, during which only four fielders are allowed on the leg/on side during the power play
 - During the non-power play overs maximum of 5 fielders will be allowed on the leg/on side.
 - No more than 2 players on the leg/on side behind the square leg
 - Scoring: The team with the most runs at the end of both innings wins the match.
- Innings/Match Duration:
 - a. League matches - Each innings must be completed in 90 minutes and innings break is 5 minutes. Total match duration is 185 Minutes
 - Minimum of 7 players are required from a team to start the match. Failure to do so would yield a walkover to the opposition team. Remaining players must arrive within 30 minutes of game start time. In case of a failure only the fielded 7 would be allowed to bat.
 - In case of delay in start of the match due to late arrival of teams.
 - a. Delay up to 5 minutes, 1 over will be reduced per side
 - b. Delay up to 10 minutes, 2 overs will be reduced per side
 - On-field umpire's decision would be the final one.
 - Any prolonged argument by a team, would yield a walkover to the opposition team based on the decision by umpires and organizers.
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 - For every win, a team would get 2 points and losing team won't get any points.
 - Walkover- 2 points to the team reporting for play and this match will not be taken for calculation of NRR.
 - In case of a tie in the league stages each team would get 1 point each.
 - In knockout matches if a tie happens Super over would be held. Super Over rules are in Appendix B.
 - Any requests for change of match timings will not be entertained. All requests should be submitted during the registration process.
 - In matters of doubt not covered by the tournament rules, the decision of the ACA Management will be final and binding upon all concerned as per the standard rules.
 - Dead Ball[During the course of play]: The ball shall be considered to be dead when it is clear to the umpire at the bowler's end that the fielding side and both batsmen at the wicket have ceased to regard it as in play. Whether the ball is finally settled or not is a matter for the umpire alone to decide.
 - Tournament will be played single wicket, that is, the batsman will play at one end and after the completion of over, umpires & batsman will change end

Player Qualification (to play in a game)

Captains should exchange the 12-player list including playing X1 and super sub before the toss. 12 players should be available at the ground before the start of the game.

Umpires will verify the 12 players from both teams available at the ground before the first ball of the game and inform the captains of the missing players

It is captain's responsibility to inform the umpires about the players who arrive after the game start time

Umpires will verify the playing X1 and Super Sub from both teams available at the ground at the 30-minute mark from game start time.

Any player not available at the ground at the 30-minute mark from the game start time will not be eligible to bat or bowl in that game. The player will be able to field or keep wickets and considered as substitute.

Substitution Rule

Substitutes: Substitutes are only allowed by the players from the team rosters. A substitute shall not bowl or act as captain but may act as wicketkeeper

An umpire will be notified the reason of the request for substitute

Player shall not thereafter come to the field of play during the session of play without the consent of the umpire. The umpire shall give such consent as soon as it is practicable

Player will not be permitted to bowl, until having been back on the field of play for a period known as penalty time (time that he was out of the field). Player will be eligible to bowl immediately if he is out of the field for only 1 over or 5 minutes.

If a Player (from team batting first) is late to the game, he will not be allowed to bat until he serves the penalty time (time he is late to the game)

Maximum of 3 substitutes will be allowed during a game.

Super-Substitute: We will have one Super Sub per team. A team can have 12 players in the roster out of which 11 can bat and 11 can bowl.

Duration and Delay of Games

- Duration of each innings will be 80 minutes (4.5 minutes per over).
- 5 Minutes break during the innings
- 10 minutes break between the innings
- If a player is injured on the field, the umpires will ask the player to leave the field for medical attention after 5 minutes. 5 minutes break during the innings will be cancelled.
- Overall game time will be 3 hours, with 10 minutes of grace time for unforeseen scenarios.
- Umpires will reduce 1 over for a delay of every 4.5 minutes after 10 minutes of the game start time. The 10 minutes will be deducted from the 20 minutes buffer time
- We will use D/L Method to decide the match.

Umpiring Responsibilities

Appointment and attendance

Before the match, two umpires shall be appointed, one for each end, to control the game as required by the Laws, with absolute impartiality. The umpires shall be present on the ground at least 30 minutes before the scheduled start of each day's play.

Umpires must collect the playing 11 from both the team before the toss.

Umpires will verify the playing X1 from both teams available at the ground before the first ball of the game and inform the captains of the missing players

Umpires will verify the playing X1 from both teams available at the ground at the 30-minute mark from game start time.

Any player not available at the ground at the 30-minute mark from the game start time will not be eligible to bat or bowl in that game. The player will be able to field or keep wickets and considered as substitute.

Change of umpire

An umpire shall not be changed during the match, other than in exceptional circumstances, unless he is injured or ill. If there must be a change of umpire, the replacement shall act only as the striker's end umpire.

Agreement with captains

Before the toss, the umpires shall

- Ascertain the hours of play and agree with the captains
- The balls to be used during the match.
- Times and Durations of the game and times for drinks intervals.
- The boundary of the field of play and allowances for boundaries.
- Any special conditions of play affecting the conduct of the match.
- Inform the scorers of the above agreements

To inform captains and scorers

Before the toss, the umpires shall agree between themselves and inform both captains and both scorers:

- Whether or not any obstacle within the field of play is to be regarded as a boundary.

Wickets, Creases and Boundaries

Before the toss and during the match, the umpires shall satisfy themselves that

- The wickets are properly pitched.
- The creases are correctly marked.
- The boundary of the field of play complies with the requirements

Conduct of the game, implements and equipment

Before the toss and during the match, the umpires shall satisfy themselves that

- The conduct of the game is strictly in accordance with the Laws.
- Implements of the game conform to the requirements of Laws (The ball) and (The bat), together with either (Size of stumps) and (The bails)
- No player uses equipment other than that permitted
- The wicket-keeper's gloves comply with the requirements of Law

Fair and unfair play

The umpires shall be the sole judges of fair and unfair play.

Fitness of play

It is solely for the umpires together to decide whether either condition of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place.

Conditions shall not be regarded as either dangerous or unreasonable merely because they are not ideal.

The fact that the grass and the ball are wet does not warrant the ground conditions being regarded as unreasonable or dangerous.

Suspension of play for adverse conditions of ground, weather, or light

All references to ground include the pitch. For this Law and only, the batsmen at the wicket may deputize for their captain at any appropriate time.

- If at any time the umpires together agree that the condition of the ground, weather or light is not suitable for play, they shall inform the captains and, unless in unsuitable ground or weather conditions both captains agree to continue, or to commence, or to restart play,
- In unsuitable light the batting side wishes to continue, or to commence, or to restart play, they shall suspend play, or not allow play to commence or to restart.
- After agreeing to play in unsuitable ground or weather conditions, either captain may appeal against the conditions to the umpires before the next call of time. The umpires shall uphold the

appeal only if, in their opinion, the factors considered when making their previous decision are the same or the conditions have further deteriorated.

- After deciding to play in unsuitable light, the captain of the batting side may appeal against the light to the umpires before the next call of Time. The umpires shall uphold the appeal only if, in their opinion, the factors considered when making their previous decision are the same or the condition of the light has further deteriorated.
- If at any time the umpires together agree that the conditions of ground, weather or light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place, they shall immediately suspend play, or not allow play to commence or to restart. The decision as to whether conditions are so bad as to warrant such action is one for the umpires alone to make.
- The fact that the grass and the ball are wet and slippery does not warrant the ground conditions being regarded as unreasonable or dangerous. If the umpires consider the ground is so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders of the power of free movement, or the batsmen of the ability to play their strokes or to run between the wickets, then these conditions shall be regarded as so bad that it would be unreasonable for play to take place.
- When there is a suspension of play it is the responsibility of the umpires to monitor the conditions. They shall make inspections as often as appropriate, unaccompanied by any of the players or officials. Immediately the umpires together agree that conditions are suitable for play they shall call upon the players to resume the game.
- If play is in progress up to the start of an agreed interval, then it will resume after the interval unless the umpires together agree that conditions are or have become unsuitable or dangerous. If they do so agree, then they shall implement the procedure above, as appropriate, whether or not there had been any decision by the captains to continue, or any appeal against the conditions by either captain, prior to the commencement of the interval.

Exceptional circumstances

The umpires shall have the discretion to implement the procedures of “Suspension of Play” section for reasons other than ground, weather or light if they consider that exceptional circumstances warrant it.

Position of umpires

The umpires shall stand where they can best see any act upon which their decision may be required.

Subject to this over-riding consideration the umpire at the bowler's end shall stand where he does not interfere with either the bowler's run up or the striker's view. The striker's end umpire may elect to stand on the off side instead of the on side of the pitch, provided he informs the captain of the fielding side, the striker and the other umpire of his intention to do so.

Umpires changing ends

The umpires shall change ends after each over.

Consultation between umpires

All disputes shall be determined by the umpires. The umpires shall consult with each other whenever necessary.

Correctness of scores

Consultation between umpires and scorers on doubtful points is essential. The umpires shall satisfy themselves as to the correctness of the number of runs scored, the wickets that have fallen and, where appropriate, the number of overs bowled. They shall agree these with the scorers at least at every interval, other than a drinks interval, and at the conclusion of the match.

Fair and unfair play - responsibility of umpires

The umpires shall be the sole judges of fair and unfair play. If either umpire considers an action, not covered by the Laws, to be unfair, he shall intervene without appeal and, if the ball is in play, shall call and signal Dead ball. Otherwise the umpires shall not interfere with the progress of play, except as required to do so by the Laws.

The match ball - changing its condition

Any fielder may

- a. Polish the ball provided that no artificial substance is used and that such polishing wastes no time.
- b. Remove mud from the ball under the supervision of the umpire.
- c. Dry a wet ball on a towel.

It is unfair for anyone to rub the ball on the ground for any reason, interfere with any of the seams or the surface of the ball, use any implement, or take any other action whatsoever which is likely to alter the condition of the ball, except as permitted in (a) above.

The umpires shall make frequent and irregular inspections of the ball.

In the event of any fielder changing the condition of the ball unfairly, as set out in (b) above, the umpires after consultation shall change the ball forthwith. It shall be for the umpires to decide on the replacement ball, which shall, in their opinion, have had wear comparable with that which the previous ball had received immediately prior to the contravention.

- Inform the batsmen that the ball has been changed.
- Award 5 penalty runs to the batting side. See below.
- Inform the captain of the fielding side that the reason for the action was the unfair interference with the ball.
- Inform the captain of the batting side as soon as practicable of what has occurred.
- Report the occurrence as soon as possible to the Captain of the fielding side, who shall take such action as is considered appropriate against the captain and team concerned.

If there is any further instance of unfairly changing the condition of the ball in that innings, the umpires after consultation

- Shall repeat the above procedure.

- Inform the captain of the fielding side of the reason for the action taken and direct him to take off forthwith the bowler who delivered the immediately preceding ball. The bowler thus taken off shall not be allowed to bowl again in that innings.
- Inform the captain of the batting side as soon as practicable of what has occurred. Report this further occurrence as soon as possible to the Captain of the fielding, who shall take such action as is considered appropriate against the captain and team concerned.

Deliberate attempt to distract striker

It is unfair for any member of the fielding side deliberately to attempt to distract the striker while he is preparing to receive or receiving a delivery. If either umpire considers that any action by a member of the fielding side is such an attempt, at the first instance he shall

- Immediately call and signal Dead ball.
- Warn the captain of the fielding side that the action is unfair and indicate that this is a first and final warning.
- Inform the other umpire and the batsmen of what has occurred.
- Neither batsman shall be dismissed from that delivery and the ball shall not count as one of the over.

If there is any further such deliberate attempt in that innings, by any member of the fielding side, the procedures, other than warning, as set out above shall apply. Additionally, the umpire at the bowler's end shall

- Award 5 penalty runs to the batting side. See below.
- Inform the captain of the fielding side of the reason for this action and, as soon as practicable, inform the captain of the batting side.
- Report the occurrence, together with the other umpire, as soon as possible to the Captain of the fielding side, who shall take such action as is considered appropriate against the captain and player or players concerned.

Deliberate distraction or obstruction of batsman

In addition to above, it is unfair for any member of the fielding side, by word or action, willfully to attempt to distract or to obstruct either batsman after the striker has received the ball.

- It is for either one of the umpires to decide whether any distraction or obstruction is willful or not.
- If either umpire considers that a member of the fielding side has willfully caused or attempted to cause such a distraction or obstruction he shall immediately call and signal Dead ball.
- Inform the captain of the fielding side and the other umpire of the reason for the call.

Additionally,

- Neither batsman shall be dismissed from that delivery.
- 5 penalty runs shall be awarded to the batting side. See below. In this instance, the run in progress shall be scored, whether or not the batsmen had
- Crossed at the instant of the call.

- The umpire at the bowler's end shall inform the captain of the fielding side of the reason for this action and, as soon as practicable, inform the captain of the batting side.
- The ball shall not count as one of the over
- The batsmen at the wicket shall decide which of them is to face the next delivery.
- The umpires shall report the occurrence as soon as possible to the Captain of the fielding side, who shall take such action as is considered appropriate against the captain and player or players concerned.

Dangerous and unfair bowling

Bowling of fast short pitched balls

- The bowling of fast short pitched balls is dangerous and unfair if the umpire at the bowler's end considers that by their repetition and taking into account their length, height and direction they are likely to inflict physical injury on the striker, irrespective of the protective equipment he may be wearing. The relative skill of the striker shall be taken into consideration.
- Any delivery which, after pitching, passes or would have passed over head height of the striker standing upright at the crease, although not threatening physical injury, shall be included with bowling under both when the umpire is considering whether the bowling of fast short pitched balls has become dangerous and unfair and after he has so decided. The umpire shall call and signal No ball for each such delivery.

Bowling of high full pitched balls

- Any delivery, other than a slow paced one, which passes or would have passed on the full above waist height of the striker standing upright at the crease is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker.
- A slow delivery which passes or would have passed on the full above shoulder height of the striker standing upright at the crease is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker.

Dangerous and unfair bowling - action by the umpire

As soon as the umpire at the bowler's end decide that the bowling of fast short pitched balls has become dangerous and unfair, there is an instance of dangerous and unfair bowling as defined in above, he shall call and signal No ball and, when the ball is dead, caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen of what has occurred. This caution shall continue to apply throughout the innings.

If there is any further instance of dangerous and unfair bowling by the same bowler in the same innings, the umpire at the bowler's end shall repeat the above procedure and indicate to the bowler that this is a final warning.

Both the above caution and final warning shall continue to apply even though the bowler may later change ends.

Should there be any further repetition by the same bowler in that innings, the umpire shall

- Call and signal No ball.
- Direct the captain, when the ball is dead, to take the bowler off forthwith. The over shall be completed by another bowler, who shall neither have bowled the previous over nor be allowed to bowl the next over. The bowler thus taken off shall not be allowed to bowl again in that innings.
- Report the occurrence to the other umpire, the batsmen and, as soon as practicable, the captain of the batting side.
- Report the occurrence, with the other umpire, as soon as possible to the Captain of the fielding side, who shall take such action as is considered appropriate against the captain and bowler concerned.

Deliberate bowling of high full pitched balls

If the umpire considers that a high full pitch which is deemed to be dangerous and unfair, as said above, was deliberately bowled, then the caution and warning prescribed above shall be dispensed with. The umpire shall

- Call and signal No ball.
- Direct the captain, when the ball is dead, to take the bowler off forthwith.
- Implement the remainder of the procedure as laid down in above.

Time wasting

Fielding side

It is unfair for any member of the fielding side to waste time.

- If the captain of the fielding side wastes time, or allows any member of his side to waste time, or if the progress of an over is unnecessarily slow, at the first instance the umpire shall call and signal Dead ball if necessary and warn the captain, and indicate that this is a first and final warning.
- Inform the other umpire and the batsmen of what has occurred.

If there is any further waste of time in that innings, by any member of the fielding side, the umpire shall either

- If the waste of time is not during an over, award 5 penalty runs to the batting side.
- If the waste of time is during an over, when the ball is dead, direct the captain to take the bowler off forthwith. If applicable, the over shall be completed by another bowler, who shall neither have bowled the previous over nor be allowed to bowl the next over. The bowler thus taken off shall not be allowed to bowl again in that innings.

- Inform the other umpire, the batsmen and, as soon as practicable, the captain of the batting side of what has occurred.
- Report the occurrence, with the other umpire, as soon as possible to the Captain of the fielding side, who shall take such action as is considered appropriate against the captain and team concerned.

Batsman wasting time

It is unfair for a batsman to waste time. In normal circumstances the striker should always be ready to take strike when the bowler is ready to start his run up.

Should either batsman waste time by failing to meet this requirement, or in any other way, the following procedure shall be adopted. At the first instance, either before the bowler starts his run up or when the ball is dead, as appropriate, the umpire shall

- Warn the batsman and indicate that this is a first and final warning. This warning shall continue to apply throughout the innings. The umpire shall so inform each incoming batsman.
- Inform the other umpire, the other batsman and the captain of the fielding side of what has occurred.
- Inform the captain of the batting side as soon as practicable.

If there is any further time wasting by any batsman in that innings, the umpire shall, at the appropriate time while the ball is dead

- Award 5 penalty runs to the fielding side.
- Inform the other umpire, the other batsman, the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.
- Report the occurrence, with the other umpire, as soon as possible to the Captain of the batting side, who shall take such action as is considered appropriate against the captain and player or players and, if appropriate, the team concerned.

Bowler attempting to run out non-striker before delivery

The bowler is NOT permitted, before entering his delivery stride, to attempt to run out the non-striker. The ball shall not count in the over. The umpire shall call and signal Dead ball as soon as possible.

Batsmen stealing a run

It is unfair for the batsmen to attempt to steal a run during the bowler's run up, unless the bowler attempts to run out either batsman

The umpire shall

- Call and signal Dead ball as soon as the batsmen cross in any such attempt.
- Return the batsmen to their original ends.
- Award 5 penalty runs to the fielding side.
- Inform the other umpire, the batsmen, the captain of the fielding side and, as soon as practicable, the captain of the batting side of the reason for the action taken.

- Report the occurrence, with the other umpire, as soon as possible to the Captain of the batting side, who shall take such action as is considered appropriate against the captain and player or players concerned.

Penalty runs

When penalty runs are awarded to either side, when the ball is dead the umpire shall signal the penalty runs to the scorers as laid down

Notwithstanding the provisions of Law penalty runs shall be awarded in each case where the Laws require the award. Note, however, that the restrictions on awarding penalty runs in Laws (Leg byes not to be awarded), (Runs permitted from ball struck lawfully more than once) and Law (Penalty runs not to be awarded) will apply.

When 5 penalty runs are awarded to the batting side, then

- They shall be scored as penalty extras and shall be in addition to any other penalties.
- They shall not be regarded as runs scored from either the immediately preceding delivery or the following delivery and shall be in addition to any runs from those deliveries.
- The batsmen shall not change ends solely by reason of the 5 run penalty.

When 5 penalty runs are awarded to the fielding side, they shall be added as penalty extras to that side's total of runs in its most recently completed innings. If the fielding side has not completed an innings, the 5 penalty extras shall be added to its next innings.

Player's conduct

If there is any breach of the Spirit of the Game by a player failing to comply with the instructions of an umpire, or criticizing his decisions by word or action, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall immediately report the matter to the other umpire.

The umpires together shall

- Inform the player's captain of the occurrence, instructing the latter to act.
- Warn him of the gravity of the offence and tell him that it will be reported to higher authority.
- Report the occurrence as soon as possible to the Captain of the player's team and any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and player or players, and, if appropriate, the team concerned.

Code of Conduct Offenses

Scope and Application

By their participation (in the case of a Player) or assistance in a Player's participation or other involvement (in the case of a Team Owner) in ACA, such Players or Team Officials shall be deemed to have agreed:

- that they are automatically bound by and required to comply with all the provisions of the Code of Conduct.
- that it is their personal responsibility to familiarize themselves with all the requirements of the Code of Conduct, including what conduct constitutes an offence under the Code of Conduct
- that players would always accept umpire's decisions
- that players would not show dissent at the umpire's decision
- Only Umpire's, team owner or captain may escalate an issue to the ACA Management through an email.

Offenses

- Showing dissent at an umpire's decision by action or verbal abuse.
- Using language that is obscene, offensive, or insulting and/or the making of an obscene gesture.
- Excessive appealing
- Inappropriate comments or aggression towards the pavilion by the fielding side upon dismissal of a batsman
- Inappropriate comments or aggression from the pavilion towards the fielding team
- Deliberate physical contact between players or with an umpire during play
- Advancing towards the umpire in an aggressive manner
- Consumption of alcohol during the game
- Smoking in the ground premises

	Level 1 (First Occurrence)	Level 2 (Second Occurrence)	Level 3 (Third Occurrence)	Level 4 (Fourth Occurrence)
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Penalty	Warning/reprimand and/or 1 match ban	2 (two) matches ban	Ban from one ACA tournament	Will not be able to participate in future ACA tournaments
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Appendix A ACA Specific Laws and Rules

1. In case of forfeitures and walkovers, 2 points will be deducted from the forfeiting team, and the opposition will get 2 points.
2. If the owner or controlling authority for a ground, a body external to the Adda Cricket Alliance, such as a school, town, university or private property owner, reschedules the use of a ground previously scheduled for a ACA match, or withdraws permission for the previously scheduled match to be played, the match shall not be rescheduled or moved unless there is another approved ground available on the same day.
3. It shall be the responsibility of both the teams to submit scores upon completion of the match.
4. In case of an argument or a brawl on the field and if a team is not ready to play the match, the umpires will call off the game and send an official report to ACA Management. ACA Management will gather the facts and make a decision on the game result
5. Rained Out Matches
 - a. To call off a match due to unplayable conditions, at least one team member from each team and umpire must be present at the ground to make the decision.
 - b. The teams can agree to call off the match in advance if they have written communication between the two teams and designated umpires of their agreed decision.
6. Super Overs for League Matches.
No Super Over for league matches.

Appendix B Super Over Instructions

1. Subject to weather conditions the one over per side eliminator will take place on the scheduled day of the match. In normal circumstances it shall commence 5 minutes after the conclusion of the match.
2. If the weather conditions do not allow the one over per side eliminator to be held on the scheduled day of the match, then points will be shared.
3. Prior to the commencement of the one over per side eliminator each team elects three batsmen and one bowler.
4. The umpires shall stand at the same end as that in which they finished the match.
5. The umpires shall choose an end of the pitch for bowling and both teams will bowl from the same end.
6. Any penalty time being served in the match shall be carried forward to the Super Over
7. Each team's over is played with the same fielding restrictions as apply for a non-powerplay over.
8. The team batting second in the match will bat first in the one over eliminator.
9. The same ball as used at the end of each team's innings shall be used for the "extra" over.
10. The loss of two wickets in the over ends the team's one over innings.
11. In case of a tie in the eliminator over, the winner will be selected by number of sixes scored throughout the match including super over. In case of same number of sixes, then winner will be selected by number of fours scored throughout the match including super over. In case of same number of fours, then points will be shared

Appendix C The Pitch and The Crease

APPENDIX C

Laws 6 (The pitch) and 7 (The creases)

