



# NACL Tournament Rules

Updated on Sep 1<sup>st</sup>, 2023

## Rules and Information

### 1. NACL Game Format:

- A. Each team can register up to 8 players (6 players will play on the field)
- B. All the matches are played on a indoor turf field with a tennis ball
- C. No player can be part of 2 teams
- D. There are 2 groups in the tournament and each group has up to 4 teams.
- E. Teams in each group will compete against three other teams from their group
- F. A NACL cricket game consists of six (6) overs per innings.
- G. Each match will be best of two formats, 2 games will be played and in case of a tie (1-1), super over will be bowled.
- H. Each winning team will get 2 points.
- I. If one team forfeits a match, the other team will get 2 points
- J. The top two teams in the points table from each group will go to the next round. Total runs scored by the team will be considered in case of a tie between teams in the group stages.
- K. The top two teams from each group will play in the semi-finals
- L. Tennis balls and wickets will be provided by the NACL
- M. Wicket keeper gloves and any other equipment used should be taken care by player
- N. The batting team should bring their own cricket bat
- O. Only captains are allowed to communicate with the umpire in case of objections.
- P. One over will be power play in the inning and runs scored in the power play will be doubled at the end of the over.
- Q. If a batsman fails to take the power play, the last over (6th over) will automatically be a power play over.
- R. Players must ensure they do not intentionally damage the court, as this may result in elimination from the match and the entire league.
- S. No runs will be awarded on a dead ball. The bowler will need to re-bowl the ball.
- T. The umpire's decision is considered final. Umpires will be from other playing teams
- U. It is mandatory to wear shoes during the game.

- V. For safety and injury prevention, players must not wear exposed jewelry, including wristwatches, bracelets, earrings, and neck chains during games. You should also wear any protective gear as required.

## 2. Scheduling:

NACL matches are scheduled for weekends, and players must arrive punctually. Delayed teams will have their overs reduced as a consequence. Maximum 10 minute wait is allowed and after that match will be forfeited

## 3. Team Selection:

- A. An official team comprises a minimum of 8 players, including 6 playing members and 2 substitutes.
- B. A team must have all 6 players to start and continue a game.
- C. If a team does not have 6 players to start the game, it will result in a default forfeit with points awarded to the opposing team.
- D. If both teams fail to field 6 players on time, it will be a double forfeit, and 0 points will be given.
- E. The team's player lineup should be reported by the captain at the registration table before the start of the game. No substitutions will be allowed once the game begins.
- F. A maximum of 6 players can be on the field at a time and substitutes are allowed for fielding, no substitute is allowed for batting
- G. Different players can play in the second game for best of two (from the eight registered players)

## 4. Batting:

- A. A team consists of 6 batsmen, and no substitutions are allowed once the game begins.
- B. When a batsman is out, the next batsman will come into play. No batsman can bat twice in a game.
- C. A single batsman is allowed to continue batting after all other batsmen are out.
- D. Batsmen cannot retire voluntarily; they must be out for the next batsman to come in.
- E. The current batsman can choose the batting power play and must inform the umpire at the start of the over.
- F. The non-striker cannot run until the ball is bowled; if the non-striker is stumped while out of the crease, they are out without warnings.
- G. Batsmen cannot cover all three stumps before the bowler delivers the ball.
- H. If a batsman switches stance from left-handed to right-handed or vice versa, no leg side wide ball will be called.
- I. If a batsman attempts to tamper with the ball illegally during play, they will be called out.

## 5. Bowling:

- A. An innings consists of 6 overs per side, with each over bowled by a different bowler.
- B. The bowler must bowl 6 legitimate balls to complete an over; once started, they cannot be changed.
- C. The bowler must specify the side of bowling at the start of the over, and failure will result in a No Ball.
- D. Over Step bowling will be considered a No-Ball.
- E. Once the bowler is defined, and the batsman takes the batting power-play, the bowler cannot be replaced.
- F. A full-toss ball above waist height is a No-Ball.
- G. One bounce above the shoulder is a No-Ball without warnings.

## 6. Fielding:

- A. There is a constant field restriction of 2 fielders between the two wicket areas and 2 fielders near the boundary wall.
- B. Fielders are not allowed to start running before the ball is bowled.
- C. Failure to comply with field placements results in a No Ball.
- D. If a ball is caught on the boundary wall, and there is contact between the wall and the fielder, it is termed as 4 runs or 6 runs.
- E. If the ball hits roof obstacles but is caught afterward, it is considered out.
- F. If a ball bounces off the side wall, the batsmen are free to take a run, as no specific runs are allotted after hitting the side walls.

## 7. Extras:

Extras are runs scored by means other than when the ball is hit by a batsman and are not credited to any batsman. Four types of extras include no balls, wides, byes, and leg byes.

## 8. WAYS OF GETTING OUT

- A. Caught, Bowled, Stumped, Run Out, Hit Wicket

## 9. Injury and Withdrawals

(NACL LEAGUE ADMINISTRATOR OR REPRESENTERS ARE NOT RESPONSIBLE FOR ANY INJURY OCCUR DURING THE GAME, IF YOU'RE REGISTERED FOR THIS NACL TOURNAMENT, THEN BY DEFAULT YOU ABIDE TO THIS RULES AND CONSIDERED WAIVER IS SIGNED BY DEFAULT.)

*\*Some rules are subject to change before the tournament starts as we are continuously evolving this new game format*