



NACL Tournament Rules

Updated on Jan 25th, 2025

Rules and Information

1. NACL Game Format:

- A. Each team can register up to 9 players (6 players will play on the field)
- B. All the matches are played on a indoor turf field with a tape tennis ball
- C. No player can be part of 2 teams
- D. There will be 2 groups in the tournament and each group has 5 teams.
- E. Teams in each group will compete against each other in the group
- F. A NACL cricket game consists of nine (9) overs per innings.
- G. In case of a tie, super over will be bowled.
- H. 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 (semi-final). NRR will be considered in case of a tie between teams in the group stages.
- K. Tape tennis balls and wickets will be provided by the NACL
- L. Wicket keeper gloves and any other equipment used should be taken care by player
- M. The batting team should bring their own cricket bat
- N. Only captains are allowed to communicate with the umpire in case of objections, and the umpire and organizer's decision will be final.
- O. 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. Only 5 runs will be deducted for getting out, even during the power play.
- P. If a batsman fails to take the power play, the last over (9th over) will automatically be a power play over.
- Q. Players must ensure they do not intentionally damage the court, as this may result in elimination from the match and the entire league.
- R. No runs will be awarded on a dead ball. The bowler will need to re-bowl the ball.
- S. The umpire's decision is considered final. Umpires will be from other playing teams
- T. It is mandatory to wear shoes during the game.

- U. 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. Maximum 10 minute wait is allowed and after that match will be forfeited

3. Team Selection:

- A. An official team comprises 9 players, including 6 playing members and 3 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, game will start with available players and players will not be able to join after 3 overs
- D. 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.
- E. 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 or bowling

4. Batting:

- A. A team consists of 6 batters, and no substitutions are allowed once the game begins.
- B. The current batter can choose the batting power play and must inform the umpire at the start of the over.
- C. 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.
- F. 3 Overs per Batting Pair.
- G. Continue batting even when dismissed for 3 overs.
- H. For every batter dismissal, 5 runs will be deducted from the batter and team score.
- I. Dismissed batter MUST change end.
- J. A batter can also score physical runs by running between the wickets.

5. Bowling:

- A. An innings consists of 9 overs per side, each bowler can bowl a maximum of 2 overs.
- 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.

7. Scoring:

- A. Runs are scored by hitting Zones
- B. Additional runs can be taken by running
- C. Overthrow runs are allowed
- D. If a ball bounces off the side wall, the batsmen are free to take run
 - ZONE A :0 RUN
 - ZONE B: 1 RUN
 - ZONE C: 2 RUNS
 - ZONE D: 3 RUNS
 - STRAIGHT BOUNDARY:4 RUNS ON BOUNCE
 - STRAIGHT BOUNDARY:6 RUNS ON FULL
 - BULLS EYE: 10 RUNS

8. 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.

No runs for bye and leg byes

9. WAYS OF GETTING OUT

- A. Caught, Bowled, Stumped, Run Out, Hit Wicket
- B. Catch-Out: In addition to regulation catch, any ball caught bounced off the nets (top) is deemed striker dismissed and 5 runs deducted from team score.

10. Injury, Withdrawals & Social Media

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.

By attending or participating in the Tournament, individuals grant their permission to be photographed, filmed, or recorded. This includes participants, volunteers, spectators, and any other persons present at the event. These images and videos may be used by the Tournament for promotional and informational purposes.

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