

# ACC General Code of Conduct & Rules

(Revised June 8, 2016)

Please note that this is not an all-inclusive list of code for ABT Cricket Club (ACC). Specific tournament rules and general social, moral, and civic code also applies to all participants, i.e., players, friends, and family members. These rules must be strictly adhered to. Any violation of these rules may result in suspension of players for one or more matches and/or complete banning of the violator from participating in any club activity. Each player/team should have a printed copy of these rules at all times for clarity.

1. The spirit of the game involves respect for:
  - a. Your opponents
  - b. You own captain and team members
  - c. The umpires
  - d. The game's traditional values
2. It is the team captain's responsibility to follow and share these rules and guidelines with each member of his team. It is each member's responsibility to read, understand, and strictly adhere to these rules. Ignorance about these will not be considered as an excuse for any violations. All members are responsible at all times for ensuring that play is conducted within the spirit and traditions of the game as well as within the rules of ACC as defined herein. Any incident threatening or actual aggressive physical contact with the umpire, a team member(s), or member(s) of the opposite team on Cricket field or premises is unacceptable and punishable by ACC.
3. The Judiciary Committee (JC) for a game will consist of two officiating umpires (only the neutral ones) and the ACC officers (not involved in the dispute) who will convene to discuss the matter. The JC's decision will be final.
4. No pictures are allowed without prior consent of ACC officers, who are required to receive permission from Security for any such requests. No objectionable abusive language, smoking, or alcohol is permitted on grounds.
5. Players and teams will play at their own risk of injury and health. ACC is not liable for any injuries to players, umpires and/or participants during any time cricket is played on grounds.
6. ACC recommends the use of appropriate guards. During batting, use of helmet, batting pads, batting gloves and groin guard are minimum requirements. During keeping, keeping pads and keeping gloves are minimum requirements. All players have to meet the minimum requirements while playing cricket either during practice or tournament matches.
7. Please use provided facilities for biological needs. Use of playing fields for this purpose is prohibited.

# Tournament Rules

## 1. Fee Structure

1.1. The fee structure is as follows (subject to change prior to the tournament as needed by ACC):

	<b>Total Fee Per Player</b>
Abbott/AbbVie Employee	\$50
Non-Employee	\$100

1.2. The tournament fee will include balls, trophies & award ceremony expenses, and general administration. The fee structure has been developed to encourage increased employee membership and bringing your own cricket equipment.

1.3. The team captain/delegate will be responsible for submitting the tournament fees and tournament participation forms to one of the ACC officers prior to playing a tournament match.

The teams in violation will not be allowed to play and will forfeit the match in favor of the other team. The opposite team will get a walkover (opposite team gets 2 points, team in violation gets -2 points). A monetary penalty for late payment may apply if ACC considers it necessary.

1.4. All fees/payments are non-refundable. Please make payment by check only, payable to ACC.

## 2. Team Composition

2.1. All interested teams and players who want to participate have to notify ACC of their interest by last Friday of March unless otherwise requested by ACC.

2.2. Each team will be allowed 20 players in their rosters. Employees can join any time and will be accommodated in the tournament team according to their roster availability at the time. The players on the existing members list will be given preference over new players interested to join the ACC tournament.

2.3. Substitutions will be allowed during the tournament for unavoidable circumstances (e.g. permanent injuries rendering a player unfit for the entire season, players moving permanently out of town, etc.). The substitutions will require ACC approval prior to playing any match. If no approval is received, the team playing an unapproved player will forfeit the match and will be penalized as deemed appropriate by ACC. A player will be allowed to play in Round 2 ONLY if he has played at least one-third of the matches in Round 1 of the tournament. This rule may be made flexible in case of extreme situations of players' unavailability with a simple majority agreement from ACC officers. **Roster changes must be submitted by noon on Wednesday.**

2.4. Two super-substitutes are allowed per side per match any time during the match. This substitution can be done only once by a team during a match. A super-substitute can be brought on to replace any member of the starting line-up. The substitute can bowl all allotted overs of the player he has replaced and he can also take over from a batsman before he has batted. The names of these two super-substitutes will be declared to the umpire by each team captain PRIOR to the beginning of the match.

### **3. Tournament Format**

3.1. Flexibility in the schedule will be provided to each team as much as possible only prior to the final release of the schedule. After the schedule is released, no special consideration will be given to schedule change requests by any team unless otherwise agreed upon by 100% of the ACC officers.

3.2. Unless otherwise notified, two matches will be played on Saturday and one on Sunday. First match will be scheduled to start (toss) at 9:00 a.m. and the second match will start (toss) at 2:30 p.m. If at least seven (7) players of a team are not physically present at the ground for the toss, the toss will be awarded to the opposing team. If at least seven (7) players of a team are not ready (uniforms/shoes adorned) for the start by 9:15AM/2:45PM, the opposing team will be awarded a walkover by the umpire.

3.3. If the first ball is not bowled within 15 minutes of start time (9:15 a.m. or 2:45 p.m.) due to unavailability of a team, the team in violation will forfeit the match. If both teams are in violation, both teams will get 0 points each.

3.4. In case of inclement weather, a match may be played with a minimum of 15 overs per side within the time allowed (between 9 to 2 for the first match of the day and between 2 to 7 for the second). The umpire, with the consent of a non-playing on-call ACC officer(s), can call off the match at any time that day if he deems that the weather would not allow a 15 overs/side match.

A 15-over match can be started as late as 11:00AM for the first match of the day and 4:00PM for the second match. Both teams have to be ready to play as soon as the umpire feels that the conditions are suitable to start the match. A team's unavailability at the start of the match will result in its forfeiting match. If due to rain, 15 overs/side are not possible, the match will be considered a tie. Rained out matches will not be rescheduled.

3.5. In the event of an inclement weather where a match is already under way and no more play is possible, the following rules will apply:

3.5.1. If one innings is already completed, and 10 overs have been completed in the second innings, the score at the end of first 10 overs for each team will determine the winner. If the scores are the same, the match will be a tie. This rule will also apply in a shortened match.

3.5.2. If a full match or the case above cannot be completed within 5 hours from the scheduled start of the match, the match will be considered a tie.

3.6. Barring any inclement weather washouts, each team will play three matches against every other team in Round 1. Top four teams at the end of Round 1 will go to Round 2. Teams qualifying for Round 2 will get half point each for every match won against the other three qualified teams. The top two teams at the end of Round 2 will play one final match to decide the winner of the ACC Cup. Round 2 will start on the open weekend after Round 1 is over and Finals will be played on the open weekend after Round 2 is over. There will be no break in the schedule, except for long weekends.

3.7. The allotted overs must be distributed among minimum of five (5) bowlers with a maximum of one-fifth of the allotted overs per bowler.

3.8. There will be only one break allowed by the umpire after the first innings. The break can be a maximum of 15 minutes, but can be reduced upon umpire's discretion. In case of extreme weather conditions, the umpire may allow a short break during an innings, still ensuring that the match finished within the allotted time.

3.9. A maximum of two players are allowed outside the inner circle in the first six overs or the MANDATORY Power Play (PP) of the match. Two players must be in close catching positions during the mandatory PP. There will be a four-over PP (consecutively bowled) also allowed to the batting side any time during the match. The head umpire must be notified of the batting PP.

During the batting PP, a maximum of three players are allowed outside the inner circle. Close catching position during the batting PP are not required. In case of a 15-over match, the mandatory PP will consist of four overs and the batting PP two overs.

3.10. If the ball goes and stays in the mulch patch at the northeast part of the ground, two (2) runs will be declared. No run-outs possible in that situation. However, a fielder is allowed to catch the ball in that area. If caught without the ball clearly hitting any obstacle (e.g., tree, bush, etc.) the batsman will be considered out. Any other area of the ground deemed dangerous by the umpire can also be designated as such. Note that the boundary line (or an imaginary extension of it as decided by the umpire) takes precedence over the placement of any other marker, e.g., cones.

3.11. Any team that shows up, but refuses to play the match for any reason outside the premises of these rules will forfeit the match in favor of the other team.

3.12. Balls will be distributed in the General Body Meeting (for Captains only) a week before the tournament. Tournament matches can only be played with ACC provided balls.

3.13. A player will not be allowed to play a tournament match (no batting, bowling or fielding) without ACC-approved whites (as per the ICC regulations). Any player or team found by ACC to have allowed a non-approved whites may result in forfeiting the match EVEN if the umpire in his ignorance allowed it at the time. ACC will not provide whites/uniforms to the teams or players.

The players are responsible for their uniforms. The strips/trim/piping on the sides of the trousers and shirts must not exceed the width of 1cm (ICC standard is 0.5cm). Only one color of strip/piping/trim is permitted will be allowed.

3.14. Captains and/or his delegate(s) are responsible for water and food during practice and tournament matches. ACC will not reimburse any such expenses.

3.15. Practice sessions will be assigned to each team. No practice outside those sessions for the entire team will be allowed unless approved by ACC. An employee, however, may join any team for the practice.

3.16. Each team will be responsible for keeping their scores on ACC-provided score sheets. Each team captain/delegate is responsible to keep scores correctly and honestly and enter scores on the website by noon the following Wednesday. A \$50 penalty will be assessed for late or incomplete score entries.

## 4. Umpiring

4.1. All tournament matches will be distributed for umpiring among ACC teams. It is the captain's responsibility to ensure that his team member nominated for umpiring is present on the ground on time. Failure to report on time or without a pre-arranged substitute from among the teams will result in suspension of the umpire nominee from playing the next game and a possible penalty for the responsible team. The communication of such violation is the responsibility of one of the playing team captains or an ACC officer.

4.2. The head umpire will have the final authority in match proceedings and may also overrule the leg umpire (unless both are neutral). The non-neutral leg umpire is allowed to only make stumping and run-out calls, which can also be overruled by the head umpire if he deems the verdict a gross misjudgment. The head umpire has the right to discuss his decision with the leg umpire and change his mind. Any objections to the umpires' decisions may be considered a mild, moderate, or serious violation to the ACC code of conduct, and is punishable by the umpire at the ground or after the match with JC's consultation. This punishment may result in a warning, suspension from the match being played, and/or suspension(s) for one or more matches, including suspension for the entire tournament, based on the severity of the violation.

### 4.3. No Ball

#### 4.3.1 Bowling Action:

If a batsman or his captain complains to the main umpire about a bowler's suspect bowling action, the umpire should back up a couple of steps and monitor the bowling action.

If, in the opinion of the main umpire, the ball has been thrown (even prior to the complaint), the umpire will call a "no ball" and then:

- (i) Warn the bowler.
- (ii) Inform the captain of the fielding side of the reason for this action.
- (iii) Inform the batsmen at the wicket of what has occurred.

The umpire will warn the bowler again and call a "no ball" on second occurrence during the innings, and disqualify the bowler for rest of the match on the third with a "no ball".

Once disqualified, the bowler will not be allowed to bowl again in that innings. The over shall, if applicable, be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl any part of the next over.

Two disqualifications will disqualify the bowler from bowling in rest of the tournament. No agreement with the leg umpire is needed.

The bowler may not deliver the ball underarm. If a bowler bowls a ball underarm the umpire shall call and signal no ball, and the ball is to be re-bowled overarm.

#### 4.3.2 Bouncer:

**Bouncers are strictly prohibited due to safety reasons. A bowler will get a warning upon bowling the first bouncer (a ball over batsman's shoulder height) and it will also be considered a NO BALL. The umpire will suspend the bowler for rest of the match if another bouncer is bowled anytime during the same match.**

#### 4.3.3 The Feet: Refer to “No-ball – Foot-faults” (last page)

#### 4.4. Free Hit

The delivery following a no ball called (all modes of no ball) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it.

For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.

Field changes are not permitted for free hit deliveries unless:

a) There is a change of striker,

Or

b) The No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.

4.5. Any complaints within a team have to be rectified by the team captain unless it blatantly violates ACC rules, in which case an official complaint has to be provided to ACC. The JC will then discuss the complaint with the interested parties to reach a resolution.

4.6. All umpires must be well-versed in ACC rules and ICC limited-over match rules (in case an ACC limited over rule does not exist for a situation).

Laws of Cricket: <https://www.lords.org/mcc/laws-of-cricket/laws/>

## 5. Points

5.1. Points will be awarded as follows:

5.1.1. Win/walkover received: 2 points

5.1.2. Lose, forfeit, or walk-out: 0 points

5.1.3. Tie (including washouts after two week of replay time): 1 point

5.1.4. Walkover given: -2 point

5.2. The following (in the order listed) will determine the ranking of teams at the end of the round robin matches:

5.2.1. Total number of points

5.2.2. NRR

5.2.3. Points against each other if NRR is the same

Visit [www.tournament.chicagocricket.org](http://www.tournament.chicagocricket.org) for the schedule, points table, and tournament results.

## 6. Awards

6.1. The awards will be distributed as follows:

6.1.1. ACC Champion's Trophy

6.1.2. ACC Runner-up Trophy

6.1.3. ACC Champion players' awards for 18 players (team captain submits the final list)

6.1.4. ACC runner players' awards for 18 players (team captain submits the final list)

6.1.5. Finals' MVP award

6.1.6. Tournament MVP award

6.1.7. Most Sixes

6.1.8. Best Bowler awards (ACC formula): Highest Wickets, Lowest Economy Rate

6.1.9. Best Batsman awards (ACC formula): Highest Runs, Highest Average, Highest Strike Rate,

6.1.10 Man of the Match award for all matches

6.1.11 Top 3 performers in each team

Note: *The ACC criteria/formula to determine the MVP, Best Bowler and Best Batsman will be available on ACC website*

## 7. Careful Communication:

Email is considered a form of written communication so please remember professional etiquette when sending email communications.

Email shall not be used for any purposes which violate federal, state or local laws, including gambling, data privacy, threats or harassment (for example, pornography, sexually explicit or graphic materials or language, or ethnic or racial epithets, slurs or stereotyping).

All senders of messages must use careful communication to ensure that both the language and content of the message are appropriate.

If found guilty, a player may not be permitted to participate in any club activities without a written apology.

### 7.1 Penalty

- First instance of violation, if not an extremely serious offense, will be dealt with a written warning and require a written apology from the offender in order to continue participating in the club.
- Subsequent instances of violation or extremely serious offense will be dealt with one or all of the following:
  - Suspension of the player for 5 matches and the semi-finals and finals
  - Suspension of the player for life

The severity of the violation can be lowered **only** if majority of the club officers are in agreement. Abbott Security will be informed if a player is suspended.

### 7.2 Player's Conduct

Irresponsible behavior such as the following will not be tolerated:

- Any act of violence
- Foul language
- Harassment
- Throwing equipment
- Arguing with the umpire
- Continue appealing after umpire's decision

As a player you are responsible for displaying positive behaviors. Such behaviors include:

- Treating players fairly and respectfully
- Not harassing or bullying others
- Recognizing people's physical boundaries
- Accepting people's right to complain if they're offended by your actions

# No-ball – Foot-faults

The back foot must not touch or be outside the return crease

Some part of the front foot, grounded or raised must be behind the Popping crease marking



**Fair**  
Both feet are inside the creases



**Fair**  
Both feet are inside the creases



**Fair**  
Part of the front foot is behind the Popping crease



**Fair**  
Part of the front foot is behind the Popping crease



**Fair**  
The front foot is behind the Popping crease



**Fair**  
Part of the front foot is behind the Popping crease



**Fair**  
Part of the front foot is behind the Popping crease



**Fair**  
The front foot landed behind the Popping crease before sliding over

**NO-BALL**  
The front foot is in front of the Popping crease



**NO-BALL**  
The back foot is on the Return crease

**NO-BALL**  
No part of the front foot is behind the Popping crease



**NO-BALL**  
The back foot is outside the Return crease

**NO-BALL**  
The back foot is on the Return crease

