**Major Cricket League (MCL)**

25 Over games

Rules & Regulations

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*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.*

# **MCL Laws of Cricket**

* 1. The Major Cricket League (MCL) is the authority for revising and giving decisions on the Laws and the Code of the game of Cricket for this league. When there are no regulations specified in MCL laws, ICC regulations for ODI playing conditions are used.
	2. Changes to ICC rules that occur after the commencement of MCL season will not be considered for the current season.
	3. In case of conflicts, MCL Umpiring Committee shall have the power to arbitrate and interpret the Laws and below regulations as it sees fit. Their decision is FINAL and should be accepted by all participating MCL members. Team captains may be involved in decision making if needed.

# **Players & Teams**

* 1. All players must sign MCL waiver forms and be registered by their club before participating in any MCL game.
	2. Player registration should be done via the MCL website.
	3. No player shall be registered for more than one club in the tournament.
	4. Transfer of players from a team’s roster is not permitted once the player's name has been used in one of the games including washed out games.

## **Player List for the Game**

* + 1. Captains of both teams shall write down the names of their 12 (or fewer) players before the toss and bring that list to the pre match conference for the inspection of the umpire and the other captain. The list cannot be changed after the conference without the consent of the umpire(s) and the other captain.
		2. A player not on the list provided by his captain may not bat, bowl or keep wicket but may substitute for a missing player as allowed by the Laws of Cricket.

## **Player presence at the ground**

* + 1. All players, including super sub, are expected to stay at the ground throughout the entire game.
		2. However, there are few exceptions and captains are requested to use their best judgement while raising an issue about any player’s presence/non-presence at the ground
		3. Exceptions
* Kids coaches are exceptions to the above rule. They can leave the game in the middle for coaching kids.
* In case of any emergencies, family commitments, injury etc. umpires and captains will make the call as to allow the player to leave. In case of conflicts, umpires call will have precedence over the captains.
* Leaving to play in any other league is not considered as an emergency or family commitment.
* If a player leaves in the middle of the game, under the above exceptions, that game will not count towards playoff eligibility.
* The above exception rules will not be applicable in playoffs. All playing players has to be present on the ground during playoffs.
	+ 1. If any player leave, mid-game for non-emergency/non-exception situations, opposing team has to bring it to the notice of the umpire and the umpire shall award 25 runs penalty to the opposing team

## **Eligibility for Playoffs**

* + 1. A player should have appeared in 50% of total league games that the team played in the tournament. If odd number of games played, (n-1)/2 would be the cutoff for playoffs eligibility.
		2. Rain out games are not considered towards any player’s eligibility.
		3. If a game was played but washed out, then the player list provided for the game (see rule [2.5](#_Player_List_for)) will be used towards calculating the player’s playoffs eligibility.
		4. Umpiring duties shall be considered as a game towards eligibility
		5. If any player was present during the entire game as substitute, it shall be considered towards eligibility
		6. Any objections to the player list has to be raised within a week of the list being published.

# **Umpires & Umpiring Committee**

* 1. Umpiring committee comprises of one umpiring coordinator of each team headed by MCL umpiring committee representative.
	2. The League will appoint one neutral umpire for all games. The umpiring committee shall make all appointments.
	3. Umpiring committee should receive umpire names & contact information from respective teams that are scheduled to umpire the following weekend. Team captains or umpiring coordinators should send the names by Thursday preceding the weekend. Caution should be taken before selecting an umpire in view of providing quality decision making. Umpires should also update themselves with all the rules mentioned in this document.
	4. The neutral umpire will stand at the bowlers end throughout the match. The batting side will provide an umpire who will stand at the strikers end.
	5. All the decisions given by the umpires at the strikers end (like No ball above shoulder high or Waist High Full toss or run out or stumping, or other such decisions within his power) at his end will be binding on both the teams and both the captains should fully abide by that. There shall be no arguments or comments by either side. In cases where the neutral umpire thinks that the decision given by the strikers end umpire (representing the batting side) is not in the fairness of the game, the Neutral umpire appointed by umpiring committee shall have the power to overrule such decisions in fairness of the game.
	6. If the league provides two neutral umpires, they will normally take alternate ends between overs unless the umpires and captains agree otherwise before the toss.
	7. Throughout these regulations the word umpire/umpires shall refer to the neutral umpires
	8. Umpires will control the match, and they shall be responsible for ensuring the conduct of the match is strictly in accordance with the Laws and these regulations. They shall be sole judges of fair and unfair play.
	9. Umpire(s) shall be the judge of the fitness of the grounds, weather and light for the play to continue. He shall also come to an agreement with the captains regarding local ground rules e.g. trees infringing on the ground etc.
	10. Umpires should take fully into account the deliberate slowing down of the tempo of either the batsmen or fielders, if it is a disadvantage to the opposition.
	11. While neutral umpiring is the order for MCL, the captains of each team should select knowledgeable players as umpires in order to maintain the quality of decision making in the games. The captains should remember that if they fail to do, they might get the same in turn when they play as well.
	12. Before making a decision, if the umpires need additional advice, they can call one of the umpiring committee members and review the situation. The Umpiring Committee member’s cell # will be given to all the captains of MCL.
	13. The umpire’s decision is final and cannot be reversed unless he missed a rule written here.

## **No Neutral Umpire on Ground**

* + 1. When no neutral umpire appears for a match, the captains are expected to arrange between them and nominate umpires for the match.
		2. It is expected that with common sense in the Spirit of the Game it will be possible to play the match and receive a result.
		3. Every possible effort must be made to achieve a result.
		4. When deciding on fitness of ground, weather and light the captains will use a common sense approach and come to an agreement.

## **Umpire Absenteeism & Tardiness**

* + 1. An umpire should arrive at the playing ground 15 minutes before the start of the game.
		2. If for any reason the umpire is late or fails to attend without seeking prior approval of the same, the team that he represents may lose the toss in their immediate match, provided the below ruling takes place.
		3. The ruling to this accord will be given out by the umpiring committee for which a written complaint of Umpire’s tardiness has to be received by the committee from either of the Captains within 3 days after the game. Facts of the complaint will be double checked as necessary before the ruling.
		4. If the Umpire Absenteeism or Tardiness occurs for the second time from the same team, then it is considered a case of double tag. As a penalty, 2 points (or the maximum points possible for a win whichever is higher) will be deducted from the points tally for the team represented by the umpire.
		5. For ex: The umpire should be at the venue by 8:15 am for the game starting at 8:30 am. Toss has to be done at 8:20 am and the match should commence by 8:30 am (unless there is rain or the conditions of the ground are bad because of rain the previous night etc.) If the umpire communicates to the captains that he’d be a few minutes late but can arrive before 8:30 am, the captains should nominate an umpire to take up toss formalities etc. and get the game moving. If the umpires arrives after 8:30 am then his tardiness will be penalized as per the conditions given above.

# **Length of the Game**

* 1. Each inning shall consist of 25 overs except during weather related curtailment of the games.
	2. Quota of 25 overs per innings should be completed in 2 hours and 5 minutes, including a 5 minute break after the first 13 overs. A game should be completed within 4 hours and 20 minutes including a 10 minute innings break. Any delay will cause a potential bad light situation. This rule should be strictly followed even in cases where there may not be a bad light situation.

|  |  |  |
| --- | --- | --- |
| 1st Innings | 1 - 13 overs | 60 minutes |
| 1st Drinks Break |  After 13th over | 5 minutes |
| 1st Innings | 14 - 25 overs | 60 minutes |
| Innings Break |   | 10 minutes |
| 2nd Innings | 1 - 13 overs | 60 minutes |
| 2nd Drinks Break |  After 13th over | 5 minutes |
| 2nd Innings | 14 - 25 overs | 60 minutes |

* 1. No game will be played less than 15 overs. Any game where one of the innings cannot complete at least 15 overs is deemed a tie and points will be shared equally between teams.
	2. In case a match cannot take place because of bad weather or inappropriate ground conditions, points will be shared equally by both playing teams.
	3. Toss time for each match shall be 10 minutes before the match start time.
	4. Boundary flags and markers around the ground mark the boundary line.

# **Player Requirement for Games**

* 1. Both the participating teams should be at the ground with all their players before the toss time for the game. Toss time for the game is 10 minutes before the start of the game.
	2. If a team does NOT have at least 7 players on the field by toss time, they will end up losing the toss. However, the game will start on time, which means the team will have to begin playing with the available players (see 5.2). Late comers can join before the start of the 6th over or half hour from game start time whichever is earlier.
	3. If both the teams are short of 7 players by toss time, then the team with lesser number of players will lose the toss and the game shall be played as scheduled (just as in the previous case).
	4. There should be at least 9 players from each team to start the game. If neither team has 9 players then the umpire can cancel the game and report the incident immediately to the committee and necessary action, as decided by the committee, will be announced upon deliberation.
	5. In case one of the teams’ fails to turn up (minimum 9 players) by the scheduled date/time of play then the winning points for that day's match will be awarded to the other team.

# **Supersub**

* 1. Teams can choose one player to be their batting sub and one player to be their bowling sub. Batting sub cannot bowl/keep but can field and bowling sub cannot bat in that game.

# **Weather Related Decisions**

* 1. Umpires have to assess the field and weather conditions before they can conclude on starting or continuing with the game. At any point before the toss, after the toss or during the game, umpire may decide if the game is playable (game is ON) or unplayable (game is OFF). Teams may not pressure the umpire one way or the other.
	2. If the umpires decide that the game should go on, and one team is ready to play while the other team is not, then the team that is not ready to play will have to concede (forfeit) the game.

# **Rain Affected Games**

* 1. If it rains for a brief period during the first innings, play can resume after the rain halts, provided the umpire decides that the ground is in a playable condition. In order to complete the game with in stipulated time, umpire may decide to reduce the number of overs per innings by no less than 10 overs per innings so that each innings can be played a minimum of 15 overs.
	2. If it rains after 15 overs are bowled in the second innings and play cannot be resumed, scores at the end of 15 overs will be compared for both innings in order to decide the winner.
	3. If it rains before the 15th over of the second innings for a brief period, the umpire should decide if the ground is fit to play. Umpire should also decide the number of overs to be reduced in case a reduction of overs is necessary. At least 15 overs should be completed in the second innings in order to decide a winner.
	4. If the 2nd innings is washed out before the completion of 15 overs, then the game is considered a tie and points are equally shared among the teams.

# **Heat Index Over 105 F**

* 1. Anytime there is a heat index of 105 or above, the games on that particular day will be reduced to 15 overs. The game times for that day will be:
		1. AM game - 8 AM - 11:30 AM
		2. PM game - 11:30 AM - 3 PM
	2. Please use extreme caution and take drink breaks after every 5 overs.

# **Wide Rules**

* 1. Every wide ball fetches one additional run and an additional ball for the batting team apart from any runs ran.
	2. Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.
	3. If the ball touches the batsman, it cannot be called a wide.
	4. On a wide ball a batsman can be out in the following circumstances:
		1. hit wicket
		2. obstructing the field
		3. run out
		4. stumping

# **Beamer Rule**

* 1. A beamer or a bouncer is considered a dangerous delivery even if bowled by a spinner and will be given a no ball.
	2. Waist high full toss will be considered a no ball irrespective of the bowling style or speed.
	3. A bowler will be disqualified from bowling in the current game if he bowls any combination of 3 dangerous deliveries in an innings. If the over is yet to be completed, it will be completed by another member of the bowling team who has not completed his quota of overs. Any balls bowled by the other member will be counted against his quota for the game. No matter what, a bowler cannot exceed his bowling quota for the game.

# **No-Ball Rule**

* 1. A Beamer, as described above, will be ruled a no ball.
	2. If at least some portion of the front foot of the bowler does not fall within the bowling crease, the umpire can declare it a no ball.
	3. If the fielding team does not follow the fielding restrictions then the umpire can call a no ball.
	4. Every no ball fetches one additional run and an additional ball for the batting team apart from any runs scored on that delivery.
	5. If the ball passes or would have passed above the shoulder height of the striker standing upright at the crease, either Umpire shall call and signal ‘No Ball’.
	6. On a no ball only a run out, handled ball, hit the ball twice and obstructing the field can be declared out.

# **Free Hit Rule**

* 1. The batting side will be awarded a free hit for any form of No-Ball.
	2. 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.
	3. Field changes are not permitted for free hit deliveries unless there is a change of striker.

# **Penalty for Showing Descent towards Umpires**

* 1. Players are not supposed to show descent against umpires and the umpire can duly talk to the particular player's captain should he feel to discuss or make any penalty etc.
	2. If the Player uses foul language against the umpire during the course of the match, the umpire can use his discretion and warn the player (& Captain) or report to the umpiring committee at the end of the match.
	3. If the same player were to repeat the act again in the same match, then the umpire can instruct the corresponding Captain to send the player off the field and that Team will have to complete the match short of a player. Umpire will also report the incident to the umpiring committee at the end of the match or within 3 days.
	4. Umpiring committee will take appropriate action after deliberation.

# **Run Out Rule**

* 1. For a RUN OUT decision, umpire will have to decide that bails have been taken off by the fielder or Keeper with the ball in their hands, before the batsmen was able to make it into the crease.
	2. In case the bails were already grounded, then the fielder or keeper can pick up one stump or more out of the ground with the cricket ball in their hand(s) and appeal for a RUN OUT.
	3. The Umpires should note that the fielders or Keeper cannot take the bails off or the stumps out with any portion of their body other than the hands.

# **Match Report**

* 1. Both the Captains should provide a match report within three days after the completion of the match to the umpiring committee.
	2. In the report they are free to report their version of the proceedings of the match including umpire’s inconsistencies or wrong decisions (if any) etc.
	3. If the Committee does not receive any such report by 3 days after the completion of the match, then it is taken for granted that there were no un-toward incidents in the match.

# **Ball Condition**

* 1. Every inning should start with a new cricket ball.
	2. After ever completed over, ball should be returned to the umpire to check for ball condition. Umpire will in turn give the ball back to the next bowler at the start of a new over.
	3. During the course of the inning should the umpire feel that the shape/condition of the ball is bad, he can duly replace it with another suitable old ball that’s appropriate for the situation.

# **Drinks Break & Innings Break**

* 1. A 5 minutes drinks break should be taken at the end of 13th over.
	2. If a wicket falls in the 13th over, a break should be taken immediately rather than continuing the game and taking a break after the end of the 13th over.
	3. Umpires can decide to shorten drinks break to catch up on the over rate in case of slow innings progress.
	4. Umpires and Captains will decide on a drinks break in a curtailed game.
	5. In a game played during high heat index, it is encouraged to take 2 drink breaks if a 25 over game is being played. Players are encouraged to hydrate themselves frequently on field.
	6. A 10 minutes innings break should be taken for innings change over.
	7. Umpires can decide to shorten innings break to catch up on the over rate in case of slow game progress.

# **Online Score Sheet Update**

* 1. Score sheets will need to be updated in the website by the Thursday of every week after the game is played. Failure to do so will result in a loss of 1 point from the total points for the team failing to comply. There is a chance that a team could end up with negative points if they fail to update the score sheets.

# **Man of the Match Decision**

* 1. Both playing captains and umpires shall decide all the awards (mom, best batsman, bowler etc.) soon after the match completes. The score sheets will then be entered onto the electronic spreadsheet by the two teams and sent to the statisticians & web developers of MCL.

# **Field Restrictions**

* 1. During first five overs of an innings, a maximum of three fielders are allowed to field outside the 30-yard circle. If more than 3 fielders are present in the outfield, umpire can call a no ball.
	2. After the first five overs of an innings, a minimum of 4 fielders must be present inside the 30-yard circle failing which the umpire might call a no ball. This applies even when a fielding team is playing with lesser number of players.

# **Points Table**

* 1. Points will be awarded as follows:

|  |  |
| --- | --- |
| Win | 2 Points |
| Loss | 0 Points |
| Team Receiving a Walkover | 2 Points |
| Team Giving a Walkover | 0 Points |
| Draw | 1 Point |
| Tie | 1 Point |
| No Play | 1 Point |

# **Playing Area**

* 1. ACAC Cricket grounds must be used only as directed and according to the rules of the tournament and the respective ground authorities.
	2. No one is allowed to enter the playing area unless necessary. Captains may enter the field, upon umpire’s request, in settling disputes during play. It is common that 12th. Man enters the field for water or any gear replacement for the batsmen or the fielding team etc.
	3. Cricket team members must pick-up their garbage after the game is over and leave the ground clean and green.
	4. Cricket team members must behave with a disciplined gentlemanly attitude during all games and functions. It should be kept in mind that youth cricket, family members, kids and rest of Saint Louis Community witnesses these matches. Hence MCL teams should set an example by acting as role models for the youth cricket.

# **Protest/Complaint**

* 1. All claims, protest and complaints must be submitted to the Umpiring Committee, in writing after the match either by the umpires or by the captains of that particular match. If the committee does not receive any report until 3 days after completion of the match, then the committee deems it to be an incident free match.

# **Tie Breaker**

* 1. If the game is not completed due to bad light or bad weather, the decision will be made using the run-rate of the 1st 15 overs of the inning. In case there is still a tie, the decision will be based on the number of wickets out.

# **Substitute Fielders**

* 1. A substitute fielder can participate only in fielding. There should be a valid reason to have a substitute fielder and duly accepted by the umpires and both captains.
	2. A substitute can only be a player from team’s roster. However, upon umpire’s and both captain’s discretion an outside player may be allowed to substitute.

# **Bye runner & Retired Hurt**

* 1. A bye runner is never allowed in the games under any circumstances. A batsman can only retire upon injury and come back after rest of the batsmen who are yet to play are done batting.
	2. If there are more than one retired batsmen, then the batsman who retired first will have to come before the batsman who retired later. This also holds true in case of bio breaks.

# **Dead Ball**

* 1. If the ball is not pitched on the mat, then the umpire may rule it a dead ball in which case the ball is not counted and it has to be bowled once again by the same bowler.
	2. Runs scored off a ball deemed dead are not counted and should not be added to the score sheet.

# **Uniform**

* 1. Whites are required unless color uniforms are suggested by MCL for a tournament.
	2. No Spikes are allowed as it causes damage to the turf / pitches.
	3. Helmets are a must for the batsmen, runner and closing fielders at all times during games and practices.

# **Captains**

* 1. Will be conversant and proficient with the laws of Cricket.
	2. Will follow the constitution, rules and regulation of MCL.
	3. Will control the behavior of all his team players.
	4. Will respect the umpires opinions and decisions.
	5. Will be responsible to go over rules and regulations with their players & umpires from their team.
	6. Will put responsible persons to mark the score sheet and make sure that it is properly done. (dot balls for bowler/batsman, wides, no balls, byes, overs, runs , wickets, how out, total runs/wickets down at the end of each over, correct names as per the team list etc .) The scorer can ask the umpire/captain adhoc, if he has any doubts.
	7. Will give in a match report at the end of each match if he thinks it’s necessary.
	8. Will select quality umpires from his team to represent the umpiring community for MCL and make sure that they arrive at the cricket ground on time.