

Maryland Cricket League



M.C.L. Rule Book

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Though MCL follows most of the ICC rules for T20 games, there are some exceptions, most of which are listed below. If there is any contradiction or differences between MCL Rule and ICC T20 Rule, the MCL Rule trumps the ICC Rule and team should follow the MCL rule. The following also includes clarifications on some ICC rules that are known to cause confusion in the past. MCL reserves right to wave any of the following rules:

1. **Power Play:**

- 1.1. First **6 overs** are **mandatory** Power Play (For 20 overs game).
- 1.2. Only 2 fielders can be outside of the 30-yard circle during Power Play.
- 1.3. Maximum of 5 fielders can be on the leg side.
- 1.4. No more than 5 fielders can be on the boundary after the Power Play overs.

2. **Game Set-up:**

- 2.1. This will be 20 overs match. Maximum 4 overs/bowler. There will be 5-minute break after 10 overs during the innings. 10-minute break at the end of the innings. Umpires are authorized to cut the break if there is any delay during the play to make up the lost time.
- 2.2. Both teams must furnish unwrapped league provided cricket balls to the umpires before the game begins unless otherwise is approved by MCL. In case of a dispute, umpire's decision is final.
- 2.3. Toss will be **10 mins** before the scheduled game time. No minimum requirement of players for toss.
- 2.4. Both captains should select **Playing 11** in the scoring app before the toss. No player may be changed after that without the consent of the umpires and both captains.
- 2.5. 90 minutes per inning. Each team is expected to complete their inning within 90 minutes of the start of their inning.
 - 2.5.1. **Exception:** Exception shall be allowed in case of medical or another unforeseen situation as approved by the umpire.
- 2.6. **Scorers:** It is batting team's responsibility to maintain the scorecard using scoring app: mark the runs scored, how the batsman got out, and bowler's name who got the wicket. Each team should keep a paper scoring sheet and pen handy for all the games. In case app goes down, the teams should use the paper scoring without delaying the game.
- 2.7. Teams to bring their own stumps and flags for boundaries and 30-yard circle.

3. **Win/Bonus Point Allocation:**

- 3.1. A team will get **4 Points** for each Win.
- 3.2. A team can earn **1 Bonus Point** in case of the following:
 - 3.2.1. When Team A score/Team B score ≥ 1.25 ; Team A gets 1 bonus point.

3.2.2. When Team B chases Team A target in 80% of the total allocated overs or less; Team B gets 1 bonus point. For example, in case of 20 overs game, if Team B chases Team A target in 16 overs or less, Team B gets 1 bonus point ($20/16 = 1.25$).

3.2.3. **No bonus point** for a tie or washout/cancellation.

4. **LBW Rule:**

4.1. There will be **No LBW**; Batter should not be given out LBW.

4.2. Batter should not be given run out if attempting to run a leg-by.

4.3. If batter gets bowled or stumped after ball hitting any part of a batter's body, the batter should be given out.

4.4. Umpires will determine if batter was attempting a run or was genuinely stumped out. If umpire determines batter was attempting a run, the batter should not be given out. If umpire determines batter was not attempting a run and was outside the crease as part of playing the ball, the batter should be given stumped out.

5. **Boundaries:**

5.1. Boundaries should be marked at 55 yards from the middle of the pitch unless the location doesn't allow it.

5.2. On the grounds, where there is no pre-drawn circle to mark boundary and boundaries are marked only by flags/cones, the area between two points (flags/cones) is considered to be a straight line.

6. **Wide Balls:**

6.1. Any ball bowled outside of the leg stump, that doesn't touch bat or any part of the batter's body, should be called a wide (*if ball goes over the stumps, it should NOT be called wide*).

6.2. On the off side, if the ball is outside the wide line mark, it should be called a wide. The line belongs to the umpire and he can decide how he will judge it. MCL suggests umpires and both captains discuss before a game starts how the umpires will judge the ball over the line.

6.3. If the striker attempts a switch hit, the wide ball should be judged based on the wide line mark on the both side. For example, if a striker attempts a switch hit and the ball goes outside of his original leg stump but is inside the wide line mark on his original leg side, the ball shall not be judged as a wide ball. In same case, if the ball goes outside of his original off side wide line mark, it will be umpires judgment call if it is wide or not as described under the following rule.

6.4. If the striker makes a move to his off side (for a regular shot or for a switch hit), the umpire shall not use the off side wide line mark to make a wide ball decision. In this case, the umpire shall to make a judgment call if the ball was close enough to play the ball or not. Umpire's call will be final.

6.4.1. If umpire decides the striker could have played the ball, he should not give it as a wide.

6.4.2. If umpire decides the ball was too far from the striker and he could not possibly have played the ball, he should give it as a wide ball.

7. **Dead Ball:**

7.1. A ball shall be considered a dead ball when:

7.1.1. ball bounces more than once.

7.1.2. ball rolls along the ground before it reaches the popping crease.

7.1.3. ball hits edge of carpet covered cement pitch or mat.

7.1.4. ball hits any nail (*on side or middle of pitch*) used to secure mat.

7.1.5. ball is pitched outside of the pitch such as the grass area.

8. **Penalty:**

8.1. There is **NO 5 Runs Penalty** if the ball, that is still in play, hits any passive object already present on the field such as water bottle, cone, extra keeping gloves, other practice ball, flags, clothing, etc. However, the umpire should assure such loose objects are wither removed from the ground or kept in the area where ball doesn't often go such as behind the keeper.

8.2. Intentionally obstructing the ball with a foreign object by the fielding side results in 5 penalty runs awarded to batting team as byes.

8.3. While attempting to run out a batsman, if the ball hits any passive object first and then hits the stumps and the batsman was short of his crease, he should be given run out. All players and umpires are recommended to keep all the passive objects such as water bottles away from the stumps.

8.4. The base of a spring stumps is considered a foreign object. In case spring stumps are used and there is stumping or run out attempt:

8.4.1. If the ball first hits the base and then stumps/bails, the batsman should be declared out given the batsman was outside the crease at the time the ball hits the stumps/bails.

8.4.2. If the ball hits only the base but doesn't hit the stumps/bails, the batsman should not be give out even if the bails come off or stumps move. Umpire's call will be final in determining if the ball hit just the base or hit the stumps/bails.

9. **No Balls:**

9.1. **Front-Foot No Ball:**

9.1.1. If no part of the front-foot of a bowler is behind the line (of popping crease), it should be called a No Ball. If a part of the front-foot is on the line but nothing behind the line, it should be called a No Ball. There will be a free hit.

9.1.2. Bowler may bowl from behind the bowling crease (non-striker stump) line. This is not a No Ball.

9.2. **Back-Foot No Ball:**

9.2.1. There is **no** back-foot No Ball in MCL. However, a bowler must bowl from the legal width of the pitch. If a bowler bowls from outside of the legal width of the pitch, the bowl is considered a No Ball, but there is **no** free hit.

9.3. **Height-Related No Balls/Wides:**

9.3.1. Full toss, above the waist height, should be called No Ball and there will be a free hit.

9.3.2. Two bouncers, between striker's shoulder and top of head, is allowed per over. However, the Umpire must give bowler a warning after each such bouncer is bowled. If bowler has been given official warnings and third such bouncer is bowled in the same over, the ball should be called No Ball and there will be a free hit.

9.3.3. If the ball is bowled without bouncing and is above the striker's waist height, it should be called a No Ball and Free Hit should be given.

9.3.4. If the ball is bowled without bouncing and if umpire decides it was dangerously close to striker's head/face, umpire should declare it as a beamer. This should be called a No Ball and Free Hit should be given. A bowler should be given a warning by the umpire for dangerous bowling. If the same bowler bowls two beamers in the same innings, the bowler will no longer be allowed to bowl in the same innings.

9.3.5. If the ball hits stumps on full (without bouncing), it is not a no ball regardless of how high the bowl was when it passes the striker.

9.3.6. Any bowl that passes above the head height of the striker standing upright at the popping crease, should be called a **Wide** (not a No Ball) unless it is the third bouncer of the over in which case, it is a No Ball with a free hit.

9.3.7. A No ball takes precedence over a Wide ball. It is possible that a call of No ball by the Leg umpire may come after the call of Wide ball. In that case, the No ball should be counted and scored and the Wide ball call will have to be revoked.

- **NOTE:** For all the height related calls, umpire should consider any movement from the batter (striker). For example, if the ball would have been below waist height should the batter had stood his ground, it should not be called a No Ball or a beamer. The Umpire's call is **final**.

9.4. **Uncommon No Ball Scenarios:**

9.4.1. If a bowler breaks the non-striker's end stumps in the delivery stride and delivers the ball, it should be called a No Ball, but there is no free hit.

9.4.2. If a bowler forgets to call for bowling guards (*over, around, left arm, right arm, slow, medium, fast*) before bowling, it is not a no ball. If bowler forgets to call bowling guards, umpire/batsman should find out the bowler's mode of delivery. However, if a bowler wants to change the bowling guards (e.g. change side) after the over has started, the

bowler must inform the umpire of his intent to do so. If bowler fails to inform the umpire of the change in guards after the over has started, this should be declared as a no ball but there is no free hit.

9.4.3. If any fielder fielding on the ground talks or makes any audible noise after a bowler starts his run up, the ball should be called a No Ball but there is no free hit.

9.4.4. If more than **5 fielders** are fielding on the **Leg Side** of the batter, the ball should be called a No Ball but there is no free hit. Please note there is no limit on how many fielders can be placed on the **Off Side**.

9.4.5. If more than **2 fielders** are placed outside 30 yards circle during power play, the ball should be called a No Ball but there is no free hit.

9.4.6. If more than **5 fielders** are placed outside 30 yards circle during non-power play overs at the time a ball is bowled, the ball should be called a No Ball but there is no free hit.

9.4.7. After the bowler starts his run up, fielders may make vertical (front and back) movement but fielders may not make any significant lateral (sideway) movement. In case umpire determines a fielder made a significant lateral movement after the bowler started his run up, the bowl shall be declared as a no ball but there is no free hit.

10. **Minimum Player Requirements:**

10.1. **7 minimum players** are required from each team for a game to be played.

10.2. A team short of 7 players, **30 minutes** after the official game start time will be considered to have game forfeited.

11. **Player Joining Game Late:**

These rules can be waived, for a given game, should both captains agree to:

11.1. A player may join the up until 30 minutes after the official game start time or 6 overs have been bowled: which ever happens first.

11.2. Player must wait for over to end before joining the game.

11.3. Player may not be allowed to bat or bowl for the number of overs missed. Player may field or keep wickets.

- **For Example:** If player X joins the game after 4 overs have been bowled, X may not bat or bowl until 8 overs of the innings are completed.

11.4. In case a team is playing with less than 11 players, the team can still keep maximum of 2 players outside 30 yards circle during power play and maximum 5 players outside 30 yards circle during the non-power play overs.

12. **Substitute Fielder:**

12.1. Substitute fielder may be allowed for injuries that happens during the game. substitute fielder is not allowed If injury was pre-existing before the game started.

12.2. Substitute fielder is allowed to give fielder a bio-break.

12.3. Umpire should be notified of each substitution.

12.4. Substitute fielder may field or keep wickets. substitute fielder is not allowed to bat or bowl.

13. **Games Affected by Weather:**

13.1. Teams should follow Montgomery County Park Department's policy on the use of ground in case of rain. If park department officially announces that a given ground is closed, the teams should not use that ground and consider game **canceled** unless MCL is able to arrange for an alternate ground. Most up to date information on ground operating status can be found at <https://www.montgomeryparks.org/rainoutline/>.

13.2. Given the ground is open, game should be played if a minimum of 10 overs a side can be played as per the "**Game Timing**" section of this rule book.

13.3. If county has not closed the ground and/or MCL has not called off or delayed the game, both teams must come on the ground on time. If needed, the umpire must decide if the ground and/or weather is unplayable or playable. Umpire may consult with the captains but this is not required. If one or both teams or umpire do not show up on the ground, this will be considered infraction and penalties may be imposed as described in the other sections of this rule book.

- In the event one team show up and the other is a no show, game points will be awarded to the opposite team that showed up. This will be considered a forfeit by the no show team. Please refer to section "Forfeit or Splitting of Points for Matches Not Affected by Weather" for more information on potential point penalty.

13.4. If a game gets canceled due to weather, that game can be rescheduled. MCL allows utmost flexibility and independence in rescheduling weather affected games.

- MCL encourages teams to directly work it out with each other and reschedule the game on day and time that works best for both the teams. Teams may find ground and umpires on their own.
- In case team(s) requests MCL to reschedule a game, the MCL will try its best to do so on the day and time that best works for both the teams. However, the ground and umpire availability may dictate the teams be flexible as well.

13.5. If circumstances dictate and teams agree, the rescheduled game can be a reduced overs game with up to minimum of 10 overs a side and/or game can be rescheduled during weekday evening.

13.6. MCL's goal is that all teams get to play all of their originally scheduled league games. In worst case, MCL will assure each team gets to at least play 70% of originally allotted games.

13.7. If MCL is asked to reschedule the game, the rescheduling will be done in an ascending order. For example: If a game between Team A and Team B has been washed out and if both teams have played less than 70% games before start of playoffs, their game would be the first one to be rescheduled in the available slot. If Team A had more than 70% games but Team B less

than 70%, then Team B will play the first rescheduled game against their regularly scheduled team.

13.8. This adjustment will have a fixed schedule and teams (including one's that's already qualified) won't have choice but to honor the schedule.

14. **Playoff Progression:**

14.1. The playoff progression will be decided and communicated to all captains before the start of the tournament.

14.2. No changes will be made to the published bracket after the second week of the tournament.

15. **Forfeit or Splitting of Points for Matches Not Affected by Weather:**

15.1. Forfeit or splitting of points for matches not affected by weather is not permitted. However, MCL will consider such request on case-by-case bases. MCL may allow for Forfeit/splitting of points based on humanitarian ground/circumstances beyond team's control. Please note forfeit/splitting of points will not be allowed for religious holidays.

15.2. If team forfeits a match that is not affected by weather without MCL agreed upon valid reason, the opposition team will be awarded 4 points. Additionally, the forfeiting team will have point penalty deduction of 1 point for first instance, 2 points for second instance, 3 points for third instance and so on and so forth.

15.3. If both teams mutually decide not to play a match that is not affected by weather without MCL agreed upon valid reason, neither of the team will be able to get any point from that game. Additionally, teams will have point penalty deduction of 1 point for first instance, 2 points for second instance, 3 points for third instance and so on and so forth. Each team will be independently judged if it is their first, second, third instance and applied point penalty accordingly.

- **NOTE:** Any point penalty under this clause may be assessed on the team during next season if it is obvious: 1) Team is not going to make it to play offs, 2) Team is guaranteed to make it to play off and their standing will not change even after penalty is applied.

16. **On-Field Behavior:**

16.1. Players are expected to treat each other with utmost respect. No activity which is deemed to be against the spirit of the game such as sledging, cursing, physical altercation, etc. is allowed during a game. However, if a player engages in such activity toward other player(s) or umpire(s), the umpire(s) can disqualify the player(s) from the game. Such events should officially be reported to MCL by captains/umpires via email. MCL will review the events and conduct a fact-finding exercise. The MCL may suspend the player(s), captain, or entire team for a XX number of games or for entire season. In rare situation, MCL may ban player(s) and/or team for taking part in MCL in the future.

16.2. In case a significant issue arises during a game, the batting side captain and/or vice-captain may enter the field if permitted by the umpire. With umpires permission, both captains/vice-captains should discuss the issue with the umpire(s) with goal to resolve the issue ASAP and move on with game. Other players from both team should not engage in this discussion. If umpire feels any such discussion is not leading towards the resolution of the issue, the umpire shall ask specific player(s) or all the players to disengage from the discussion and the umpire should make a decision he deems appropriate as per the MCL/ICC rule.

17. **Player Identity Verification:**

17.1. A captain, an umpire or any individual authorized by the MCL may request a valid picture ID from any player. All the players should be able to present a **valid Picture ID** upon request within **15 minutes**.

17.2. Recommended time to request and present ID is either before/after the game or during the innings break.

17.3. If a player fails to present an ID, the requester should inform MCL by sending an email to Marylandcricketleague@gmail.com with as much detail as possible describing what happened and parties involved. MCL will typically allow adequate time to the team management of that player to present a valid picture ID to MCL. The team management of that player is responsible for reaching out to MCL and working out the logistics of presenting ID.

18. **Conflict Resolution:**

18.1. To have MCL resolve any conflict issue, the issue must be reported with full details in writing to MCL by sending an email to Marylandcricketleague@gmail.com. WhatsApp group or any other public platform **MUST not be used** to discuss any conflict issue.

Typical Conflict Resolution Process:

1. *Official team representative (captain, vice-captain, manager) reports the conflict to MCL via email.*
2. *MCL organizing committee members will review the email.*
3. *MCL organizing committee member(s) will speak to parties involved and any witnesses as needed for fact finding purpose.*
4. *MCL organizing committee members will consult with senior and respected members from other teams as needed.*
5. *MCL organizing committee members will announce their decision on the issue.*
6. *If a team or team member of any of MCL organizing committee member is involved in a given incident, that member(s) will not take any part in the resolution process for that incident.*

19. MCL WhatsApp Group Usage Guidelines:

19.1. MCL promotes and encourages open communication between all the teams and the WhatsApp group is provided for this purpose.

19.2. The **WhatsApp group should be used** to build camaraderie and networking related to cricket and beyond, for example, **to**:

- Set up practice matches
- Find a common ground on issues impacting larger group of people (not one or two teams)
- Quickly share MCL related news or heads up or useful information
- Praise, appreciate and congratulate good performances
- Show any disagreement politely
- Share community-wide event announcements
- Share job openings or enquiring for open position(s)

19.3. The **WhatsApp group should not be used to**:

- Discuss any conflict/issue or to complain or to present issue affecting one or two team (*send an email to MCL*)
- Make religious comment(s) to hurt anyone's sentiment
- Insult anyone or make personal attacks or to argue with each other on issue that may only affect two teams in question
- Work out logistics for rescheduling games (work one on one and get MCL involved as needed)

20. Umpiring:

Meeting umpiring obligations is paramount to integrity of MCL. Umpires should thrive to make correct decisions. However, the teams should be mindful and accept the reality that umpires are humans and errors can be made.

20.1. Umpire's call is final. However, the umpire can change any decision he has made for any reason as long as the next bowl is not delivered. In case an umpire has given a decision that is not as per MCL/ICC T20 Rule, captain vice-captain may inform the umpire of the rule. If umpire learns the decision he has made was an error, the umpire is encouraged to change his decision before the next ball is bowled. Umpire shall not change his decision once the next ball is bowled.

20.2. In the event when only one neutral umpire is present on the ground, the game can still be played when both team captains mutually agree to do so. The batting team can ask one of its players to perform leg umpiring duties. However, all the final decisions will be taken by the neutral umpire. This includes stumping, height related calls, and run out on striker's

end. In these cases, the neutral umpire should consult with the leg umpire but must make the final call.

20.3. An umpire should 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 other neutral umpire becomes the main umpire and the replacement will act as leg umpire.

20.4. Main and leg umpires, at their own discretion, applying proper logic can change ends ensuring they provide fair service for both teams. MCL recommends each umpire do main umpire duty for half innings for each of the innings. For example, in case of 20 overs game, changing ends at end of 10 overs in each innings. If umpires decide Umpire A will be the main umpire for Team 1's entire innings, the umpire A should also be the main umpire for Team 2's entire innings.

20.5. The following tables illustrate various scenarios on potential Demerit Points/Monetary Penalties that will be imposed on team(s) for missing or arriving late on any umpiring assignments:

20.5.1. **Missed Umpiring Assignment with Prior Notification to MCL:** The team(s) must notify MCL by 5pm before game day about missing as Umpiring Assignment.

Umpiring Assignment Missed	Demerit Point Penalty	Monetary Penalty (\$)
1 st	0	25
2 nd	1	25
3 rd	2	25
4 th	3	25
5 th	4	25

20.5.2. **Missed Umpiring Assignment without Prior Notification to MCL:**

Umpiring Assignment Missed	Demerit Point Penalty	Monetary Penalty (\$)
1 st	1	25
2 nd	2	25
3 rd	3	25
4 th	4	25
5 th	6 (Not Eligible for Playoffs)	25

20.5.3. **Umpires Not Arriving by Toss Time (i.e. 10 Minutes Before Start Time):** But, they arrive by the Official Game Start Time.

Frequency	Demerit Point Penalty	Monetary Penalty (\$)
1 st Time	0	0
2 nd Time	0	0
3 rd Time	0	0
4 th Time	0	20

5 th Time	0	20
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20.5.4. ***Umpires Arriving 1-15 Minutes After the Official Game Start Time:***

Frequency	Demerit Point Penalty	Monetary Penalty (\$)
1 st Time	0	0
2 nd Time	0	0
3 rd Time	0	20
4 th Time	0	20
5 th Time	1	20

20.5.5. ***Umpires Arriving 16-30 Minutes After the Official Game Start Time:***

Frequency	Demerit Point Penalty	Monetary Penalty (\$)
1 st Time	0	0
2 nd Time	0	20
3 rd Time	1	20
4 th Time	2	20
5 th Time	2	20

20.5.6. ***Umpires Arriving 31-75 Minutes After the Official Game Start Time:***

Frequency	Demerit Point Penalty	Monetary Penalty (\$)
1 st Time	0	20
2 nd Time	1	20
3 rd Time	2	20
4 th Time	2	20
5 th Time	2	20

20.6. The above penalties will be assessed by MCL only if both the teams officially report it to MCL **via email**. Please report the Umpire Name, Umpire Team Name, Official Game Start Time & Umpire Arrival Time.

20.7. As decided by unanimous voting during the Captains Spring 2018 Season meeting held on March 31, 2018, each team is to pay **\$100** as a deposit for each season. The MCL is authorized to deduct money from this deposit to apply towards any applicable monetary penalties. At the end of the season, teams will get all or whatever left from the deposit back. Teams may ask MCL to keep the deposit to be used as the next season deposit or pay towards next season dues.

20.8. If a team accumulates several monetary penalties such that the \$100 is used up during the season, the team will have to pay another deposit in the amount of \$100 for that team to continue to play during that season.

- 20.9. MCL will not keep any monetary penalty it collects. Monetary penalty collected will either be paid to whoever goes to cover for the umpiring assignment or will be distributed to the teams whose game got affected due to missed umpiring assignment or late arrival of an umpire.
- 20.10. Teams may switch umpiring assignments on their own and notify MCL about it. If teams get someone to cover for their assignment in timely manner, the team will not be assessed the above penalty.
- 20.11. If team A gets team B to take their assignment or switches their assignments with each other, both teams should inform MCL via email and acknowledge they agree to take over or switched the assignment. If team B agrees to take team A's assignment and misses or umpire reaches late, the above penalties will be assessed on team B. However, if the switch happens without notifying MCL, team A will be assessed the above penalties.
- **NOTE 1:** Any point penalty under this clause may be assessed on the team during next season if it is obvious: 1) Team is not going to make it to play offs, 2) Team is guaranteed to make it to play off and their standing will not change even after penalty is applied.
 - **NOTE 2:** Any point penalty during the play offs due to missed or late umpiring assignment will be assessed during the next season.

21. Game Timing:

- 21.1. Games should be started and finished as per the scheduled time.
- 21.2. Toss time is **10 minutes** before the official game start time.
- 21.3. Umpires should arrive on ground at least 10 minutes before the official game start time.
- 21.4. Team captains should not wait for the toss if any of the umpires not present 10 minutes before the toss. Both captains should do the toss.
- 21.5. Both captains must set-up game and enter the team in CricClubs app 10 mins before the game.
- 21.6. Game start time is to start the game. Toss, boundary set up, entering team in the APP must be done before the game start time.
- 21.7. The ground that requires setting up mat and if your game is the first game of the day on that ground, both team players should come to the ground at least 40 minutes before the game start time. Both teams are to work together on setting up and taking out the mat.
- 21.8. Game can be started as soon as both the teams have at least 7 players present on the ground (not in the parking lot or in the car or on the way or almost there).
- 21.9. If game is delayed due to weather, setting up of the mat and boundary or both teams being late to the ground, the length of the game should be reduced as follow:

- 21.9.1. **10-15 Minutes Delay:** No reduction in overs but all the breaks in the game should be reduced to quick drink breaks including innings break. The quick drink break also applies to any delay longer than 15 minutes.
- 21.9.2. After that for every 5 minutes of delay, the game should be reduced by one over until 10 overs a side game can be played, for example:

Delay (Minutes)	Maximum Overs Per Side	Power Play Overs	Bowling Limitations
16 – 20	19	6	4 Bowlers Maximum 4 Overs
21 – 25	18	6	3 Bowlers Maximum 4 Overs
26 – 30	17	5	2 Bowlers Maximum 4 Overs
31 – 35	16	5	1 Bowler Maximum 4 Overs
36 – 40	15	5	All Bowlers Maximum 3 Overs
41 – 45	14	4	4 Bowlers Maximum 3 Overs
*	*	*	*
*	*	*	*
*	*	*	*
61 – 75	10	3	All Bowlers Maximum 2 Overs

- 21.10. In case of delay, the above listed **Adjusted Power Play** and maximum overs allowed per bowlers should be discussed and acknowledged between the two captains and umpires.
- 21.11. If a game is delayed because of one team being late, overs should be reduced as above but only for the team that caused delay. Umpire must agree that delay was caused by one team. **For Example:** in game X vs Y, umpires decide 25 minutes of delay is caused by Team Y. In this case, Team X will get to bat for their maximum of 20 overs while Team Y will get to bat with maximum of 17 overs with adjusted power play overs (5) as suggested above. The Team X will be allowed to have 2 bowlers bowl maximum of 4 overs.
- 21.12. If game is delayed due to umpire coming late, there are penalty to the team the umpire belongs to. Please see “**Umpiring**” section for more information. In this case, while teams may play full 20 overs a side a game, the captains may mutually agree to reduce the game as suggested above or at least cut down all the breaks to quick drink breaks. The goal should be to finish the game on time as much as possible.
- 21.13. If game is delayed by more than 75 minutes due to weather or both umpires coming late, the game will be rescheduled. However, both the teams may agree to split the points. In this case, both the teams must inform MCL within 5 calendar days of their intent to split the points if the game is scheduled to be played at least 4 weeks before the first play offs games. Otherwise, teams will have 48 hours to inform MCL of their intent to split the points.

21.14. If game is delayed by more than 75 minutes due to both teams being late, this will be considered a forfeit by both the teams. Both teams will get 0 point for that game. Both teams will be liable for any applicable point penalty as per section 15 of this rule book.

