

Maryland Cricket League (MCL) ~ Pre-Game Checklist

- ☑ Both captains and umpires should have easy access to **MCL Rule Book** in case it needs to be referred to during the game. It could be a printed copy or an electronic copy on the phone.
- ☑ Both teams work on setting up mat, boundaries, stumps, wide line mark, etc. as needed for a given ground. Both captains should enter their playing 11 into the scoring app. All these should be done at least 10 minutes before the official game start time which is also the toss time. Teams should not start practicing before the above is completed.
- ☑ As long as at least one person is on the ground from the leadership of each team, the toss should happen on time (*10 minutes before the official game start time*) even if umpire is still not present.
- ☑ 90 minutes per inning: Each team is expected to complete their inning within 90 minutes of the start of their inning.
 - ✓ Umpires and Captains should check whether game is running on time during a break after 10 overs. If not, they should speed up the game and reduce break time.
 - ✓ If game doesn't start on official start time, the overs per innings should be reduced as outlined in the MCL Rule Book.
- ☑ Umpires are encouraged to discuss most common no-ball and wide criteria with both captains.
- ☑ Remember: **NO LBW. NO LEG BYE runs. No Run Out** if trying to run leg bye runs.
 - ✓ Umpires are going to decide on LEG BYE. A batsman after getting run out can't claim that it was leg bye. It is the umpire(s) who'll make the final call.
- ☑ No bottles should be placed around the stumps. It's batsman, bowler and umpires' responsibility to ensure no bottles are around the stumps.
 - ✓ Bottle can be kept behind wicket keeper or with leg umpire.
 - ✓ No penalty, if ball hits the bottle. Also, it's a live ball.
- ☑ Set expectations on players behavior and foul language:
 - ✓ Friendly banter delivered in friendly manner is okay, however, if a player on receiving end is uncomfortable, he should report it to the umpires and captains about the same.
 - ✓ Umpires give heads up/warning to both the captains to control their players. If a team still continues to use foul language – that may result into penalty as outlined in the MCL Rule Book.
- ☑ In case of dispute about umpire(s') decision, only captains/vice-captains should talk to both umpires if allowed by the umpires. No other players should interfere in the matter.
- ☑ Players on the boundary lines are advised to stay there after taking a catch OR fielding the ball near the line, so either of the umpires can check their position in case of a dispute.

Umpires are part of the human element of the game, and that human element is what makes the game interesting. Umpires may make an error or two, but you should take this in a same way as your player dropped a catch OR missed out on an easy run out.

While we have MCL Rule Book that we can follow, please be flexible as much as possible in any given situation and work with each other to resolve the issue and move the game forward.