

MHCL 2018

Rules & Regulations

TOURNAMENT FORMAT

- The teams shall be divided into 2 groups – Group A and Group B.
- Each team in a group shall play matches against every other team in the same group (round robin format).
- 2 points are awarded for a win, 1 point for a Tie/No-Result and 0 points for a loss.
- Top 4 teams from each group shall qualify for the Quarter Finals.
 - The quarter finals shall be played as below
 - Group A 1st vs Group B 4th
 - Group A 2nd vs Group B 3rd
 - Group A 3rd vs Group B 2nd
 - Group A 4th vs Group B 1st
 - The semifinals shall be played as below.
 - 1st Quarter Final Winner vs 3rd Quarter Final Winner
 - 2nd Quarter Final Winner vs 4th Quarter Final Winner
- The 2 winning teams in the semifinals shall play the final and the 2 losing teams in the semifinals shall play a 3rd place match.

PLAYERS REGISTRATION AND TEAMS ALLOCATION

- All the interested players shall register themselves for the league through the distributed link / portal.
- All the team owners shall be consulted and a pool of ICON players shall be decided.
- Each team would receive one ICON player through lottery system (chits).
- The team owners may take assistance from their respective ICON player during the players bidding process.
- If an ICON player is not present during the players bidding process, it is understood that the team owner shall be on his/her own and bid for the players.
- The auctioneer's decision will be final regarding which team has successfully bid for a certain player.
- The auctioneer shall decide the base price of the player undergoing the bidding process.

MATCH FORMAT & DURATION

- **GROUP STAGE (ROUND ROBIN FORMAT)**
 - Each innings shall constitute of 14 overs.
 - The expected time for completing the match is 2 HR 20 MINS.
 - First Innings 1st Half – 7 Overs – 30 Minutes
 - 5 Minute Strategic Timeout
 - First Innings 2nd Half – 7 Overs – 30 Minutes
 - Innings Break – 10 Minutes

- Second Innings 1st Half – 7 Overs – 30 Minutes
 - 5 Minutes Strategic Timeout
 - Second Innings 2nd Half – 7 Overs – 30 Minutes
 - 3 Matches shall be played on a single day with the below start and end times.
 - Match 1: 08:30AM to 10:50AM
 - Match 2: 11:15AM to 01:35PM
 - Match 3: 02:00PM to 04:20PM
- **KNOCKOUTS – SEMIFINALS, 3rd PLACE MATCH and FINAL**
 - Each innings shall constitute of 16 overs.
 - The expected time for completing the match is 2 HR 40 MINS.
 - First Innings 1st Half – 8 Overs – 35 Minutes
 - 5 Minute Strategic Timeout
 - First Innings 2nd Half – 8 Overs – 35 Minutes
 - Innings Break – 10 Minutes
 - Second Innings 1st Half – 8 Overs – 35 Minutes
 - 5 Minutes Strategic Timeout
 - Second Innings 2nd Half – 8 Overs – 35 Minutes
 - 2 Matches shall be played on a single day with the below start and end times.
 - Match 1: 10:00AM to 12:40PM
 - Match 2: 01:30PM to 04:10PM
- The start times of the matches need to be strictly adhered to for smooth conducting of the matches.
- A minimum of 8 Players are required from each team to conduct a match.
 - The team with less than 8 players shall be permitted 20 minutes to call up the required number of players to conduct a match. Otherwise, the opponent shall receive 2 points on account of match walkover.

BREAKING TIES & NO-RESULT RULES

- During the group stage, if both the teams score the same number of runs at the end of the 2nd innings, the match shall be termed TIED and both teams are awarded 1 Point.
- During the knockout stage, if both teams score the same number of runs at the end of the 2nd innings, the match shall be decided via a SUPER OVER.
 - The team which batted 2nd shall bat first in the Super Over.
 - 2 wickets are allowed in the super over.
 - If match ends as tie after super over also, the team which hit more number of boundaries in the actual match (not counting the boundaries in the super over) shall be termed the winner.
 - If the boundary count also matches, the team which lost the lesser number of wickets in the actual match shall be termed winner.
 - The last resort is to decide the winner based on a coin toss.
- If 2 teams have same number of points after group stage has ended, the team with higher net run rate shall progress to the knock outs.
 - If both teams with same points have the same net run rate, the team which won the match during the group stage against the tied team shall progress further.
- Rain Clause
 - If a match is completely washed out during the group stage, both teams shall receive 1 point each.

- A completely washed out knockout match shall be rescheduled.
- During group stage, if a match is stopped and abandoned before the 7th over of the 2nd innings is bowled, both teams shall receive 1 point each.
 - In case of a knockout, a new match shall be conducted.
- If a match is stopped after 7 overs have been bowled in the 2nd innings, an attempt shall be done to complete the remainder of the match on a different day to bring about the result.

PLAYERS RULES

- A player shall play for one – and only one – team in the complete tournament.
- No cross-team substitutions (or replacements) shall be permitted once the teams have been finalized post the players bidding.

BATTING RULES (AND EXTRAS)

- Boundaries for the match shall be decided by the 2 umpires and the 2 captains before the start of the match and shall remain the same for the complete duration of the match.
- In addition to the regular run making rules, the following rules shall be followed for extra runs.
 - Runs can be scored via BYEs and OVERTHROWs.
 - Over stepping the front line and over stepping the side lines – both shall be deemed as NO BALL and shall result in an extra run + extra ball + FREE HIT!
 - Over the waist high full toss ball shall be termed a NO BALL resulting in an extra run + extra ball + FREE HIT.
 - Leg Byes are not allowed.
 - One bouncer (above the shoulder) is allowed per over. The second bouncer shall be termed as NO BALL. An extra run is awarded. No Free hit is awarded.
 - All over-the-head bouncers, if not made contact with the bat, shall be termed as WIDE ball and an extra run is awarded.
- No bye-runners shall be allowed under any circumstances.
- A batsman, if retiring hurt due to an accepted (or visible) physical injury sustained during the course of the innings, can choose to come back to bat any time later.
- No unaccepted retiring of the batsman is allowed during the course of the innings.

BOWLING RULES

- Maximum of 4 overs are allowed per bowler.
- All bowlers shall bowl with allowed/accepted action by the 2 umpires and the 2 batsmen at the crease.
- The batsmen at the crease can appeal for a chuck/throw to the on field umpires, but the decision to remove a bowler from bowling is totally at the discretion of the on field umpires and the batting team cannot enforce this.
- A bowler – if removed during an over, from bowling, by the bowling team captain – for whatever reason can return to bowl only at the consent of the 2 on-field umpires and they providing their acceptance.

- A bowler shall NOT BE WARNED for not informing the guard to the umpire. He/She has to inform the umpire about which side they'd choose to bowl. In case this is not informed, the umpire can term the ball as NO BALL. No free hit shall be awarded for this.

FIELDING RULES

- During the course of the innings, AT ALL TIMES, there should be a minimum of 4 players fielding inside the 30-yard circle. Any violation to this shall be termed as NO BALL. No free hit shall be awarded.
- Maximum of 5 fielders are allowed on the LEG SIDE (ON SIDE), including the bowler.
 - Example: If a right hand bowler bowls round the wicket to a right hand batsman, only 4 more fielders shall be allowed on the leg side.
- Maximum of 2 fielders are allowed behind the square on the LEG SIDE.
- A player has to field for accepted period of time during an innings, to be allowed to bowl. It is not accepted that a bowler will only enter the ground to bowl his quota of overs and a fielder would substitute during other times.

UMPIRING RULES

- The umpires for a match shall be determined during the scheduling of the matches.
- The on-field umpires' decision is deemed final.
- Both the umpires can consult each other for any kind of decision over-turning or clarity over a decision.
- The umpires shall be responsible for smooth conduct of the match, and ensuring match starts and ends in stipulated time.
- The on-field umpires needs to warn the teams/players on the very first account of bad conduct, which includes -- direct sledging, excessive appealing, excessive shouting/yelling, abusive language and bad gestures. The warning has to be given in front of both captains, leg umpire and offending player(s). If the team/players continue to play the game in unacceptable manner, the on-field umpires have the authority to send the player(s) off the field (or) penalize the offending team 5 runs (or) stop the match and award the match to the other team. If both the teams are found guilty of misconduct, the umpire can stop the game and walk off, resulting in no points for both the teams.