Major MTCL Changes for 2023 season

- **Divisions**
  - 2 Divisions
  - 2022 Top 10 teams in Division 1. All other teams in Division 2.
  - Home/Away teams
    - **Teams have to provide umpires as scheduled.**
    - Home Team Captain will throw the toss and Away Team Captain will call.
  - 18 Division games for all teams
  - Playoffs:
    - In Division 1, top 6 Teams will advance to playoffs:

Group A	Group B
1	2
4	3
6	5

      - At Playoffs Group stage, teams will play within their Group (i.e. 2 games each).
      - A1 & B2 and B1 & A2 will play in semi-finals.

    - In Division 2, top 8 Teams will advance to playoffs.

Group A	Group B
1	2
4	3
5	6
8	7

      - At Playoffs Group stage, teams will play within their Group (i.e. 3 games each).
      - A1 & B2 and B1 & A2 will play in semi-finals.

    - **Player must have played in at least 60% of Division games (rounded up) in order to play in the playoffs.**
    - Walkover wins and rained out games will count towards playoffs, but walkover losses will not.
    - MTCL playoffs will be conducted on Saturdays and Sundays.
      - If it is on a long weekend, then playoffs will take place on all three days.
      - Otherwise, or if rained out, following weekend will be a reserved week for playoffs.
  - Annual Awards are individually within Divisions.
  - **Last 4 Division 1 teams will move to Division 2 the following year. Top 4 Division 2 teams will move to Division 1 automatically.**

- **Knockouts are optional and do not count towards stats.**

- **Saturday Knockout Tournament / T10 Tournament**
  - In order to host knockout tournaments on Saturdays, at least 16 teams have to register.
  - Once the Division play offs complete, we'll have T10 tournaments on Sundays in September and may be early October.

- ➤ **President of the club**
  - ▪ Owns the club and all the teams that play under that Club.
  - ▪ If the Club splits in anyway, the ownership goes with the "President of the club".
  - ▪ If the split team is in Division 1, "President of the club's" team will remain in Division 1.

- ➤ **Throw Ball Committee**
  - ▪ <mark>**Sending video proof to throw ball committee.**</mark>
  - ▪ Senate Throw Ball Committee Coordinator will appoint a committee:
    - • Members played in MTCL for at least 10 years or have umpired games on regular basis.
    - • Senate Throw ball Committee Coordinator will be selecting/managing/coordinating this committee and handover consequences.
    - • If a person from Throw Ball Committee observes that a bowler's action is not acceptable, he should inform other Throw Ball Committee members, so all can watch the bowler and decide.
    - • Voting will take once a week and kept confidential.
    - • If a player gets 1/3 of the votes, but under 2/3, Team will be notified.
    - • If a player gets 2/3 of the votes, he will be suspended from bowling immediately.
      - o If the team has been previously informed about that player, current Team will lose points. When a bowler is suspended as a Throw Bowler, the current team that the bowler is playing will lose the following points from their winning points, regardless of the number games that bowler has bowled, or number of games won:
        - ▪ First suspension – 4 points
        - ▪ Second suspension – 8 additional points
        - ▪ Third suspension – 16 additional points
      - o Otherwise, Team will not lose points.
    - • The banned player's first few letters must be sent to all teams to let everyone know of the players who were banned.
    - • Any player banned twice in 5 years (doesn't have to be consecutive), will be banned for 5 years starting with the 1st year of ban.
    - • There are no appeals or negotiations about this decision.

- ➤ **All suspensions, other than Throw Ball suspensions, will affect Team points.**
  - ▪ First suspension – no points, only warning.
  - ▪ Second suspension – 2 additional points
  - ▪ Third suspension – 4 additional points

- ➤ **Online registration & Online scoring**

  - ▪ CricClubs Scoring app will be used for this season.
  - ▪ Teams will get few minutes in between their game changes for any disputes with the scoring.
  - ▪ We will provide a google form link through our communication group. Use the link to submit and scoring disputes.
  - ▪ Refer to Scoring dispute link for more info.

- **Member registration**
  - Minimum 11 player names must be submitted.
  - ==If first names, last names and photos are not properly recorded in the Team Registration form, team registration will be rejected and the players will be inactive on the scoring app.==
  - Once player names are submitted, they cannot be removed or replaced. Only additions are allowed.
  - If not sure, leave empty spots and add them later.
  - ==**Player additions beyond 15 is $100 each**==

- **Substitutes**
  - If a fielder is substituted, he cannot come back & bat in that game. But if the team fields with 1 player short without a substitute, that player can bat.

- **Injured player & Runner**

  For the purpose of these Laws allowable illnesses or injuries are those which occur at any time after the nomination by the Captains of their teams.

  A Runner shall be allowed for a Batsman who during the match is incapacitated by illness or injury. The player acting as Runner shall be a member of the batting side and shall, if possible, have already batted in that innings.

  - No runners are allowed for the batsman.
  - If a player is seriously injured during a game (assessed by the Assistant Commissioner), a reserve player can substitute for him.
    - If the seriously injured player has not started batting, substitute can bat.
    - Substitute can bowl & wicket keep.
    - Reserved player can only be the 12th person on the team list for that game.
    - Injured player cannot play any other games that day.
  - If not accepted, reserve player cannot substitute.
  - Batsman "Retired hurt" can come back after all wickets fall.

  - Exemptions
    - If there are players who have health concerns, they can apply to MTCL Committee along with proof, most probably medical certificate, and if accepted, player will be allowed to have a substitute & a runner at any time.

- **New batter**
  - When a batter is out Caught, the new batter shall come in at the end the striker was at, i.e., to face the next ball (unless it is the end of an over).

Law 102: Player ranking and Annual Awards

Based on analysis from many years, the following methods will be used to determine the ranks of players and team and their eligibility for the Annual Awards.

A tie between players or teams will be awarded ONLY when the points are absolutely equal.

- Current MTCL formula is based on past experience and specific for softball. Therefore, 2023 MTCL Annual Awards will be based on the current formula.
- Scoring App will show the points based on the app calculation, which will differ from MTCL's and will NOT take effect for 2023.
- At the year end, after Awards Night, we will compare points and player selections from both methods and will recommend for 2024 as to which method to use.

102.1 Best Batsman

Best Batsman will be determined based on:
- Must have played in a minimum of 75% of Division games.
- Average runs per out
- Total runs scored
- No other category will be used

Each batman will get the batting points based on the following formula:

Batting points = Total runs scored + 50 x Average runs / out

The above formula is based on the fact that a 50 run lower score should be equated with a 1.0 better average.

The following table illustrates some examples:

Total runs scored	Average runs/out	Batting points	Rank
600	20.0	600 + 50 x 20.0 = 1600	1
800	15.0	800 + 50 x 15.0 = 1550	2 (tie)
700	17.0	700 + 50 x 17.0 = 1550	2 (tie)
650	17.5	650 + 50 x 17,5 = 1525	4
750	15.2	750 + 50 x 15.2 = 1510	5

102.2 Best Bowler

Best Bowler will be determined based on:
- Must have played in a minimum of 75% of Division games.
- Average runs per over and Average runs per wicket
- Total overs & Total wickets captured
- No other category will be used

Each bowler will get the bowling points based on the following formula:

Bowling points = Total overs + Total wickets – 8 x Average runs per over – 8 x Average runs per wicket.

The above formula is based on the fact that a combination of 8 higher overs and wickets allow a tolerance of an increase of 1 on the combination of the averages.

The following table illustrates some examples:

Total overs	Total wickets	Average runs per over	Average runs per wicket	Bowling points	Rank
120	90	3.50	4.20	$120 + 90 - 8 \times 3.50 - 8 \times 4.20 = 148.4$	2
150	120	6.20	7.60	$150 + 120 - 8 \times 6.20 - 8 \times 7.60 = 159.6$	1
105	80	5.30	5.90	$105 + 80 - 8 \times 5.30 - 8 \times 5.90 = 95.4$	3
75	60	2.90	3.40	$75 + 60 - 8 \times 2.90 - 8 \times 3.40 = 84.6$	4
80	70	6.70	3.40	$80 + 70 - 8 \times 6.70 - 8 \times 3.40 = 69.2$	5

102.3 Best All Rounder

Best All Rounder will be determined based on:
- Must have played in a minimum of 75% of Division games.
- Combination of Batting points and Bowling points
- No other category will be used

Each player will get the All Rounder points based on the following formula:

All Rounder points = Batting points + 8 x Bowling points

102.4 Best Team

Best Team will be determined based on:
- Must have fully participated in the Super League.
- Team points will be awarded based on the following table:

Event	Points
Win	2
Loss	0
Tie (Super League only)	1
Walkover - Win	2
Walkover - Loss	-1

- If the points are tied, Average game points for the team will be used to determine the standings.
  Average game points = (15 points for each wicket on hand + 15 points for each wicket captured + 1 point per run scored – 1 point per run given) / Number of games played
- No other category will be used.