

MWCC RULES AND REGULATIONS

2022



The teams, players, umpires, official, and members otherwise associated with the Midwest Cricket Conference (MWCC) shall abide by the following Rules and Regulations set forth by the Executive Committee. The Executive Committee shall have the power to arbitrate and interpret the Laws and below regulations as it sees fit subject to the approval of the Board of Directors.

1. NAME

1.1. The organization shall be known as MWCC Sports League and Academy (also known as the Midwest Cricket Conference).

2. GENERAL MEETING / ANNUAL GENERAL MEETING

2.1. The league shall conduct the mandatory AGM as well as call other meetings to order as outlined in the Constitution of Midwest Cricket Conference.

3. MEMBERSHIP FEES

3.1. Each member club including the new clubs that intend to play in the upcoming season, shall be required to pay such amounts as per deadlines decided by the management each year including a) The non-refundable registration fees (for each season), b) All other installments of the Regular season fees.

3.2. Fees should be paid in full latest by April 15th or at AGM whichever is earlier, failing which teams shall be subject to monetary penalties and/or forfeiture. Exception if any should be in writing from the management.

4. BY-LAWS

4.1. All games will be played under latest MCC rules and by-laws which are based on the International Cricket Council (ICC) rules. In case of any contradiction or doubt the MCC rules and by-laws will take precedence over ICC rules. These rules are available in a separate document.

5. LEAGUE EXCLUSIVITY RULE – REPRESENTING MWCC TOURNAMENT TEAMS

5.1. In addition to the below mentioned League Exclusivity rule, every player registering with MWCC will be given a chance to do so as PRIMARY MEMBER of MWCC. As a primary member of the league, you would be automatically eligible to partake in any of the special events like Unity Cup, Chicago, etc., as part of MWCC, if a player chooses NOT to be a PRIMARY MEMBER, then that person gives up his eligibility to be considered for any of the special events as part of the MWCC.

6. PLAYER SAFETY AND INSURANCE 6.1. Insurance and Liability Waiver:

6.1.1. All participants of MWCC must sign waivers before the beginning of the season. Participants RELEASES, WAIVES, AND FOREVER DISCHARGES the League, and each of their respective directors, officers, employees, agents, coaches, players, administrators and independent contractors (hereinafter collectively, the “RELEASEES”), from any and all actions, causes of action, claims, suits, debts, dues, sums of money, bonds, bills, balances, losses, costs, expenses, damages, covenants, agreements, commitments, undertakings, promises, liabilities, obligations, lawsuits, judgments, orders and demands whatsoever, in law, at equity or otherwise, of whatever kind or nature, whether known or unknown, suspected or unsuspected, asserted, accrued, unaccrued, actual, contingent, or otherwise, direct or indirect and whether or not concealed or hidden arising out of, on account of or relating to any INJURY, ILLNESS OR DEATH (including but not limited to INJURY, ILLNESS OR DEATH RESULTING FROM COVID-19) arising out of or related to participation in the Events

6.1.2. Property Damage: All MWCC participants, personal representative, assigns, heirs, and next of kin, hereby waive, release, and discharge any and all claims for damages for personal injury, death or property damage which participant may have, or which may hereafter accrue to the participant, as a result of participation in said RECREATIONAL ACTIVITY

6.1.3. The MWCC will carry general liability insurance to protect itself, park districts and the general spectators. MWCC Teams have the option to buy their own “Accident Insurance” through Sadler insurance or another insurance company of their choice.

6.2. Player Safety:

6.2.1. Every player will use due diligence and will TAKE ALL necessary precautions. The league will MANDATE the HELMET RULE as follows – ALL BATSMEN WHEN AT BAT WILL HAVE TO WEAR A HELMET irrespective of the bowler fast or spin and ALL CLOSE IN FIELDERS (silly point, forward short-leg, backward short-leg, etc.) including WICKET KEEPERS KEEPING UP WILL HAVE TO WEAR HELMETS IRRESPECTIVE OF THE BOWLER.

6.2.2. The above HELMET RULE is mandated by MWCC management, and it does not matter if a player is ready to waive insurance coverage from the league.

6.2.3. All clubs must recognize that they have a duty of care towards all young players who are representing the club. The duty of care should be interpreted in two ways: 6.2.3.1. Not to place a young player in a position that involves an unreasonable risk to that young player, taking account of the circumstances of the match and the relative skills of the player.

6.2.3.2. Not to create a situation that places members of the opposing side in a position whereby they cannot play cricket as they would normally do against adult players.

6.2.4. Any player in the Under 13 age group and younger must have explicit written consent from a parent or guardian before participating in adult matches. Clubs must ensure that their player registration procedures ensure that consent is obtained

7. PLAYER CODE OF CONDUCT

7.1.1. NO PLAYER SHALL: At any time lay a hand upon, shove, strike, or threaten an official or MWCC staff member or volunteer.

7.1.2. NO PLAYER SHALL: Refuse to abide by an official's decision.

7.1.3. NO PLAYER SHALL: Be guilty of an objectionable demonstration of dissent at an official's decision by throwing any items during warmups, game play or while at the league's facility.

7.1.4. NO PLAYER SHALL: Discuss with an official, in any manner, the decision reached by such official, except the coach or captain.

7.1.5. NO PLAYER SHALL: Be guilty of physical attack as an aggressor upon any player, official, or spectator.

7.1.6. NO PLAYER SHALL: Be guilty of an abusive verbal attack upon any player, official, or spectator.

7.1.7. NO PLAYER SHALL: Appear upon the field/court of play at any time in and intoxicated condition.

7.1.8. NO PLAYER SHALL: Use profane, obscene, or vulgar language or gestures at any time.

7.1.9. No manager, team captain, or team representative shall, at any time, falsify the identification of any player or person on an official league, game, or tournament sports roster, such falsification, intentional or otherwise, and with or without that player or person's knowledge, shall be just cause for disciplinary action.

7.1.10. ALL CAPTAINS ARE HELD RESPONSIBLE FOR THEIR PLAYERS' ACTIONS OF PLAY, KNOWLEDGE OF LEAGUE RULES AND KNOWLEDGE OF THE "PLAYER CODE OF CONDUCT"

8. NON-DISCRIMINATION POLICY

8.1. MWCC League does not discriminate against its members, players, coaches, parents, referees based on race, color, national origin, age, disability, sex, gender identity, religion, reprisal, political beliefs, marital status, familial or parental status, sexual orientation, or if all or part of an individual's income is derived from any public assistance programs.

9. REGISTRATION OF PLAYERS / NEW PLAYERS

9.1. Each club is responsible for completing / updating the roster in the MwCC website (<http://www.midwestcricket.org>). Names of players registered should match the name of their state issued ID (Driver's License, College ID, Passport, etc.)

9.2. For all divisions – A player can register to play for ONE team in that division. No cross-team registration shall be allowed.

9.3. While registering, teams are requested to enter as many details as possible with at least one contact number in case of emergencies,

9.4. The roster will have no limit. However, one player cannot be registered in two teams in the same division.

9.5. Registration of players wanting to play should be carried out before the team take the field. The onus of proving the registration of players lies on the team captain.

9.6. The only exception to this shall be when the team has a written permission from the management, division VP's. Such players shall have to be registered by the end of the day, to enable certification of that game's scorecard.

9.7. Clubs playing with unregistered players or individuals impersonating as registered players will stand to forfeit the match irrespective of any other breach.

9.8. A player not registered with our league or on that team's roster CANNOT act as a substitute fielder.

10. GUEST PLAYER RULES – DECLARATION AND CRITERIA

10.1. Premier 30-30 White Ball Division will have no designation for GUEST player. All players on the roster will be considered primary players.

10.2. 30-30 Division 2

10.2.1. Each team can register up to 7 Guest players.

10.2.2. Maximum of 3 players in the playing XI

10.2.3. Players playing in Premier 30-30 white ball, will be considered as guest player in Division 2 and will have to play a minimum of **6 games** (including rainouts and walkovers) to qualify for playoffs.

10.2.4. Players registered as primary player on the roster, then playing for a team in Premier 30-30 at any point in the season will then be considered as Guest player in Division 2.

10.2.5. Team will have to remove guest players after succeeding the 7-player limit.

10.2.6. Cannot register guest players from other teams if they have played a game for the other team.

10.2.7. **Young player exception to promote youth participation:** Players who are 21 OR under before the start of the tournament, will not be considered as guest player in Division 2 if they play in multiple divisions.

Example Scenarios: Assume the tournament **Start Date as May 1st 2021 (first game of the tournament)**. **Player must be 21 or under on April 30th 2021**

10.2.8. Players who have registered as a Guest Player for a team and have played at least one game for their team:

10.2.8.1. Cannot be transferred to any other as a Guest player.

10.2.8.2. Cannot join the Guest team as Primary player.

Scenario 1: Player birthday is on April 30th, 2001, or after. Player completed 20years of age, began age 21.

Status: Player age is 21 before the tournament start date. Player qualifies for young player exception and can participate in both divisions as primary player

Scenario 2: Player birthday is on April 30th, 2000, or after. Player is exactly 21years of age before the tournament date

Status: Player age is exactly 21 before the tournament start date. Player is qualified

Scenario 3: Player birthday April 29th, 2000, or before. Player completed 21years of age and has begun age 22 before the tournament start date.

Status: Player does not qualify for young player exception. If the player is on Division 1 roster, the player will be considered as a guest player in Division 2.

Use age calculator: <https://www.calculator.net/age-calculator.html>

11. TRANSFER

11.1. A player, who is registered with a club in the scheduled competition, shall not be eligible to play for another team until a written transfer request is made to the management along with a check towards transfer fee AND such a transfer is approved by the management.

11.2. The transfer rule is applicable only in case of player wanting to make a change when the season has already started. Players switching team before having player for their old will not be required to obtain permission or pay the \$100 fees for transfer.

11.3. The player wanting to get transferred to another team shall have to provide 10 days written notice to the old with a copy to the league or sit out at least one regular season game,

before he can play for the new team. The management reserves the right to refuse the transfer or accept the transfer with certain conditions as it applies to the Primary / Guest team as in Rule 8 above, to prevent teams and players from misusing the guest player / playoffs and transfer rules.

11.4. Playoff eligibility for transferred players – Refer to rule.

11.5. No transfer will be allowed after July 15th of the current year.

The league would allow transfer of player from one team to another team, even after the season has commenced subject to the following:

12. LEAGUE STRUCTURE

12.1. There will be 4 divisions in the league in 2022.

12.2. The Chicagoland based red ball division teams will have to travel to Milwaukee for at least one game.

12.3. All the games including the playoff games shall be 30-Overs or 20-Overs (T20 Division) games unless affected by weather.

13. UMPIRING

13.1. Umpire Certification: To improve the quality of umpiring in the league, the management may decide to have umpire training and/ or certifications from time to time. The specifics of the program shall be announced ahead of time and all teams are expected to abide by the conditions as laid out by management.

13.2. Mandatory Umpiring: Each team will be required to do **TWO** mandatory umpiring for 2022.

14. PRE-MATCH

14.1. The host team shall arrive early and ready the ground in all respects BEFORE TOSS TIME-including

- a) Marking boundaries and 30-yard circles
- b) Bring spring wickets where necessary
- c) Prepare the wickets/ bails, mark crease and provide chalk
- d) Provide scoreboard with numbers.

ALL OF ABOVE SHOULD BE READY BEFORE IT IS TIME FOR TOSS. Failure to prepare the above will result in losing the toss to the opponent. The loss of toss is inapplicable if the opposing team does not have **7 players to start the game.**

14.2. All players should not only be registered players but shall present the official necessary photo ID to prove their identity. Players failing to provide a photo ID at game-time shall be given 24 hours to fax or email the photo ID. If the identity of a player is falsified or if the player failed to provide his ID within the deadline, the match will be treated as forfeited by the team and points awarded to the opponent.

14.3. No players are excused from this rule. Carrying a photo ID is a must and should be a Govt (Any government) issued ID.

15. DRESS CODE

15.1. The dress code is to be strictly enforced and shall apply to all players and substitutes.

15.2. Cell phones & Smoking on the field is strictly prohibited in the field of play.

15.3. Players not in uniform will have to pay \$50 fee per player to the umpire before the start of the game.

15.4. Exception to this rule is only valid with written approval from the management to be displayed and verified by the umpire.

16. GAME TIME

16.1. START TIME: All matches must be strictly started at the time mentioned in the table below unless specified by the management team.

GROUNDS	START TIME
Chicagoland Grounds (Washington Park, Skokie, Evanston, Community Park)	8:30 AM & 1:30 PM
Milwaukee	10 AM or 11 AM based on schedule posted

16.2. **GRACE TIME:** There shall be a Grace period of 30 minutes for the local Chicago-land area games. For the traveling teams, a grace period of 1 hour shall be allowed. Umpire's watch shall be considered FINAL for all official times.

16.2.1. For local CHICAGO LAND area games - GRACE TIME starts immediately. DOCKING OF OVERS WILL START IMMEDIATELY.

16.2.2. For games involving TRAVELLING teams - GRACE TIME starts immediately. DOCKING OF OVERS WILL START 30 MINUTES AFTER START TIME.

16.2.3. Teams arriving late, during the Grace time shall have an opportunity to play the game without forfeiting the game.

16.2.4. Teams arriving at the ground during the Grace Time shall be docked ONE over for every 5 minutes lost in play time. The time wasted shall be rounded off to the

16.2.5. LOWEST multiple of 5 (For instance a team arriving at 10:09 am for a 10.00 am start, that team shall be docked 1 over, whereas teams arriving at 10:12 am shall be docked 2 overs and so on). **DOCKING OF OVERS IS A PENALTY MEANT FOR THE TEAM COMING LATE IT DOES NOT MEAN REDUCTION OF OVERS FOR THE MATCH TO SAVE TIME.**

16.2.6. The docking of overs for outstation games shall commence 30 minutes after the scheduled start times. IN EFFECT TRAVELLING TEAMS SHALL HAVE 1 HOUR To COMMENCE THE GAME and hence not forfeit the game.

16.2.7. For teams arriving after Grace time – the game will be considered as forfeited

16.3. **TOSS:** The following rules shall apply for toss; Irrespective of whether the game involves a travelling team or not, the umpire shall go for the toss 10 minutes before the scheduled Start of game.

16.3.1. The visitors or the guest team shall call the toss.

16.3.2. The decision to BAT or FIELD must be conveyed to the umpire IMMEDIATELY AFTER TOSS.

16.3.3. A minimum of 7 (Seven) registered players should be present for the toss to happen, failing which, the team that has the required number of players shall be awarded the toss. If both teams do not have the minimum players, it shall be awarded to the team that fulfils the condition first.

16.3.4. Host team must get the Ground ready in all aspects before the toss, failing which they shall be considered NOT ON TIME and the Toss awarded to the opponents IF they are present in the ground.

16.3.5. Hosts not getting the ground ready on time shall be subject to the Grace period rule, Docking of overs and the Forfeiture/Walkover rule.

16.4. **WALKOVER:** The following actions may result in GIVING WALKOVER of matches; Failure to have at least 7 (Seven) registered players on the ground by the end of Grace time or Failure to show up on the ground shall result in Walkover. The team that is present on the ground shall be awarded the full 2(Two) points and the absentee team **WILL BE DOCKED POINTS, IN ACCORDANCE WITH WALKOVER RULES.** In this case the umpire shall be paid for the match.

16.4.1. Teams refusing to start the match, teams leaving the field of play without umpire's permission, players refusing to play, shall all be considered as grounds for WALKOVER.

16.4.2. Teams that have not paid the league fees in full will not be allowed to play the game and shall be considered to have GIVEN WALKOVER, unless they have written permission from a league officer.

16.4.3. The finance committee/Treasurer shall inform the umpiring committee, scheduling committee and other appropriate bodies of such defaulting teams at least 4-5 days before the game day. They shall also communicate to the teams about the possibility of WALKOVER.

16.5. **PLAYING TIME/ WHAT CONSTITUTES A MATCH:** The teams shall keep up the following times to complete the matches in time. Any deliberate attempts to delay games shall have strict penalties.

16.6. **OVERS:** The number of overs stipulated by the league under normal playing conditions, is as follows:

16.6.1. 30 OVERS Division: 30 overs a side including playoffs, with a minimum of 15 overs to be completed in each innings, to be an OFFICIAL MATCH

16.6.2. 20 OVERS Division: 20 overs a side including playoffs, with a minimum of 10 overs to be completed in each innings, to be an OFFICIAL MATCH

16.6.3. In case of bad weather or other situations where the regular number of overs cannot be bowled, the umpire can reduce the number of overs - as a guide the number of overs to be reduced shall be calculated at the rate of 1 over for every 4 (Four) minutes lost, subject to the minimum number of overs as specified in 16.14.1. and 16.14.2. Any break or interruption will not be considered as part of this time.

16.6.4. Any reduction in the number of overs must be decided before the play commences.

16.6.5. If the minimum overs have been bowled and the match then gets washed out or stopped due to bad light or any other reason, the results will be based on D/L method during the Regular Season as well as Playoffs.

16.6.6. TIME: Every team shall strive to complete the match within the allotted time.

16.6.7. Division Thirty 30 games-2:15 hours per innings+ 10 Mins BUFFER.

16.6.8. Division 20-20 games-1:30 hours per innings+ 10 Mins BUFFER.

16.6.9. No games shall be delayed beyond 30 minutes from the designated end of play if there is another game scheduled on that ground.

16.7. **REDUCTION OF OVERS:** When a full day's play is not possible, the umpires shall be at liberty to DILIGENTLY reduce the number of overs to accommodate a shortened but complete game.

16.7.1. If a game involves reduction of overs AND Teams showing up during GRACE time, the Umpires shall first decide on the numbers of overs for the game and then dock the team for showing up late.

16.8. **DELAYS:** Umpires shall keep a close watch on the match proceedings especially the time factor. Umpires also need to keep the teams informed about the time left for the innings to be completed. Deliberate attempts to delay the game shall be dealt with penalty overs/penalty runs. Normal delays shall however be allowed by the umpires.

16.9. **BREAKS:** Teams are requested to strictly follow the timelines for the drinks and lunch breaks. On a normal day - 1 break lasting a maximum of 10 minutes for all division Games will be played without any breaks in case of 25 over games. On days with extreme weather conditions, umpires shall allow 2 (two) drink breaks. Lunch break shall be for 15 minutes and will not count towards playing time. This can be reduced to 10 min to minimize the reduction of overs.

17. **DRAW / TIE / WALKOVER**

17.1. Umpire shall exercise proper judgment and wait, if possible, to give both teams a fair chance to complete the game. However, no games shall be delayed beyond 30 minutes from

the designated end of play. If games are called off due to Bad weather/ Bad light /Bad Ground Conditions before the minimum number of over are bowled and the match becomes official, the game shall be declared a DRAW.

17.2.a For Thirty 30 matches- If less than 15 overs were bowled in the 2nd innings at the time of calling off the match. In this case each team shall be awarded 1 point.

17.2.b For 20-20 matches- If less than 5 overs were bowled in the 2nd innings at the time of calling off the match. In this case each team shall awarded 1 point.

17.3. In case the match could not be started due to bad weather/bad light /bad ground conditions, the match shall be called off and both teams awarded 1 point each only if both teams fulfill the rule on minimum quorum required to start a game.

17.4. Matches washed out/abandoned due to rain or ground conditions after the completion of the minimum number of overs (required for the match to be official) shall be decided by D/L method.

17.5. **WALKOVERS:** Teams are expected to play all the games in the right spirit of the game. As a deterrent to teams giving walkovers, the following rules shall apply; Teams awarding walk-over for any reason whatsoever will get (-) 2 points and could have monetary penalties too. Teams receiving walkovers will get full 2 points if they have the minimum quorum of players. No exceptions or assumptions shall be made.

17.6. Walkover with advance notice - For teams informing the league the previous day of the match, there shall be no monetary penalty. The game shall however be treated as Walkover given and will result in (-)2 points.

17.7. Walkover without advance notice Teams not giving 24 hours advance notice to the league shall not only get -2 points but shall be penalized \$\$\$ per 'Walkover Given' to pay for the umpiring cost and other administrative costs.

17.8. For 30-30: A game shall be declared a tie/draw if both teams scored the same number of runs irrespective of the number of wickets lost or number of overs used to score the runs. Both teams shall be awarded 1 points.

17.9. For 20-20: If both teams scored the same number of runs irrespective of the number of wickets lost or number of overs used to score the runs. Super Over will break the tie. Due to weather or bad light if Super Over is not possible. League approved tie breaking rules will apply.

18. MATCH TIME

18.1. CAPTAINS: must follow the guidelines listed below:

18.1.1. Will be conversant and proficient with the laws of Cricket and make sure to go over rules and regulations with their players.

18.1.2. Will follow the constitution, rules, and regulation of Midwest Cricket Conference.

18.1.3. Will control the behavior of all his team players.

18.1.4. Will respect the umpires' opinions and decisions.

18.1.5. Will ensure completing and tallying of the score on the app/website.

18.1.6. Will ensure garbage is removed, Mats rolled and covered.

18.1.7. Will be responsible to file the required match reports including reports on Umpires.

18.2. PLAYING AREA: No one from outside the boundary (including the registered players of the batting side) shall be allowed to enter the playing area once the match commences. None of the players of the fielding team shall approach the umpire FOR ANY REASON WHATSOEVER. In case of a dispute or doubt only the captain, upon being granted permission by the umpire, shall be allowed to approach the umpire to discuss the situation (See the matrix on discipline below for details).

18.3. Any Team taking the field with the Actual Playing X1 registered or planned to play for that game from their list of approved and eligible Registered Player for that club, will abide by the following rules

SUBSTITUTION:

A. No Player can be substituted for any reason other than Injury, illness or other UNAVOIDABLE REASONS as approved by the UMPIRE.

B. TEAMS CANNOT START THE GAME WITH A SUBSTITUTE, UNLESS THE INJURY/REASON FOR THE ABSENCE OCCURRED AFTER THE TEAM WAS ANNOUNCED.

C. Player can come into the field only when the UMPIRE PERMITS. Umpire shall permit the player to come in at the earliest possible moment.

D. Player/ Fielder coming into the field CANNOT BOWL UNTIL THE NUMBER OF OVERS FOR WHICH THE PLAYER WAS OUTSIDE THE FIELD, HAVE BEEN BOWLED (MWCC RULE).

E. A game started at 8:30 am and if a fielder comes into the field at 9:15AM when 10 over have been completed- he/she shall only be permitted to bowl after the 20th over is completed.

F. If a fielder/player STAYS OUTSIDE THE FIELD FOR MORE THAN 50% of the overs

UNLESS HE WAS INJURED DURING THE GAME, that player will be permitted to BAT ONLY AT THE FALL OF 5th wicket OR AFTER 25 OVERS whichever is EARLIER.

G. Any player VISIBLY INJURED during the first innings can request a substitute from the umpire. If this player leaves the field to get medical attention, he can come back and join the team at any point in time, (HOWEVER, UMPIRE MAY DEMAND TO SEE MEDICAL PROOF THAT HE WAS TAKEN FOR TREATMENT) FAILING To SHOW PROOF OF TREATMENT WOULD BRING BE CONSIDERED AS AN OFFENCE AS IN 16.3.A

18.4. A PLAYER CAN ONLY PLAY ONE GAME AT A TIME ON A GIVEN DAY. No players will be permitted to hop between ANY two games whether it is the **same venue, multiple venues, or another league game** on the same venue (Example: Skokie and Washington Park) on the same day and same time. Once a player determines and chooses a game to play, they shall not be allowed to take an active role in any other game on the venue. Once the original game has concluded in its entirety, then and only then, can this player play any other organized games on that day.

18.5. LESS THAN X1 PLAYERS IN THE FIELDING TEAM

18.5.1. The field RESTRICTIONS applied ONLY on the NUMBER OF PEOPLE OUTSIDE THE 30 YRD CIRCLE at any point. IT DOES NOT MATTER HOW MANY ARE INSIDE THE CIRCLE.

POWERPLAY (30-30):

18.5.2.a Powerplay 1: First 20% of the overs (1-6) - MAXIMUM 2 FIELDERS OUTSIDE

18.5.3.b Powerplay 2: Next 60% of the overs (7 -24) - MAXIMUM 4 FIELDERS OUTSIDE

18.5.4.c Powerplay 3: Last 20% of the overs (25-30) - MAXIMUM 5 FIELDERS OUTSIDE

18.5.5.d EXAMPLE: If the team takes the field with 7 fielders - In PP3 it is legal to have 5 fielders outside and only the bowler and the keeper or any other fielder in the 30-yard circle.

POWERPLAY (20-20):

18.6.1 Powerplay 1: First 20% of the overs (1-6) - MAXIMUM 2 FIELDERS OUTSIDE

18.6.2 Powerplay 2: Next 80% of the overs (7 -20) - MAXIMUM 5 FIELDERS OUTSIDE

18.7. **LEG-UMPIRE:** (if provided by the batting side): The captains from both teams understand and agree to abide by the following conditions:

18.7.1. The leg umpire vows to be FAIR to the game of cricket.

18.7.2. He will wear a different color shirt to differentiate himself from the fielder.

18.7.3. Cannot call a NO BALL he can only suggest to the main umpire.

18.7.4. Cannot talk to batsmen or offer suggestions when an over is in progress.

18.7.5. Shall always remain standing.

18.7.6. Cannot under any circumstances argue with the fielding team or the main umpire.

18.7.7. Can be replaced with another player if found to be an issue.

18.8. **SCORING:**

18.8.1. Scoring will be done on CricClubs or MWCC app.

18.8.2. It shall be the captain's responsibility to ensure scoring is done in a proper manner,

18.8.3. Failure to enter scores on the website by end of day Wednesday following the game, shall result in a penalty of \$25 for the first offense, \$50 for the second. The third offense would result in a \$100 and a '1-point' docking from the points table.

18.8.4. Once deadline has passed, teams will not be allowed to 'fix' the scorecard or the playing XI unless permission has been granted by the management.

19. **POST-MATCH**

19.1. CRICKET FIELD AND PARK DISTRICT RULES: Both teams shall take time to complete the following formalities:

19.1.1. Both teams shall make sure to collect the team garbage in proper garbage

19.1.2. Both team captains and/or scorer shall confirm the score

19.1.3. All grounds leased to Midwest Cricket Conference for Cricket, strictly forbid consumption of Alcohol within the ground and park premises. Players, officiating crew or and other league members whether in a supervising capacity on the ground or not, shall not consume alcohol before or during the game. Further, Players, Officiating crew, other league members are not allowed in the park district premises under the influence of Alcohol, Drugs, or any illegal substance. Infractions and offenders could be reported to the league and/ or to respective local authorities if necessary.

20. **Points will be awarded as follows:**

WIN	2 Points
Walkover Received	2 Points
TIE / DRAW / No Result / Rainout	1 Points
LOSS	0 Points
Walkover Given	(-) 2 Points

21. PROTEST / COMPLAINT 21.1. Individual Players or team as a whole wishing to lodge a complaint against either of the following-other individual league member/s, another team, umpire/s, or committee member/s shall need to do so in writing within 7 (Seven) days of the incident. The complaint is to be addressed and submitted to the judicial committee in writing.

21.2. Complaint can be made only by current league members and teams in good standing. Members and/or teams who are serving a suspension or have dues to the league cannot file a complaint.

21.3. The judicial committee shall make all attempts to address the complaint and table its findings within 2 weeks of filing the complaint.

22. PLAYOFF STRUCTURE

Premier 30-30 White Ball

22.1. Top 8 teams will qualify for playoffs.

22.2. Quarters finals will be based on team ranking. For example, 1st ranked team will play 8th ranked team and 2nd ranked team will play 7th ranked team etc. Team rankings will be decided on points and then run rate.

22.3. If the Playoff game cannot be completed due to bad light or weather, league will schedule the game on the next available date and will not start over but will continue from where it stopped.

22.4. In case of a tie, the decision will be made using 'SUPER OVER' (only in the playoffs).

- 22.5. The team with lower standing in the regular season will host the game; however, if the team with lower standing is an away team, the local team will host the game.
- 22.6. The host team will be responsible for setting up the pitch and marking the boundaries.
- 22.7. Player only playing in division 1 will need to have played in a minimum of 4 games in the regular season to qualify for playoffs.
- 22.8. Player playing in division two will need to have played in a minimum of 6 games in the regular season to qualify for playoffs.

Division 2 30-30

- 23.1. Top 12 teams will qualify for playoffs.
- 23.2. Top 4 teams will get a bye. Remaining 8 teams will play a Pre-Quarters.
- 23.3. If the Playoff game cannot be completed due to bad light or weather, league will schedule the game on the next available date and will not start over but will continue from where it stopped.
- 23.4. In case of a tie, the decision will be made using 'SUPER OVER' (only in the playoffs).
- 23.5. The team with lower standing in the regular season will host the game; however, if the team with lower standing is an away team, the local team will host the game.
- 23.6. The host team will be responsible for setting up the pitch and marking the boundaries.
- 23.7. Guest Player will need to have played in a minimum of 6 games in the regular season to qualify for playoffs.
- 23.8. Player not playing in division 1 white ball will need to have played in a minimum of 4 games in the regular season to qualify for playoffs.

Red Ball 30-30

- 24.1. Top 6 teams will qualify for playoffs.
- 24.2. Top 2 teams will get a bye. Remaining 4 teams will play a pre-semi.
- 24.3. If the Playoff game cannot be completed due to bad light or weather, league will schedule the game on the next available date and will not start over but will continue from where it stopped.
- 24.4. In case of a tie, the decision will be made using 'SUPER OVER' (only in the playoffs).

24.5. The team with lower standing in the regular season will host the game; however, if the team with lower standing is an away team, the local team will host the game.

24.6. The host team will be responsible for setting up the pitch and marking the boundaries.

24.7. Player will need to have played in a minimum of 3 games in the regular season to qualify for playoffs.

T20 Division

25.1. Top 6 teams will qualify for playoffs.

25.2. Top 2 teams will get a bye. Remaining 4 teams will play a pre-semi.

25.3. If the Playoff game cannot be completed due to bad light or weather, league will schedule the game on the next available date and will not start over but will continue from where it stopped.

25.4. In case of a tie, the decision will be made using 'SUPER OVER'. In case of a 1st Super Over tie, 2nd Super Over will be played. In case of a 2nd Super Over tie. League approved TIE BREAKER rule will be applied. See 27.8

25.5. The team with lower standing in the regular season will host the game.

25.6. The host team will be responsible for setting up the pitch and marking the boundaries.

25.7. Player will need to have played in a minimum of 3 games in the regular season to qualify for playoffs.

26. Playoffs Venues

26.1. The league will decide the venue for playoffs for all the divisions.

27. TIE-BREAKER (Team Ranking)

27.1. In the event of teams finishing on equal points on the points table, the right to play in the playoff matches, as well as higher seeding will be determined as follows:

27.2. 1 NRR

27.3. 2. Head-to-head

27.4. 3. % of wins within division

27.5. 4. % of wins against common opponents

27.6. 5. % of wins against playoff bound teams

27.8. TIE-BREAKER (Play-offs game for all divisions)

27.8.1. In case of a tie, the decision will be made using 'SUPER OVER'.

27.8.2. If the Super Over also ends in a tie, it is followed by another Super Over. In case of 2nd Super Over tie or due to bad light and weather, the winner will be decided by the number of boundaries scored throughout the match.

27.8.3. In case of a regular game tie and Super Over or 2nd Super Over not possible, due to bad light or bad weather. The winner will be decided by the number of boundaries scored throughout the match.

28.1. REASSIGNING OF 30/30 White Ball TEAMS FOR NEXT SEASON 2023

28.2. The following 2 teams from Div 2 will have the choice to advance to Premier 30-30

28.3. Team securing No 1 Seed in Div 2 at the end of the regular season.

28.4. Winner of the Div 2 playoffs