



MWCC T30 Playing Conditions - 2024

The Spirit of Cricket

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws (which are incorporated within these Playing Conditions), but also within the Spirit of Cricket. The major responsibility for ensuring fair play rests with the captains, but extends to all players, match officials and, especially in junior cricket, teachers, coaches, and parents.

- ⇒ Respect is central to the Spirit of Cricket.
- ⇒ Respect your captain, team-mates, opponents, and the authority of the umpires.
- ⇒ Play hard and play fair.
- ⇒ Accept the umpire's decision.
- ⇒ Create a positive atmosphere by your own conduct and encourage others to do likewise.
- ⇒ Show self-discipline, even when things go against you.
- ⇒ Congratulate the opposition on their successes and enjoy those of your own team.
- ⇒ Thank the officials and your opposition at the end of the match, whatever the result.
- ⇒ Cricket is an exciting game that encourages leadership, friendship, and teamwork, which brings together people from different nationalities, cultures, and religions, especially when played within the Spirit of Cricket.
- ⇒ New ICC laws to be applied to the tournament (See Postscript for details)
- ⇒ All Thirty Overs competition matches shall be played in accordance with:
 - The playing conditions specified in this section.
 - The conditions specified in Laws of Cricket (2022 Code) of the Marylebone Cricket Club, and to the extent that there is a conflict between those conditions, the conditions shall be applied in the order of priority set out above to the intent that the playing conditions in subparagraph (a) will be of the highest priority and the Laws of Cricket in subparagraph (b) will be of the least priority.

1. THE COMPETITION

1.1 Competition formats are subject to change and the MWCC shall, before the commencement of each season, establish the competition format.

This document covers the LOCAL playing conditions for the Chicagoland area. If you don't see anything listed in this document, the rules will default to MCC playing conditions.

2. HOURS OF PLAY

1. Toss Time: 8.15 PM or 1.45 PM
2. Innings Durations:
 - ⇒ First innings: 140 minutes (8:30 AM - 10:50 AM (or) 2.00 PM - 4:20 PM)
 - ⇒ Second innings: 140 minutes (11:00 AM - 1:20 PM (or) 4.30PM – 06:50 PM)
3. Hours of Play:
 - ⇒ The match will adhere to the specified inning durations.



Toss: Anybody from the Playing XI can be present at the TOSS time. There should be 7 players from each team required to be present on the ground for the toss to take place.

3. LIMITATION OF INNINGS (LAW 13.1)

3.1 Length of Game: Each Inning must finish within 140 minutes; innings break maximum 10 minutes.

3.2 Number of innings: Each match will consist of two innings on given day.

3.3 Number of overs: Each team shall bat for one innings which shall consist of a maximum of 30 overs.

3.4 Injury Time-Out Rule: To ensure the pace and fairness of the game, an injury time-out of 90 seconds is allowed. During this time, the game can be temporarily delayed providing necessary medical attention to an injured fielder or batsman. However, it is important to note that after the injury time-out, the injured fielder or batsman must leave the field and can be replaced by a substitute fielder.

3.5 When a batter is out caught, the new batter will come in at the striker's end.

3.6 Bad Light/Rain-Out: That decision will be made by Match Officials (**Umpires or Match Referee**).

4. LATE START

4.1 Reduction of overs: In the event of a late start for any reason, the number of overs to be bowled in respect of the match shall be calculated by allocating one over for each complete 5 minutes of playing time remaining until the scheduled closing time for the game.

4.2 Closing time: To determine the remaining number of overs in a match, which might encounter a delayed start for any reason, the cut-off time for each game is established at 11 AM for morning matches and 4:30 PM for afternoon matches. If it becomes impossible to complete a minimum of 15 overs per team, the match will be declared abandoned.

4.3 In the event of an early game call-off, mutual agreement is required from both captains and the umpire. If consensus cannot be reached between both teams, the matter may be escalated to the Rules Committee or Management.

5. INTERRUPTIONS DUE TO WEATHER

5.1 T30 Games: If weather interrupts play, the maximum number of overs in the match will be reduced by deducting one over for each complete 5 minutes of lost playing time. For instance, if 10 minutes are lost, two overs will be deducted, and if 15 minutes are lost, three overs will be deducted. If fewer than 50% of the overs are bowled in the second innings at the time of calling off the match, MWCC Management will attempt to reschedule the game, and the rainout match will be played at Washington Park.

5.2 First Innings Interruption: If an interruption occurs in the innings of the team batting first, the number of overs both teams are to play shall be reduced by a deduction equal to half the total number of overs lost. Should an uneven number of overs be lost, each team shall lose half of the next highest even number, for example, if seven overs lost, each team shall lose four overs.

➔ Need to find a tool to calculate the new target for the second innings. Adjusting using the resources percentage



5.3 Second Innings Target: If play is suspended after the match has started, resulting in a reduction of overs for either team's innings to less than the originally allocated amount (50% of the overs unless the team batting first is all out sooner), a new target score (to win) will be determined for the remaining overs the team batting second will face. This new target score will be calculated by... **Duckworth Lewis Stern** rules Method.

(a) Duckworth Lewis Stern calculations are available via CricClubs App

Adverse weather: If Duckworth Lewis Stern is unable to be used and each team is unable to complete its innings due to adverse weather conditions, the match shall be deemed abandoned in case the game can't be re-scheduled.

5.4 Rainouts: If active rain is occurring, there will be no toss; in the case of thunder, the toss will take place after a 30-minute delay. Safe conditions, encompassing the pitch and outfield, will be determined by the umpires, and their decision is final with no involvement from the management team and playing teams. Play will stop in case of drizzling rain or if the umpires deem the ground slippery, even after rain.

5.5 Temperature Guidelines: If the temperature falls below 50, the match will be halted, with the management team monitoring the weather and collaborating with umpires in advance.

5.6 Rained Out Match Reschedule: A single rescheduled rainout match will be attempted. However, if more than one rescheduled game is affected by rain, it will be declared a tie, and the points will be split.

5.7 In case of a delayed start due to weather, the minimum overs for a match will be at least 15 overs, making it the shortest format.

6. THE RESULT (LAW 16)

6.1 Tied matches:

- I. **Regular Season:** If a match ends with both sides tied on the same number of runs scored. In this case, each team shall be awarded 1 point.
- II. **Playoff Games:** In the event of a match ending with both sides tied on the same number of runs scored (regardless of the number of wickets lost), a playoff game will consist of ONE Super Over. If the game remains tied after the Super Over, the winner will be determined by the team that scored the maximum number of boundaries (including those scored in the Super Over). If the number of boundaries is also tied, the winner will be determined by the team that lost fewer wickets during the game (excluding those taken in the Super Over). If the number of wickets remains tied, then the team with the HIGHER REGULAR SEED will advance to the next stage.

7. BOWLING RESTRICTIONS

7.1 Number of overs per bowler: In each match, no bowler is permitted to bowl more than six overs, or the equivalent of one-fifth of the total overs in a reduced game.

7.2 Late Start: If a match experiences a delayed start for any reason, the number of overs per bowler will be adjusted to ensure that no bowler bowls more than one-fifth of the total overs.



8. TIMED OUT (LAW 40)

8.1 Upon the fall of a wicket or the retirement of a batter, the incoming batter must, unless Time has been called, be prepared to receive the ball, or for the other batter to be prepared to receive the next ball within 90 seconds of the dismissal or retirement. Failure to meet this requirement will result in the incoming batter being declared out, Timed out, provided that the fielding captain appeals for it.

Scenarios where the Timed-Out rule can be applied include:

- I. **Fall of a Wicket:** If a wicket falls, and the incoming batter is not ready at the batting crease within 90 seconds.
- II. **Retirement of a Batter:** When a batter retires, the incoming batter must be ready within the stipulated time.
- III. **Fielding Captain's Appeal:** The fielding captain can appeal for a Timed-Out decision if the above conditions are not met by the incoming batter.

It's crucial to emphasize that the Time Out must not be initiated by the fielding side, and it falls upon the fielding captain to lodge an appeal to the umpire in the event of a violation.

9: ABSENCE & SUBSTITUTES

9.1 A batsman who retires out voluntarily is prohibited from resuming their innings, and no runners are permitted under any circumstances. However, a batsman who retires hurt will be permitted to resume their innings.

9.2 At no time is a substitute fielder permitted without prior approval from the umpire. A player returning to the field must spend the same amount of time on the field as they were off before being allowed to bowl. (An exception is made for players who were injured during the game.) Players carrying injuries prior to the game will not be eligible for substitutes. Any substitution must be communicated to the umpire and approved.

10. THE BALL (LAW 4)

10.1 Approved balls: Only balls approved by the league are permitted for use. No other ball shall be utilized. An old ball may be used only if both captains agree to its acceptance.

10.2 Prior to the commencement of the game, it is required that each team provide two previously used cricket balls to the umpires. These balls will serve as potential replacements in case of loss or degradation of the current ones.

11. NO BALL (LAW 21)

11.1 Any delivery that passes or would pass above waist height without bouncing, with the batter standing upright at the crease, will be deemed a no-ball and signaled as such.

11.2 If a no-ball is called according to **RULE 11.1**, the umpire will follow the procedures outlined in section MCC Law 21 NO BALL for cautioning.

11.3 A bowler is restricted to delivering only one fast short-pitched delivery (above the shoulder) per over. Any subsequent delivery of this nature in the same over will be called as a no-ball, with the umpire signaling accordingly. Additionally, any delivery deemed overhead will be called a wide, with the umpire signaling as such.

11.4 At the instant of delivery, there must not be more than 5 fielders positioned on the leg side.



12. FIELD RESTRICTIONS

12.1 A maximum of 2 fielders are permitted backward of the square on the leg side.

12.2 Close fielders positioned within 10 meters of the batter forward of the wicket must wear full protective equipment, including a helmet and visor, abdominal protector, and shin guards.

12.3 In addition to the restriction stated in clause **RULE 12.1**, no more than 5 fielders can be positioned on the boundary at any given time. A fielder is considered to be on the boundary if they are within 10 meters of the boundary.

12.4 In the event of a physical injury, international and non-local players may go to the substitute field, subject to approval from the umpire.

12.5 Failure by the fielding or batting team to complete their overs by the scheduled time will result in a penalty (see Rule 17.1).

12.6 Team captains must report the arrival time of players at the ground to the match officials if they start with fewer than 11 players. Failure to report to the umpire will result in the player being ineligible to participate on that day. The cut-off time for reporting is 30 minutes (**Rule 13.4**).

12.7 At least 7 players are required to start the game. If a team lacks sufficient players, one over will be deducted for every 5 minutes of delay, up to a maximum of 30 minutes. Beyond this time limit, players will be deemed ineligible to participate. Furthermore, teams falling short of the required player count will automatically forfeit the toss. Eligibility for participation is contingent upon players being attired in proper uniform. **Players must be in proper uniform to be considered eligible.**

12.8 **A player who arrives late and joins the teams within 30 minutes of the game start cannot bowl or bat for the corresponding number of overs.**

13. THE TEAM/PLAYER

13.1: If a team arrives late for the match, the overs will be reduced for that specific team only. This decision will be made by the **Match Officials (umpires or match referee)**, with a **cut-off time of 30 minutes**.

13.2: **All players must wear the uniform provided by MWCC Management and be present at the field at the start of the game. Any player not in the proper uniform will not be allowed to enter the field. It is the captain's responsibility to ensure that players have the correct-sized uniform well in advance. Any issues on the game day cannot be attributed to the management.**

13.3: The game cannot commence with a substitute fielder. **Substitutes are not allowed unless a player is injured.**

13.4: Time Allowed: Players from the batting or fielding team arriving late are **allowed to join within 30 minutes**. Players can only join when an over completes, not in between, and must report to the umpire. Anyone arriving late must report to the Umpires. **Players arriving after 30 minutes will not be allowed to play**, and no substitutes will be allowed. (This applies to both the bowling and batting sides).



13.5: Player Eligibility Criteria:

- I. Up to 2 international players are permitted in the playing XI for Yash Premier and Master Royal Red Ball Division.
- II. Up to 2 non-local players are allowed in the playing XI for Yash Premier and Master Royal Red Ball Division.
- III. Elite 30/30 primarily focuses on local players, nurturing and promoting local talent.

13.6: International Player:

- I. An "international" player refers to individuals who have represented their respective countries at the international level in official matches or tournaments.
- II. However, in case of injuries, they can be substituted by a local player, subject to approval by the on-field umpires.

13.7 Non-Local Player:

- I. A "non-local" player refers to individuals who neither reside in Illinois nor have participated in regular division cricket with any MWCC represented teams.
- II. Players from neighboring states (Wisconsin, Iowa, Indiana, Michigan, Ohio) are exempt, unless they have engaged in regular division cricket for 2 years within any MWCC represented teams, making them eligible as local players.
- III. In case of injuries, they can be substituted by a local player, pending approval by the on-field umpire.

Note: 6 games per season must be played in MWCC Regular Season.

13.8 Local Player: A "local" player must reside in Illinois, Wisconsin, and neighboring states of Illinois. Please refer to **(Rule: 13.7)** if you are not primarily from these two states.

13.9: Any club fielding a player who is not registered for the team will be penalized with a deduction of 2 points for each match in question. Additionally, this action will result in forfeiting the game and will be considered an offense, leading to the captain's suspension for 2 games.

13.10: All players must have a clearly visible photo in their profile on CricClubs. Players without a photo will not be allowed onto the ground. Umpires have the authority to check IDs if needed.

13.11: **Each club is accountable for completing and updating the roster on the MWCC website (<http://www.midwestcricket.org>). The names of registered players should match the names on their state-issued identification documents (such as Driver's License, College ID, Passport, etc.).**

13.12: Playoff eligibility for the T30 division requires a minimum of 5 games played, excluding rainouts. Walkovers received can count towards the total of 5 games needed for eligibility. If more than 1 game is rained out, Management will provide the time slots, and teams must come and play at the rescheduled matches. There are no exemptions for any team; if a team is unwilling to play, it will result in a walkover, and 2 points will be deducted.

13.13: **Players participating in Yash Premier will be designated as guest players in Elite 30/30 and must play a minimum of 5 games (excluding rainouts) to be eligible for playoffs.**

13.14: **A maximum of 3 guest players who are participating in Yash Premier are permitted to play in Elite 30/30 matches. Additionally, each team is allowed to register up to 7 guest players in a roster.**



14. The Roster

14.1: Players squad is unlimited.

14.2: Roster will be locked on July 31st, 2024

15. Chucking

15.1 Teams have the right to appeal for chucking on a bowler, and the report, along with video evidence, must be submitted to the Judiciary/Umpires Team. If the evidence provided by the teams is proven correct, with zero tolerance, the bowler will not be allowed to bowl again for the season.

16. Equipment Measurement

16.1 Bat: Every cricket bat must conform to the bat gauge as per ICC rules.

Double blade bats are not permitted in the league.

16.2 Ball: Will be measured in case their shape is compromised due to conditions.

17. Penalties

17.1 Delay in Game:

- I. If the batting team in the first innings causes a delay resulting in the game reaching the 140-minute mark, the match will be halted, and the second innings will commence. Conversely, if the bowling team causes a delay, they will still bowl the scheduled 30 overs, but their batting innings will be restricted to the number of overs they managed to bowl within the 140-minute timeframe.
- II. In the event that the batting team during the second innings contributes to a delay leading to the game's progression past the 140-minute threshold, the match will be brought to a halt. A penalty of 5 runs per over will be imposed, and the Duckworth-Lewis (D/L) method will be employed to determine the outcome. Conversely, if the bowling team is responsible for a delay, a penalty of 5 runs per over will be imposed, ultimately culminating in the suspension of the game, with the D/L method being applied to ascertain the result.

17.2 Trash Removal:

- I. Both teams are responsible for properly disposing of team garbage. **Teams should bring their own trash bags.**
- II. Team captains must mutually agree that the ground has been cleaned; otherwise, both teams will be at fault and subject to penalties. **The team found guilty will incur a deduction of two points.**
- III. The responsibility of sending photos to the WhatsApp group lies with the subsequent teams scheduled to play on the same ground to send photos to the WhatsApp group if the ground is not properly cleaned. Otherwise, all the teams that played on that given day will be fined.
- IV. All grounds leased to Midwest Cricket Conference for Cricket strictly prohibit the consumption of alcohol within the ground and park premises. Players, officiating crew, or any other league members, whether supervising on the ground or not, are prohibited from consuming alcohol before or during the game. Furthermore, players, officiating crew, and other league members are not permitted in the park district premises under the influence of alcohol, drugs, or any illegal substance. Infractions and offenders may be reported to the league and/or respective local authorities if necessary.



Violations:

No Tobacco and Alcohol: Strict adherence to a zero-tolerance policy: absolutely no tobacco products or alcohol are allowed in the ground or playing area during game time. This applies to all players and owners. Let's ensure a safe, respectful, and family-friendly environment for everyone. Any violations will be dealt with severely. Respect the game, respect each other.

Saliva Use: Saliva use on the ball is strictly prohibited. A first warning will be issued for any violation. Subsequent violations will result in a penalty of 5 points deducted from the team's total.

Ball Tampering: Ball tampering, without warning, will incur an immediate 5-run penalty. Additionally, players involved will face a one-game suspension in the next scheduled game. It is imperative to uphold the integrity of the game, and any attempts to tamper with the ball will be dealt with severely.

MCC'S NEW CODE OF LAWS FOR 2022 HAVE OFFICIALLY COME INTO FORCE TODAY.

The alterations to the Laws of Cricket in October 2017 were the most significant that have been made for almost two decades.

Law 1 – Replacement players

The introduction of a new clause, Law 1.3, explains that replacements are to be treated as if they were the player they replaced, inheriting any sanctions or dismissals that player has done in that match.

Law 18 – Batters returning when caught.

First trialed by the ECB in The Hundred at the suggestion of MCC, Law 18.11 has now been changed so that, 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 20.4.2.12 – Dead ball

The new edition sees several changes to the Dead ball Law, the most significant of which is the calling of Dead ball if either side is disadvantaged by a person, animal or other object within the field of play.

From a pitch invader to a dog running onto the field, sometimes there is outside interference – if this is the case, and it has a material impact on the game, the umpires will call and signal Dead ball.

Law 21.4 – Bowler throwing towards striker's end before delivery.

If a bowler throws the ball in an attempt to run out the striker before entering their delivery stride, it will now be Dead ball. This is an extremely rare scenario, which has until now been called as a No ball.

Law 25.8 – striker's right to play the ball

If the ball should land away from the pitch, the new Law 25.8 allows the striker to play the ball so long as some part of their bat or person remains within the pitch. Should they venture beyond that, the umpire will call and signal Dead ball. As recompense to the batter, any ball which would force them to leave the pitch will also be called No ball.

Laws 27.4 and 28.6 – Unfair movement by the fielding side

Until now, any member of the fielding side who moved unfairly, was punished only with a 'Dead ball' – potentially cancelling a perfectly good shot by the batter. Given the action is both unfair and deliberate, it will now see the batting side awarded 5 Penalty runs.



Law 38.3 – moving the running out of the non-striker

Law 41.16 – running out the non-striker – has been moved from Law 41 (Unfair play) to Law 38 (Run out). The wording of the Law remains the same.

Law 41.3 – No saliva

When cricket resumed following the onset of Covid-19, playing conditions were written in most forms of the game stating that applying saliva to the ball was no longer permitted. MCC's research found that this had little or no impact on the amount of swing the bowlers were getting. Players were using sweat to polish the ball, and this was equally effective.

The new Laws will not permit the use of saliva on the ball, which also removes any grey areas of fielders eating sugary sweets to alter their saliva to apply to the ball. Using saliva will be treated the same way as any other unfair methods of changing the condition of the ball.