



# Madison Cricket Association

## MADISON CRICKET ASSOCIATION (MCA)

[www.cricmadison.com](http://www.cricmadison.com)

MCA

## TEAM, PLAYER RULES & PLAYING CONDITIONS

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# Madison Cricket Association

## TABLE OF CONTENTS

REVISION SUMMARY .....	4
1. General .....	5
2. Format .....	5
3. PITCH.....	6
4. Use of Protective Equipment.....	6
5. Standings, Reports and Points .....	7
6. Player Movement & Registration .....	8
7. Fielding Restrictions (POWER PLAY & NON POWER PLAY).....	9
8. Pre-Game Preparation .....	10
9. Venue for Matches.....	11
10. Normal Hours of Play & Intervals .....	11
11. Over's and Time Management .....	12
12. Delayed or Interrupted Matches.....	12
13. Wicket-Keeper and Fielder Movement.....	13
14. Responsibilities .....	13
15. Disputes .....	13
16. Leg Before Wicket(LBW).....	14
17. Leg Byes .....	14
18. Wide Ball.....	14
19. Bye.....	15
20. No Ball (non height based) .....	15
21. Dead Ball.....	16
22. Free Hit After a Foot-Fault No Ball.....	16
23. Height Based No Balls.....	17
24. Run Out By Manked.....	18
25. Substitutions.....	18
26. Discipline and Other Issues.....	18
27. Uniforms .....	19



# Madison Cricket Association

28.	Umpiring .....	20
29.	Batsman Retirement .....	20
30.	Communication .....	20
31.	Award and Trophies.....	21



# Madison Cricket Association

## REVISION SUMMARY

Date	Created/ Revised By	Team Name	Change Description
05/15/2011	Harish R / Praveen K G	Incredibles	Initial / Draft version of document
06/15/2011	Harish R	Incredibles	Version 1.0. Updated based on the comments in the emails and formatted the document based on MCA's Umpiring Guidelines document.
05/02/2012	Vijay Merupati	EAGLES	Added Power play and Award details.
05/11/2012	Naga Sivaraj	Chargers	Reviewed, Updated and versioned to 1.1
05/14/2012	Naga Sivaraj	Chargers	Update NRR calculation in section -5



# Madison Cricket Association

## 1. General

1. The association conducting the tournament shall be known as the **Madison Cricket Association** [hereafter referred to as **MCA**]. MCA Board shall be responsible for administration of the league and shall have full jurisdiction for the implementation and interpretation of the rules and playing conditions governing the League.
2. Except for those laws that are unique to local playing situations and conditions, the new conditions, and the associated Laws of Cricket document [**ICC Code**] will apply. Complete and latest ICC code can be found, at ICC's website [<http://icc-cricket.yahoo.net/>]. In the event of conflicts, the rules as stipulated by the **MCA** shall supersede the rules by ICC.
3. Only **MCA** approved balls [**NIVIA CT-3812**] shall be used in the Competition. The balls for the tournament will be provided by **MCA**.
4. In case of inclement weather or other unforeseen circumstances during the competition, MCA Board and Majority of the League committee members have the authority to enforce the rescheduling.

See Delayed or Interrupted Matches under section 12. League participation fees will cover Balls, trophies and other arrangements during all league matches till League finals.

## 2. Format

The MCA League will be run as follows:

1. All games shall be limited to a maximum of **Twenty (20) over's per innings**.
2. **Two (2) points shall be awarded for a win. One (1) point shall be awarded for the game called-off** by neutral umpires due to un-playable conditions or abandoned due to rain or due to any unforeseen circumstances.
3. In case of tie or draw, Teams will be awarded 1 point each in the Round robin matches. In the **Playoffs, QF, SF and finals**, both teams irrespective of number of wickets fallen a SUPER OVER will be bowled and result will be determined.
4. All the teams will get to play a maximum of 11 games before the playoff matches.



# Madison Cricket Association

## 3. PITCH

1. All the games need to be played on a cricketing mat on the pitch. It is acceptable not to use the mat if the pitch is wet because of overnight rains.
2. **Area of pitch:** All league games will use a pitch that measures **22 yards or 20.12 meters or 66 feet in length**. Each team is encouraged to carry a tape measure that will allow for the measurement of 22 yards or a piece of rope/string that is cut to an exact measure of 22 yards (or both!)
3. **Wide markers:** Markers that will be used for the calling of wide balls shall be placed at one bat length from the middle stump.

## 4. Use of Protective Equipment

The league firmly believes in the safety of its players and recommends the use of protective equipment as each player sees fit, but within the following rules.

1. Protective equipment is any visible item of apparel worn for protection against external blows.
2. For batsman, items permitted are helmet, external leg guards (batting pads), abdomen guard and batting gloves.
3. For a fielder, only helmet is permitted, except in the case of a wicketkeeper, for whom wicket-keeping pads and gloves are also permitted. A wicket-keeper may substitute batting pads for wicket-keeping pads.
4. The wicket-keeper is the only member of the fielding side permitted to wear gloves and external leg guards.
5. The gloves used by a wicket-keeper shall ONLY be those that are permitted under the ICC rules. **Law 40, paragraph 2** provides a description of a permissible wicket-keeper glove.
6. **Hand warmers, oven mitts, baseball mitts** and such other hand coverings are NOT substituted as wicket-keeping gloves and are not deemed acceptable as protective gear for a wicket-keeper in the field of play.



# Madison Cricket Association

## 5. Standings, Reports and Points

1. Winning Team Captain is responsible to share match results with the match score sheets to MCA website or email to “[registermccricket@gmail.com](mailto:registermccricket@gmail.com)” within 2 days of completion of game.
2. This is extremely important for getting scores, run rates, and recognition of consistent performers with suitable awards at the end of the League.  
Failure to Comply to with this ruling will lead to:
  - Points not being awarded.
  - Repeated failure will lead to disciplinary action.
3. **Forfeit Games:** Any team forfeits the game will be penalized will lose 2 points and the opponents will be awarded 2 points.
4. **Tie breaker rules:** End of the league rounds, if two or more teams are tied for any of the top positions, the team that advances shall be determined by applying the **TIE BREAK** rules in the following order.
  - a) The **winner of the head to head** competition. If still equal then following will be applied
  - b) The team with the **highest net run rate**, (TOTAL NRR for the round against all teams, as you see on Points table on MCA website)
  - c) The winner of the head to head competition in case of NRR being equal
  - d) If we have a TIE on NRR to third decimal place, we will use NRR against common strongest opponent for the both the tied teams to break the TIE

### **The calculation will use the following formulae:**

A. **Net Run Rate (NRR)** = (Runs scored / Over's Played) – (Runs conceded / Over's Bowled). This is formula being used currently on our website standings.

**EXAMPLE:** [Team “A scored 678 runs in 147.3 over's, for a run rate of 4.596. Team B has scored 466 runs in 150 over's, a run rate of 3.107. Therefore the Net Run Rate (NRR) is; 4.602 minus 3.107 with is 1.489]

The rounding of decimal will be to third decimal as shown above. Over's are considered as 1.2 over's = 1.47, 1.4 over's =1.67 and so on for calculation purpose. The rounding of over's will be till second decimal.



# Madison Cricket Association

**Note:** In the event of a team being all out in less than its full quota of over's, **the calculation of its net run rate shall be based on the full quota of over's** to which it would have been entitled and not on the number of over's in which the team was dismissed.

**Please note** - If games between tied teams were washed out, then H2H cannot be applied as a **TIE- BREAKER**. Similarly, if some of the tied teams have not played each other, then H2H cannot be applied.

## 5. Tie breaker by Super Over for games

If a match ends with the scores tied and there must be a winner, the tie is broken with a one over per side **"Eliminator" or "Super Over"**

- Each team nominates three batsmen and one bowler to play a one-over per side "mini match".
- In turn, each side bats one over bowled by the one nominated opposition bowler, with their innings over if they lose two wickets before the over is completed. The side with the higher score from their over wins.
- If the teams finish tied on runs scored in that one over, the side with the higher number of sixes in its full innings and in the one-over eliminator will be declared the winner.
- If the teams are still tied, the one with the higher number of fours in both innings will win.
- If still tied, the one with higher number of the twos in both innings will win
- If still tied, another one over will be played following above rules and winner will be decided.
- Umpires will be responsible for the successful execution of the SUPER OVER. All decisions taken by the umpires will be final, and no further escalation to Executive Board of Directors will be entertained.
- Each team should have only 3 fielders outside the 30 yard circle for super over.

## 6. Player Movement & Registration

1. If a player has already played for one team in MCA League, player transfers to any other team shall NOT be allowed after 3rd game of the Tournament unless the team originally he played for disbands entirely and ceases to partake in any of the matches for the remainder of the season.





# Madison Cricket Association

2. It is the responsibility of the new team to notify the MCA committee of the transfer and to register the new player, prior to his appearance in any match.
3. It is the responsibility of the transferring player to notify his old club of his intention to re-register for a new team.
4. New team should not add his name until the old team releases his name from their roster and send a no-objection mail to the committee/Board.
5. All the teams are expected to register their players in official MCA site before match starts so that entire team lineup can be viewed on our website by other teams.
6. Any player not registered with the team prior to the match OR not carrying supporting identification, will NOT be allowed to play.
7. Captains are expected to keep an updated list of all registered players of their team. They should take a print-out from MCA website. Umpires will verify player's identity against the list. Players are expected to carry photo identification. Any player not in the list or unable to verify his identity will not be allowed to play the match without board or league committee approval.
8. For a player to play in the knock-out round, he should have played at least ONE match in Round-robin games.
9. A team can declare a maximum of 20 players in the squad. Any new person willing to play for a team after its pool of 20 players is declared will have to play in the next tournament only.

## **7. Fielding Restrictions (POWER PLAY & NON POWER PLAY)**

1. First 3 Over's of each innings is Bowling Power play / Mandatory Power play, during this Power play session only TWO fielders are allowed outside the inner circle and there must be a minimum of two stationary fielders within the applicable fielding restriction area measured from the striker's end at the instant of delivery.



# Madison Cricket Association

2. At any point in the game, a team can't have more than 5 fielders on the leg side. No more than 2 fielders can be set behind square-leg line of a batsman. If a deep fine leg, deep backward square leg & leg gully or slip is set by a fielding captain – **IT'S a NO BALL**.
3. At any instant, no more that **5 fielders can be set on the boundary**, which means except wicket-keeper & the bowler - at least 4 fielders have to be inside the 30 yard circle at any moment of the match.
4. In case of a SUPER OVER, Only 3 fielders should be placed outside the inner circle , if this is violated, a NO BALL can be called by the Umpire.

## Batting Power Play:

- This is OPTIONAL for batting teams to choose and it is 3 over's per innings
- Fielding team can have a maximum of **3 Fielders** outside the inner circle
- Batting power play over's need to be continuous without any break in between and batting team can take batting PP either in first 10 over's or last 10 over's it depends on batting team captain call.
- It will not be enforced so depending on their match status, batting team can deny taking the batting PP also.

## 8. Pre-Game Preparation

1. Though it is advised that home team is responsible for the pre-game preparation activities, both playing teams shall be equally responsible for preparing the pitch which may include but not limited to sweeping, raking and or rolling, marking the boundaries and field restriction area. **Each team shall also bring other equipment such as stumps, bails, chalk, broom etc.**
2. 8.2 Each playing team shall be responsible for bringing water and refreshments for their own use. The **“home team”** will NOT be responsible for doing so. Bringing goodies for your opponents will be seen as a good gesture and will be greatly appreciated!
3. Captains or their designee must exchange lineups prior to TOSS. The toss should happen no later than 10 minutes prior to the scheduled start of the game. At the scheduled start time both teams must be present on the playing field with at least 7 players at which time the MAIN umpire will call play to officially start the game.



# Madison Cricket Association

4. If after 30 minutes from the scheduled start time one of the teams is not present on the field with at least 7 players, the game shall be canceled and 2 points shall be awarded to the team that was ready for play.

## 9. Venue for Matches

Currently MCA has only one ground available; so all the matches are schedule there. Each team is assigned as a home team and visiting team even though both might be from same locality.

## 10. Normal Hours of Play & Intervals

1. League matches are scheduled to start at **8 AM on week ends**. Rescheduling of start times is permissible upon mutual consent of opposing captains and umpires, taking into consideration ground availability, permit etc. In cases where ground permits are involved and games need to be completed within a specified time, games need to be started at least 3 hours before the specified end time in order to complete the game on time.
2. Rescheduled game in the round robin should be completed before the play offs start. Otherwise points will be shared between the teams.
3. Once a start time is decided (either mutually agreed or fixed due to ground issues), all rules in Section-8 will apply, based on this start time. If umpire is not available at the stipulated start time, the playing team captains can start the game with umpires from the batting side.
4. These rules will particularly apply in situations where the game has to start at a specified time due to ground issues.
5. **One break of ten (10) minutes** is permitted at the completion of the 10th over, except under conditions of extreme heat and humidity where the umpires shall permit extra intervals for drinks as they seem appropriate.
6. Issues related to ground permit & timing, neutral umpires will be responsible to ensure that none of the teams waste time in the field for any reason. We do not expect one over to take more than 5 minutes, to expedite the game if umpire feels too much time is being taken in strategy sessions, field placing after every ball or any deliberate slowing of game, umpire can warn and later for repeated delay penalize with reducing over's and runs as per the batting order.
7. In general, home team will be responsible to start the game at the schedule start time.



# Madison Cricket Association

## 11. Over's and Time Management

1. All matches shall be limited to (1) one inning of (20) Twenty over's maximum per side. Each over will consist of six (6) legal deliveries.
2. Each bowler shall be allowed a maximum of (4) four over's in an inning (of 20 over's).
3. Batsmen must be ready to take guard or in position at the batting or bowler's end within a reasonable time frame from the time a wicket has fallen and as may be decided by neutral umpires.

## 12. Delayed or Interrupted Matches

In the event a game is curtailed by rain, bad light, or any other weather related factors, the following rules shall apply:

1. Both the teams will share the points equally only if it is completely rained out and teams could not replay their game at any later and before play off games.
2. If it is interrupted by unforeseen factors like eviction, rain etc.
  - The umpires and the team captains have an option of playing the game or completing the game at a different time/date but before the playoffs.
  - If the game is scheduled to play on Sunday and it is expected to rain on Sunday then the teams can pre-poned the match to Saturday provided if both teams agree and ground is available to play.
  - In such situations, the players will have to be available at the new time. It is preferable that same umpires be present if not neutral umpire committee will help their best to provide umpires for the rescheduled games
  - All decisions regarding playing at a later time OR splitting of points due to the above reasons will be taken by the neutral umpires in consultation with both captains. The decision of neutral umpires will be final.



# Madison Cricket Association

3. Minimum of 7 players from each team should be available at the grounds on the specified start time. Decision to “**call-off**” the match will be made by the neutral umpires at the ground after a 30 minute wait. If any team does not have a minimum of 7 players after 30 mins of scheduled start time, then umpires can consider it as a FORFEIT of the match, and award full points to the team present with 7 players.
4. MCA /League take FORFEITED matches seriously and hence teams FORFEITING matches frequently might not be allowed to in the future LEAGUE.
5. **Interrupted Matches**: All interrupted matches are considered abandoned. A fresh match with at least 12 over’s is required to decide the winner or the points are split.
6. In case of over loss due to delayed start, each over is reduced for one bowler. Ex: - Lets say if 2 over’s are lost for each team, 3 bowlers will bowl 4 over’s each and two bowlers will bowl 3 each

## 13. **Wicket-Keeper and Fielder Movement**

Neither of them can move significantly (**NOT more than 3 steps**) after the batsman has taken his stance, which is considered to be a distraction. The fielder is not allowed to move significantly (a deep square leg cannot become a square leg). It holds good sideways (a deep square leg cannot become a deep mid-wicket). For fielders, only regular taking a start type of forward movement is allowed. A wicket- keeper cannot come close to the stump if he is at a significant distance from the stumps.

After the batsman has taken his stance and before the ball passes the batsman. If any of these are not met the Umpire will call it to be a DEAD BALL on his own or on upon objection raised by the batsman or captain of the opponent team. A choice to provide a warning is totally up to the umpire s discretion, and is not mandatory. For repeated such movements/violations, the umpires will call a NO ball. **All decisions of Umpires are FINAL.**

## 14. **Responsibilities**

It is the responsibility of BOTH captains to see that decorum is maintained at all times and the spirit of the game is adhered to. Please remember we are still Recreation League.

## 15. **Disputes**

Disputed games shall be arbitrated by the MCA Board / League committee with representatives from both teams and the officiated umpires.



# Madison Cricket Association

## 16. Leg Before Wicket(LBW)

This one is easy! We do not consider **LBWs** in our games. So, a batsman should not be ruled out on account of LBW. We do not consider leg byes. No runs for leg byes. There are no run outs, but if the ball brushes any part of the body including leg and hits the stumps it is **OUT** and also stumping is allowed even if it brushes any part of the body.

However, **RUNOUTS** are not allowed if the ball hits the leg/pad. The Square Leg umpire gets to decide if it was a genuine stumping (a batsman was out of the crease during the act of play or lost his balance while trying to play) or the batsman made an attempt to run, because there are no run outs.

If the ball hits the leg/pad, and then hits the bat, then it is considered as fair play. In such cases, only **BOWLED** and **STUMPED** are declared **OUT**. No runs, No Run-outs and NO Caught **OUTs** are given for such a ball. This rule is included to eliminate any uncertainty or ambiguity. **All decisions of umpires are FINAL!**

## 17. Leg Byes

This is easy too! We do not consider leg byes. No runs score on leg byes. The ball is simply ruled dead. So there are no run outs on those balls too.

**All decisions of umpires are FINAL!**

## 18. Wide Ball

1. Use a cone or a flag as a marker to call wides (measured as one bat from the middle stump). A ball is a wide if it passes so high or wide that it is beyond the reach of the striker.

The ball must pass behind the batsman **AND** outside the leg stump to be ruled a wide down the leg side. For wides outside the off stump the ball should pass outside the cone or flag marker. If you are going to call a ball on the off-side that goes over the cone/flag as a wide ball, then make that consistent call throughout the game.

2. The umpire shall not call "**wide**" if the batsman moves to a position so that the ball is beyond his reach or moves to a position so that the ball is within his reach. A wide does not count in an over.



# Madison Cricket Association

3. The striker may be out five ways off a wide: Run out, stumped, hit wicket, handled the ball and obstructing the field. The umpire should call and signal “**wide**” as soon as the ball passes the stumps. All runs scored off a wide are recorded as wides, not byes. Obviously if the ball touches the striker’s person a wide would not be called. One run is given to a wide ball that has no other runs scored off it.
4. **Wide when Batsman changes his stance:** A batsman is allowed to change his stance either during the bowlers run up or prior to it. The change in stance can also be in between the deliveries of an over. In a case where the batsman changes his stance prior to the bowlers run up, he needs to inform the umpire about the change, and the wide call will be based on his current declared stance.

On the other hand, if the batsman changes his stance during the bowlers run up, the wide will be judged based on the stance that he took before the bowlers run up. This change in stance during the run up will be considered as the equivalent to a reverse sweep scenario.

## 19. Bye

A bye is called when a legal delivery passes the stumps without the ball touching either the bat or the batsman’s body.

## 20. No Ball (non height based)

### Mode of delivery

1. Umpire shall inform the striker batsman whether the bowler intends to bowl right handed or left handed, over or round the wicket. It is unfair if the bowler fails to notify the umpire of a change in his mode of delivery. In this case the umpire shall call and signal No ball.  
**NOTE:** Every time the bowler comes back after a break in his spell, he is required to inform his guard (which hand, and which side of the wicket) to the umpire. If not, the umpire can call a NO BALL.
2. Underarm bowling shall not be permitted, and it shall be called a NO BALL
3. **Fair delivery - the feet :** For a delivery to be fair in respect of the feet, in the delivery stride the bowler’s front foot must land with some part of the foot, whether grounded or raised, behind the popping crease. A simple rule of thumb would be -.If umpire can see the popping crease behind the bowler’s front foot (toe, heel and all!), and then it is NO BALL.



# Madison Cricket Association

4. Ball does not become dead at the call of No ball, but batsmen can only be dismissed from a No ball by Run Out, Hitting the ball twice, Handling the ball, or Obstructing the field.
5. A side crease shall be drawn on either side of the stumps at the bowlers end. The line is measured as one and half bat length from either of the corner stumps. If a foot of the bowler is completely outside the side line while delivering the ball, then it is considered a NO ball. Stepping on the line of the side crease is not a NO BALL! The bowler is expected to bowl from within the popping box (the area enclosed by the popping crease, side crease and the bowling crease/line), so that the umpire can see his bowling action and stepping. If the bowler delivers a ball from behind the umpire or from outside the BOX, it will be called a "NO BALL". Thus, the bowler is expected to bowl from inside the box.
6. If the Main umpire or neutral leg umpire feels that the bowler is throwing/chucking the ball, he can call a NO BALL. Giving a warning is totally up to the umpires discretion, and not mandatory. The main umpire can consult the leg umpire and over-rule any decision of leg umpire. The main umpire will have the final say!
7. One run will be awarded for a No ball.
8. Such NO BALLS are followed by a FREE-HIT as explained in Section-22 below.

## 21. Dead Ball

A dead ball is either if the ball pitches more than ONCE or rolls before it crosses the stumps. In certain grounds half of the pitch may have grass/uneven patch. In such circumstances, the two captains in mutual agreement with the umpires can formulate a rule for dead ball, when a ball pitches on the green grass/rough patch. Such agreements have to be made prior to the toss/match. A DEAD BALL call supersedes any other calls for wide, bowled, stumped, caught etc.

## 22. Free Hit After a Foot-Fault No Ball

1. The delivery following a no ball called for a foot fault (including side crease) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it.
2. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball. During a free hit, a batsman can be given OUT only by RUNOUT, hitting the ball twice, handling the ball OR obstructing the field.





# Madison Cricket Association

3. Field changes are not permitted for free hit deliveries unless there is a change of striker.
4. A free hit ball is counted towards the number of balls of an over.
5. If 6th ball becomes a foot fault - No Ball, 7th ball is a free hit ball and as long as the free hit ball is not a wide or a no-ball that is considered end of the over.
6. The umpires will signal a free hit by **(after the normal No Ball signal)** extending one arm straight upwards and moving it in a circular motion.

Any foot fault ball i.e. front foot outside on the front line or side line is considered as no ball and the following ball is called Free-Hit.

## 23. Height Based No Balls

1. If in the judgment of the bowler's end umpire the ball after pitching (touching the ground), has passed over the batsman's shoulder, when the batsman is in his normal batting stance, and inside the crease, then the bowler's end umpire shall call and signal a NO BALL.
2. NO ball calls on height shall be made only by the bowler's end umpire or a neutral leg umpire. The bowler's end umpire may consult with his colleague if he feels the need he could over-rule his call. The bowler's end umpire will have the final say!
3. **Full tosses above the waist** : If in the judgment of the leg umpire the ball without pitching (without touching the ground), has passed over the batsman's waist, when the batsman is in his normal batting stance, and inside the crease, then the leg Umpire shall call and signal a No ball.

Additionally the bowler will be given a warning for dangerous bowling if the ball was directed at the batsman's body. These types of deliveries can potentially injure the batsman. Hence, if 2 such deliveries which are directed at the batsman's body are bowled by a bowler, the umpire will stop the bowler from bowling further in the match. This can be done by the umpires on their own, OR on request from the batsmen or batting team's captain. If the over is not complete, a different bowler has to complete the over. This bowler should not have bowled the previous over, and will not be allowed to bowl the next over. The # of balls bowled by the new bowler, will be credited to him, and hence will count towards his quota of over's.

**NOTE:** Since it is very difficult to ascertain the speed of the ball being bowled accurately, no differentiation will be made between fast and slow balls. I.e. either spin or fast ball full toss above waist is considered as NO BALL

4. Height based NO Balls are not followed by a Free-hit.



# Madison Cricket Association

## 24. Run Out By Manked

Minimum 2 Warnings before Manked a batsman and 3rd one can be declared as RUN-OUT.

## 25. Substitutions

1. Substitution of fielders can be done at anytime during the course of the game.
2. If a player is substituted due to any of the above conditions, when he comes back into the field, he needs to wait for the number of over's he stayed out, before he can bowl.

For Eg. If a player stayed out for 2 over's, he has to field for 2 over's before he can bowl. (This is not applicable if the player is a wicket keeper. He can come back and start wicket keeping immediately)

## 26. Discipline and Other Issues

1. Alcoholic beverages are prohibited in all parks. This is a county ordinance; violators are subjected to prosecution by law.
2. Madison Cricket Association does not and will not tolerate any **unsportsmanship behavior** from players, teams or players/members; the respective captains shall be responsible for taking the appropriate disciplinary action against the offender(s) and notify MCA Board members of the steps taken.
3. Members of MCA shall be expected to behave courteously toward others, i.e. players, officials, umpires and spectators.
4. If a player behaves in an un-sportsmanlike conduct (abusing umpires, opposition players & spectators, threatening with bodily harm, damaging of property used in the game or public property) during a game, the umpires shall report him to his captain and if the situation persists neutral umpires will have the authority to ask the player to sit out for the remainder of the game. He will also be reported to the league committee by the neutral umpires or opposition team captain.
5. If the incident involves a player who was penalized by the league in a previous instance, respective player will be terminated from the league immediately and points might be deducted from the team's tally at the end of that game. In addition, that team's captain will also be penalized for not controlling that individual either giving him a Strong warning or a ONE match suspension.



# Madison Cricket Association

6. If the incident involves a player who was not penalized earlier, neutral umpires or opposition captain will have the option to report the incident or player to the league executive committee.

Dispute committee will investigate all such incidents and decide on appropriate actions against the individual and/or team captain including but not limited to debarring from playing in MCA for future games & seasons.

7. Any player who willfully disturbs the wicket, or causes the game to prematurely end shall cause his team to forfeit the game.
8. MCA Board and League committee will investigate the disputes reported to them by teams & neutral umpires.

If any team is found to have willfully caused disturbance during a cricket match, that team and the players involved would be subject to disciplinary action as deemed fit by the executive committee. Any team or players that do not agree or obey the disciplinary actions handed to them will be subject to additional actions including but not limited to expulsion from the league games for the current and future seasons. Such expelled players or teams will not be allowed to play in the league games for their own team or for other teams in the future.

## 27. Uniforms

1. Every team has to make sure their team is playing in their team jersey in all the games.
2. If the team is bringing in some new players who are not part of the initial squad because of the difficulty in getting XI players for the game then it is not mandatory for those new players to wear the team jersey but still the MCA recommends to wear the near colored shirt and track pants (if any) of your team.
3. The section **27.2** also applies if any of your regular team member jersey is torn.
4. At any point the team's need to make sure their maximum number of players are in with full team jersey for any game on any given condition.
5. In any case except some injury, every team player should play in shirt, pant and shoes. The MCA does not encourage any player to play with **shorts or Bermudas and sandals**.
6. MCA /Teams will work with sponsors on finalizing the jersey and number of jersey per team. Team co-coordinators will be notified on further details.



# Madison Cricket Association

## 28. Umpiring

1. Neutral umpires are provided for each game. The roles & responsibilities of umpire are covered in a separate document.
2. If you are missing a neutral umpire, batting team has to provide the leg umpire for every game.
3. Umpire's decision is final in any case. Period
4. Main umpire has the authority to overrule the leg umpire decision

## 29. Batsman Retirement

The batsman can retire at point of the match and can bat again following a fall of wicket or retirement of another batsman.

## 30. Communication

Use the website for the following cases:

1. Broadcast information about the league
  2. Arrange practice games
  3. Requests for neutral umpires for a game
  4. Inform Match Result
1. In case of any issues, disputes or suggestions please send a mail to MCA Board and League committee. Please explain the issue or dispute in detail with the details of umpire, teams involved, etc.
  2. **WEBSITE- MCA maintains a website:** Schedule for the season, MCA Board members, League Committee members, Rule books, Match Schedule for the week, Points table at the end of each match, MCA Approved Score sheets, ground information, Driving Directions, Team details, players contact information and all pertinent information regarding our league is available on our website – [www.cricmadison.com](http://www.cricmadison.com) under **Club >> Documents** section.
  3. We encourage teams to use the site for reporting score sheets, email MCA Board, Search Player details, sponsor information, match details, league details and all necessary info related to the league is available.



# Madison Cricket Association

## 31. Award and Trophies

### Details of Awards and Trophies are given below:

1. 2 Awards for each match (**1 Man of the Match Award from winning team and 1 Best Player Award from losing team**).
2. Man of the match is awarded to the best performance from the Winning Side.
3. Best Player is awarded to the best performer from the Losing Side.
4. Decision will be made by both the Neutral umpires and consulted with the respective captains before announcing and awarding the Player
5. Both Neutral umpires will take the guest of honor to present MOM and Best player awards to the selected player.