

Summarized important MCC rules:

Please refer to the international cricket laws for one day international in the ICC website @ <http://www.icc-cricket.com/icc/rules/> Most ICC rules are applicable to our tournaments. Only special rules and exceptions are highlighted below, and members are expected to apply basic cricket knowledge in normal situations. If you notice something and feel that it is explicitly required to specify, please let the board know about it.

Play-offs Eligibility	Players should be part of playing 11 for at least three games to be eligible to play in play-offs
Uniform	Colored team shirts. NO SHORTS allowed in the field (applies for substitutes as well)
No Leg bye and LBW	The batsman will have to be home while running or else can be run out. Batsman should always be in the crease while the ball is in play. There is no run for a leg bye, but the batsman could get run out if not inside the crease while attempting to take a run. Even if the umpire declares it as leg bye, please make sure the batsman is home either side else you can be run out.
Rain/Bad Light/Unable to complete a match on time.	For the game to be counted both teams should have played at least 15 overs . Points should be split between both teams if 15 overs can't be bowled for both innings. The decision for the game to be continued or not will solely be the main umpire unless both captains agree to play or not to play. If there is a disagreement between the on-field captains, then the umpires call is final . In case more than 15 overs have been bowled for both innings and the game must be stopped, the outcome of the game will be decided by DLS method . The outcome of a game must be decided on the field before the game can be considered done. A game cannot continue beyond the start time of the next game. The game must be stopped, and the winner will be decided by DLS method.
Play both ends	Players should switch sides every over (same as ICC rules)
Boundary	In case of boundary decisions, the fielder must stay his ground and it will be the umpire to decide. This is very important in case of catches on the boundary line. Since we don't have complete boundary, consider a straight line between two flags .
Leg Umpire	Responsible for strike end run-out and to indicate beamer no-balls only. Can consult/inform the main umpire about the bouncer or throw/Chucking arm action. The main umpire has the authority to overrule leg umpire's call.
Umpire	The final authority on the ground
Substitute Player	<ul style="list-style-type: none"> No Substitute fielder allowed for the first six overs of the innings. You should take the field with your playing 11 or field with short players. The players who can't join the match inside the first six overs are considered out for that game, they can only field.
Dispute/Discussion	No one other than captain is allowed in the field in case of discussion. It will be at umpire's discretion to allow any team member to interfere.
Abuse	Any abuse verbal or physical, from any member will not be tolerated and any such member will be banned from playing in the tournament and potentially from the Madison Cricket Club. Captains must take responsibility and address any such situation with the utmost importance.
Bouncer	One per over. Second legitimate bouncer will be a no-ball. Above the head bouncer will be a wide ball.

Batsman Retired hurt	No runners allowed. Batsman can retire but can come back to bat only after minimum three wickets from the team are down or as a last batsman.
No Cross over	No batsman cross over when caught, new batsman in will take strike.
Basic conduct	<ul style="list-style-type: none"> • Park properly. • Do not take your car in the ground. • Please use the bins for trash and toilets for other imp needs
Chucking Action	If chucking action is reported by Batsman/leg umpire, the main umpire will step back to watch the bowler's action. From that point, the first instance will be warning from the Main umpire, 2 nd instance will be a NO ball, and the third instance will make the bowler ineligible to bowl during the game. These instances must be called out by the main umpire and not by the leg umpire. In other words, it should be declared instantly just like a NO ball call by the main umpire. If the main umpire can't or did not see, then it is not counted as an instance.
Time Restrictions	<ul style="list-style-type: none"> • Time per over - 6 mins. • Time to complete an innings - $25 * 6 = 150$ mins (innings break excluded) • Time starts as soon as the first ball of the innings is bowled. • The only break is after 12 overs for a maximum of 15 mins. <ul style="list-style-type: none"> - The main umpire informs both team captains if the break needs to be cut down. • Game should resume at the 15th minute after the break. • The batting team should be ready to start or else the umpire must give a 5-run penalty to the batting team. • It is the fielding team's responsibility to keep the game running on time. <ul style="list-style-type: none"> - If there is any intentional delay by the batting team, the main umpire can give a 5-run penalty to the batting team. • If the bowling team doesn't complete 25 overs in 150 mins <ul style="list-style-type: none"> - One fielder should come inside the circle per over after 150 mins have passed. - At most three fielders can be brought into the circle due to time penalty. • Drinks can only be given to batters at the end of the over if the opposition captain/umpire permits. • The main umpire has the discretion to accommodate requests due to unforeseen circumstances.
Power Play / Field Restrictions	<p>First 6 overs with 2 fielders outside 30 yards.</p> <p>Any 2 overs after 15 with 3 fielders outside 30 yards.</p> <p>Outside of Power Play, at least 4 fielders, excluding bowler and keeper, need to be inside the circle.</p> <p>At no point during the game there shall be more than 5 fielders on the leg side and no more than 2 behind square on the leg side (smaller sector between leg umpire and keeper).</p>
Free Hit	<ul style="list-style-type: none"> • Only front foot no balls will deserve a free hit of the next legal ball. • The field will not change if the batters do not cross. • Either batter can be run out of a free hit ball.
Beamers	<ul style="list-style-type: none"> • A ball is considered a beamer if the umpire considers the ball to reach the batter, standing at the batting crease in an upright position, above their waistline. • If the batsman advances, the main umpire will use his discretion to judge the ball to be a beamer. • The leg umpire can indicate to the main umpire when a beamer is bowled. • The main umpire will make the final call and can also overrule the leg umpire. • If a batter gets out while playing a beamer indicated by the leg umpire and the main umpire overrules the decision, then the batter is considered out. • All beamers are NO-BALLS. • Irrespective of pace, a bowler cannot bowl more than one beamer in one inning. <ul style="list-style-type: none"> ○ The same bowler cannot be allowed to bowl in the same inning after he bowls the second beamer.
Mankad - Out	Mankading is allowed and should be followed per ICC rules.

PLAYING TIME (Refer to game timings table):

The teams shall keep up the schedule times to complete the matches in time. Any deliberate attempts to delay games shall have strict penalties.

If the minimum quorum of seven players is not achieved by **the toss time**, the toss shall be **awarded to the team** that has the minimum number of players available. If both teams do not have the minimum players, it shall be awarded to the team that fulfils the condition first. This rule shall be implemented strictly by the umpires and captains to make sure things work on time. Every team shall strive to complete the match within the allotted time.

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 2 points each only if both teams fulfill the rule on minimum quorum required to start a game. Otherwise go by minimum player rules.

Game Timings: Check proceedings per this schedule during the game.

AM			PM	
7:45 AM		Toss	1:30PM	<ul style="list-style-type: none"> • Lose toss if at least 7 players are not present at toss time. • Players must be in the ground, near and visible to the umpire. Being in the parking lot doesn't count.
8:00AM		Start time	1:45PM	Request players to report at least 30 minutes prior
8:15AM		No docking	2:00PM	If you start at this time, forgo break only
8:30AM		22 overs	2:15PM	30 mins delay deduct 3 overs each side
9AM		20 overs	2:45PM	1-hour delay deduct 5 overs each side
9:30AM		17 overs	3:15PM	1 over each side for every 10 minutes
9:45AM		15 overs	3:30PM	1 over each side for every 10 minutes
Past 10:15 AM		Washed out	Past 4:00 PM	Wait till this time to declare a washout
11AM		Second innings	4:45PM	Expected 2nd innings start
11:30AM		20 overs	5:15PM	
Past noon		15 overs	5:45PM	
1:30 PM		25 overs	7:15 PM	Expected end time.
1:45PM		End Time	7:30PM	For rain interrupted games, game should absolutely stop, and rain rules apply.

Penalty for late team:

If one team shows up late, 15 minutes beyond losing the toss (8:16AM), one over will be deducted from **JUST** their innings. If the team is delayed by another 15 minutes to take on the field (8:31 AM), 3 overs will be reduced from **JUST** their innings. If the team does not have 7 players to take on field by 8:46 AM, it will be considered forfeited by the team. Same applies to afternoon games.

When above situation happens, please use the captain's group to txt this information, and, make sure the late team understands before the start of the game that they are penalized an over or three for starting late.

Penalty for late Player:

Captains are required to submit their team at the beginning of the game. No player will be allowed to bat or bowl for their team if they show after six overs have been bowled. This player can field for the side as a substitute player after the first six overs.
