

# MACC Rules

1. The laws of Cricket
  - 1.1. The 2000 Code, - 5<sup>th</sup> Edition, of the Laws of Cricket., as uploaded on Macc website will be the default regulations governing play in MACC on any points not covered by the following League regulations. ICC regulations for International Test matches and ODIs do not apply to MACC matches unless specified below.
2. Exceptions to the laws in the 2000 code
  - 2.1. The 2000 Code of the Laws of Cricket includes more stringent regulations against unfair gloves used by the Wicket Keeper. Of particular importance is a new requirement that the webbing between thumb and index finger is for support only and not to form a pouch when the hand is extended that might unfairly assist in making a catch. Recognizing the cost of gear, MACC will not enforce this rule in the 2014 season. However, umpires are asked to report non-compliant gloves to the Umpiring Committee so that we will know the extent of the problem. Teams are expected to bear this new Law in mind when purchasing new equipment and to prepare for future time when this Law will be enforced.
  - 2.2. The new laws do not allow marking of a boundary with objects at separated points using objects such as flags or cones. The markers should be a continuous item like a rope, a line painted on the ground, or a fence or board, or some combination thereof. Flags or cones will still be allowed in MACC until further notice. However, it must be remembered that when using cones, flags or discrete markers, the boundary is an invisible line at the base of the marker, and thus the remainder of the marker above ground level is over the boundary. In particular, a ball struck so that it first lands on a boundary cone or a flag above the ground will be a boundary six.
  - 2.3. The new laws require the use of two scorers at all times. While this is highly desirable and to be encouraged (see Section 7.1), MACC requires only one scorer.
  - 2.4. Underarm bowling is not allowed. A delivery shall be considered underarm if the bowler's hand does not reach the level of his shoulder during the delivery swing. In the event of an underarm delivery the umpire shall call and signal No Ball under Law 24.1{a}.
3. Board of Directors, Executive Committee and Disciplinary Committee
  - 3.1. The Board of Directors and Executive Committee (EC) of MACC are constituted as specified in the Constitution and By-Laws of MACC. If any reports are received requiring attention of a Disciplinary Committee, one will be appointed by the Executive Committee as described in the constitution and in the League's policies. These governing bodies and committees are responsible for ensuring that conduct of all participants in MACC matches adheres both to the letter of the law and the spirit of the game.
  - 3.2. A Disciplinary Committee will be appointed by the Executive Committee in response to a report received from an umpire, a team captain, or a member of the Board of Directors or the Executive Committee. However, the Executive Committee is empowered to appoint a Disciplinary Committee at any time they judge necessary.
4. The Umpire(s) --See also Appendix A

- 4.1. To the extent possible, for each match the League will schedule two umpires, who are not affiliated with the teams playing. These umpires will be scheduled by naming two umpires, by naming a league team that must provide two umpires, or by naming one umpire and naming a team to provide the other umpire. Teams that are assigned to provide umpires may agree among themselves to swap assignments, provided that 1) the change is made in good time, preferably several weeks before the matches affected, 2) all the teams playing in the matches agree to the change, and 3) notice is given to the Umpiring Committee and approval obtained. If there is only one appointed umpire present for the match, he will stand at the non-striker's end throughout the match unless the captains agree otherwise before the toss. In this case, the batting side will provide umpire at the striker's end; however, captains may agree to a second non-playing umpire if one is available. All umpires must umpire for the entire match, unless agreed upon and approved by team captains of participating teams.
- 4.2. If the two umpires officiating in a match are not associated with either of the teams playing, they will alternate overs standing at the bowler's end unless the umpires and the captains agree otherwise before the toss.
- 4.3: Throughout these regulations, unless the context makes it clear otherwise, the word "umpires" in the plural refers to the umpires scheduled for the match who are not affiliated with either of the teams playing. If there is only one such umpire, the word applies only to him. The word "umpire(s)" refers to any umpires officiating in a match.
- 4.4. Umpires shall wear appropriate umpiring clothing, which at a minimum shall be a white shirt and dark (preferably black or navy blue) trousers. The use of white umpiring jackets and other traditional umpiring clothing suitable for a day match with a red ball is permitted and encouraged.
- 4.5. The umpires are responsible for ensuring that conduct of the match is strictly in accordance with the Laws and these regulations. They shall be the sole judges of fair and unfair play.
- 4.6. The umpires will be the final judges of the fitness of ground, weather and light for play.
- 4.7. When no neutral umpire appears for a match, the captains are expected to arrange between themselves for officiating the match. Lack of neutral umpires is not a justification for declaring a draw or rescheduling a match. It is expected that with good will and common sense in the spirit of the game, it will be possible to play the match and arrive at a result. In questions about fitness of ground, weather and light, the captains will use a commonsensical approach and agree between them on the proper course of action. If the captains are unable to reach an agreement on any matter of importance, it may be necessary to refer the matter to the Executive Committee. However the foremost priority of the captains should be to complete the match and reach a result on the field whenever playing the match is possible. The two teams will make attempt to arrange umpires from local teams, or use umpires from the playing teams. If the teams don't agree to play, then the match will be considered a draw and points will be equally split. If the two teams do not make an attempt to play the match, both teams will be penalized 2.5 points each.
- 4.8 The teams assigned umpiring shall provide names and contact of the umpires assigned by Thursday midnight for the upcoming weekend games .Failure to do so would have the penalty of \$50, for the first offense and subsequently deduction of the one point for any additional offenses each.

## **5. The captains**

- 5.1. The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws. Players serving as captains must understand that they are

responsible both for their own actions and those of their teams. Captains are expected to assist the umpires by intervening when their players fail to comply with the instructions of an umpire, criticize the umpires' decisions by word or action, show dissent, or generally behave in a manner that might bring the game into disrepute. If captains intend to ask umpires any questions about a decision, they should do so at a time when they do not waste time in the match; in particular, the captain of the batting side should not come on the field of play and interrupt the match to ask questions. No players, including captains, have a right to argue with umpires against a decision made on the field.

## **6. The Players**

- 6.1. Each captain shall send the playing eleven (or fewer) players before the toss to Macc Bod email or Whatsapp group for the inspection of the other captain and the umpires. The list cannot be changed after the first delivery is bowled. After the conference the list should be given to the scorer to assist him in his duties. Failure to do so is a fine of \$50 for first occurrence and a point deduction plus \$50 for any repeated offense.
- 6.2. A player not on the list provided by his captain may not bat, bowl, or keep wicket during the match, although he may otherwise substitute for a missing player as allowed by the Laws of Cricket.
- 6.3. If a team uses a player who has been suspended from MACC play or who is ineligible to play for that team, either under the rule 6.5 below or otherwise, that team will pay a \$200 fine to the League and forfeit all matches in which the suspended player was used.
- 6.4. Teams shall maintain an updated roster of players on the League website. All players nominated by a team to play in a match should have been previously entered as members of that team on the website. When for good reason this has not been possible, the captain of the team shall inform the umpires of any nominated player who is not on the website roster for that *team*, and the umpires shall inform the Executive Committee.
- 6.5. A player who is a member of an MACC club may change his membership to another club, but cannot thereafter return to his original club or join any other MACC club in the same season. A player who is a member of one club may not be one of the 11 nominated players in a match for another club without changing his membership. A player who is a member of one club may not be a substitute for another club.
  - 6.5.1. Each transfer request must be made to the EC, which will take the final decision.
  - 6.5.2. No player transfers are allowed after a team has played 4 matches.
  - 6.5.3. The only exception to 6.5.1 is if a player relocates to a different geographic area. In such a *case*, a transfer request will be decided by the EC.
  - 6.5.4. There will be \$20 fee for each player transfer.
- 6.6. If a player changes club membership during the regular season as in 6.5, he must have played at least 4 matches as one of the 11 nominated players for his new club during the regular season to be eligible to play for that club in the playoffs. If he has not changed club membership during the regular season, he will be eligible to play for his club in the playoffs if he has played at least 2 matches as one of the 11 nominated players for that club during the regular season. A player cannot play for any club in the playoffs other than the one with which he ended the regular season. All of the two or four qualifying matches must be completed matches with a result, not draws or abandoned matches. "Played" means that the player was

nominated as a member of the side according to the Laws of Cricket and 6.1above, his name was furnished to the other captain and the umpires before the match, and he was listed in the scorecard furnished to the League website after the match.

- 6.7. Nominated players shall wear white shirts and white long trousers on the field of play while participating in a match. The umpires will determine compliance with this rule. In doing so they shall not allow clothing that is predominantly khaki-colored, tan, beige, light blue, or any other color that is not white. Clothing with large advertising logos or other non-cricketing designs shall not be allowed. Small manufacturer logos or team logos will be permitted; the backs of players' shirts may carry team names, player names or numbers, or sponsor information.
- 6.8. The opposing captain may give his permission for exceptions to this rule to be made for batsmen and fielders, but in no case shall a bowler be allowed to dress contrary to this rule. During the playoffs all players must wear whites and no exceptions will be allowed, even with the consent of the opposing captain.
- 6.9. Substitute can only be used with the permission of the umpire, and the opposing captain must be notified of the reasons.
- 6.10. Player listed in playing eleven of the fielding side must remain on the playing field at all times during the respective progression of the innings, except otherwise allowed by the umpire to leave for the reasons of injury. In case the player is out of the field while his team is fielding; Bowler cannot bowl for the number of overs the player was out of the field, and same shall apply for the batting inning on the player who was out of the field during the fielding inning.
- 6.11. Umpire on his own discretion can disallow substitution or limit the time of substitute to remain on the field, even if the fielder leaves the field for reasonable reasons.

## **7. The Scorers**

- 7.1. Each club shall provide or arrange for a scorer to keep score at least during their own innings. If each side can provide a scorer for the entire match that is preferable, and in that case the two scorers should sit together and consult frequently to ensure that their scores agree.
- 7.2. The scorers shall accept and acknowledge all signals given to them by the umpires. The umpires shall not allow play to continue until receiving acknowledgment from the scorers.

## **8. The Clubs**

- 8.1. Each club in the League shall supply the League with current contact information {telephone and email address) for at least one member {preferably the captain), who can be contacted in the week before a match by the other side to make arrangements for the match. This contact information will be maintained on the MACC website and should always be kept current. It is essential that teams be able to contact each other before a match and that the contact persons take the responsibility for keeping contact open if they must leave town or otherwise be unavailable.

## **9. Match Start Time**

- 9.1. League matches will begin at 10:30a.m., unless restrictions on the use of the ground require a different start time. When such restrictions are present, matches should not be scheduled so late in the day that there is a foreseeable danger of failing light at the end of play; if a match is so scheduled anyway the umpires should take this agreement into consideration when considering the fitness of light for play.
- 9.2. When conditions of ground, weather or light make it evident well before the scheduled starting time that play will not be possible, it is important to avoid needless travel by teams from other cities to attend a match that cannot take place. It is the responsibility of the home team to communicate with the visiting team and umpires when conditions are doubtful, so that an agreement not to play the match can be made as appropriate. Note Section 4.6; captains



should not agree to a draw without consulting the umpires, when possible. If it is not possible to consult the umpires in making this decision, the umpires should be notified as soon as possible afterwards of agreed cancellation.

## **10. Length of Matches**

10.1 Matches will consist of one inning per side, and each inning will be limited to 40 six-ball overs. This number of overs required for a complete match may not be reduced, except as is permitted in 10.2 below and Section 25.5. No bowler shall bowl more than 8 overs in an inning. Declarations will not be allowed.

10.2. If unsuitable or unreasonable conditions of ground, weather or light delay the beginning of a match or it is clearly evident that the conditions would jeopardize the completion of the match. The umpires with the consent of both captains and EC/POC may decide to reduce the number of overs to 25. The final judgement solely rests with the umpires on the condition of the ground, weather or light. Reduction to any other number of overs is not allowed. This agreement may be made only before the start of the match and only for reasons related to unfitness of the ground, weather, or light for play. Once a match has begun, no reduction of overs is permitted except as described in Section 25.7. If the number of overs is reduced under this provision, no bowler shall be allowed to bowl more than 5 overs in an innings.

## **11. Balls for Matches**

11.1. League matches must use the MACC-approved ball in the regular season and in the playoffs. Clubs will obtain the balls to be used in matches from the League. For all matches, teams should bring spare balls in varying conditions so that in the event of a ball becoming lost or unfit for play, a suitable replacement can be made without wasting time.

## **12. Preparation of the Pitch, Outfield and Boundary**

12.1. It is the responsibility of the home team to schedule the availability of the field and ensure that the pitch, outfield, and boundary are prepared before the scheduled start time for the match. This should normally be done before the toss, although marking of the boundary may have to await agreement between the captains as to where the boundary lines are. When two home teams share the same field the host team shall be assigned in the schedule of the league. And should be responsible for the preparation of the pitch and ground by 10 a.m. Pitches must conform to the standards established by the League, as follows:

12.1.1. If a clay base is used, it must be covered with a mat for play. The base must be rolled and leveled to eliminate uneven bounce. The base must be maintained in such a way that it is not adversely affected by rainy weather; either the pitch should be covered at all times when protection is needed from the elements, or it should be well-drained enough not to warrant permanent protection.

12.1.2. If a concrete base is used, it should provide even bounce and be covered with carpeting or matting for play.

12.1.3. If a grass base is used, it must be properly rolled. Flex pitches are not allowed under any circumstances.

12.2. Bowling, popping and return creases should be clearly marked at each end of the pitch according to the specifications given in the Laws of Cricket, Law 9 and Appendix B. In addition, as a guideline to the umpires for the calling of wide balls on the offside, there shall be two additional crease markings at each end whose inside edges shall be 17 inches inside the return creases. These markings will act only as a visual guide and the final decision on a wide-ball will rest with the umpires. Whenever possible the boundary of the field of play should be marked with a painted line or a rope. A fielding restriction area should be marked as specified in Section

21below. It is the responsibility of the umpires to ensure that the creases, boundaries and fielding restriction area are properly marked and the wickets properly pitched.

12.3. A scoreboard should be at the grounds for every MACC match.

12.4. Batting and bowling practice are not allowed on the pitch between the arrival of the umpires and the end of the match, unless the umpires give permission. Captains are expected to assist the umpires in enforcing this rule.

12.5. When conditions of ground, weather or light cause a delay in the start of play or an interruption to play in progress, and the umpires have not agreed that the match should be drawn, players are expected to follow the instructions of the umpires in protecting the field and the pitch and keeping them suitable for play. Captains are expected to assist the umpires in enforcing this rule.

### **13. Pre-Match Conference**

13.1. The umpires and captains will meet for a conference on the pitch no later than 15 minutes before the start time of the match. Rule 9 regulates start time of the match. The absence of a captain should not delay this conference if a deputy is available to act for him.

13.2. During the pre-match conference, the captains shall toss for innings and present their lists of players. They shall also reach an agreement with the umpires on the matters covered in Law 3.3: the balls to be used during the match, the times and durations of intervals for meals and times for drinks intervals, the boundary of the field of play and allowances for boundaries, and any special conditions of play affecting the conduct of the match.

13.3. After the toss for innings, the captain winning the toss shall notify the other captain within 5 minutes of the decision to bat or bowl.

### **14. Late Arrival of Player and Umpires**

14.1. Captains, players, and umpires should always make sincere efforts to begin a match on scheduled time. However, it is also expected that each captain will adhere to the Spirit of the Laws and be willing to make reasonable accommodations when the other side is not ready to play at the appointed time. We are not professionals and sometimes things happen. If a team fails to be prepared to begin a match at the scheduled time, that is time-wasting and can be reported as illegal time-wasting by the umpires, as described in Section 15.1, even if that team starts play in time to avoid a forfeit.

14.2. MACC allows grace period of thirty minutes beyond the start time of 10:30am for teams traveling up to two hours, and of one hour for teams traveling more than two hours. This grace period also applies to umpires.

14.3. The toss must occur no later than 10:20am. If a team is late to arrive at the time of the toss, they lose the toss by default. No grace period is allowed for the toss. If both teams are late at the time of toss, the team that comes later will lose the toss by default.

14.4. Each team arriving late will lose 1 over for every 5 minutes of late arrival.

14.5. Clarification of 14.4, 14.5 and 14.6: Assume that the away team is traveling for less than two hours and as such is entitled to the grace period of half an hour. If they arrive at 10:55am and the home team arrives at 10:35am, then the home team is late by 5 minutes and would lose 1 over. The away team in this case has not arrived late. However, the home team will win the toss by default, as the grace period is not applicable to toss. If the away team in the

previous example had arrived at 11:10am, then they would be 10 minutes late. The home team would lose 1 over while the away team would lose 2 overs.

#### **15. Forfeiture Before the Start of Play**

- 15.1. It is expected that in the Spirit of the Game teams will always prefer to play a match and achieve a result through play than to claim a forfeit. Actions contrary to the Spirit of the Game are always subject to review by a Disciplinary Committee. However, a team that is ready to play cannot be expected to wait forever for the other side to be ready to play, and after a reasonable period of time the League must allow the team captain to appeal to the umpires to compel the other side either to forfeit the match or to play with the players they have available. The umpires shall not award a forfeit or compel a side to play except upon appeal after the appropriate time has expired. In situations short of forfeiture, however, the umpires may elect to report a side for time wasting, if they consider the side's delay in preparing to play to be unreasonable.
- 15.2. An appeal can be made for a forfeit against a local team after a delay of 45 minutes from the match start time. When the team is late traveling in from out of town the allowed time before an appeal for forfeit is 90 minutes. If the team making the appeal was not ready to play at the start time, this time period shall be measured from the time the appealing side notified the umpires that they were ready to play. The umpires may not deny an appeal for forfeit made by a team captain in accordance with these conditions. The umpires shall instruct the other team to play or forfeit. However, the umpires may choose to report appeals they consider contrary to the Spirit of the Game. See 15.1.
- 15.3. If no neutral umpire is present, a captain wishing to claim a forfeit will first request the other captain to acknowledge the forfeit and sign the scorebook to that effect. If the other captain refuses to do so, the captain wishing to claim the forfeit should document carefully the occurrences on which he bases his claim, particularly the time he notified the other captain he was ready to play, the time he requested the other captain to play or forfeit, and the number of nominated players present for both sides, and submit a report to the Executive Committee requesting that a forfeit be awarded. The Executive Committee will appoint a Disciplinary Committee to hear both sides and make a decision.
- 15.4. In the event of weather conditions causing delays in travel or in the start of a match, but may allow a later start time, the captains and umpires may agree by email or phone to set a later start time. The umpires also have the power to re-set the starting time because of unfavorable conditions. In no case will a forfeit be awarded during the time that beginning the match would be impossible because of ground conditions, weather or light.
- 15.5. If a team notifies the opposing captain or an umpire in advance that they will not be able to attend a match, a forfeit can be awarded without requiring the other side to be present and ready to play. However, see Section 15.8.
- 15.6. If teams have agreed before the beginning of the match that no play will be possible, as described in Section 9.2, no forfeit can be claimed.
- 15.7. If a team forfeits a match, it is immediately and automatically suspended from the League play until a Disciplinary Committee lifts that suspension. Lifting the suspension requires positive action by the team to present reasons about why the suspension should be lifted.



- Teams may also be suspended by action of the Disciplinary Committee for other reasons. A suspended team forfeits all its matches until the suspension is lifted, and the other team is not required to be present and ready to play to claim the forfeit in a match with a suspended team.
- 15.8. By participating in the MACC League, a club makes a commitment to playing in all the matches scheduled by the League. A team forfeiting 2 or more matches in one season for any reason shall be expelled from the League and forfeit all of their matches for that season, played or otherwise. That team may not apply for readmission to the League until they have been out of the League for one full season in addition to the one in which they were expelled.
- 15.9. If a team forfeits any matches after achieving results in earlier matches, the points awarded for the earlier matches still stand. If a team withdraws or is expelled from the League, any matches originally scheduled for them to be played after that withdrawal or expulsion will be treated as forfeits and 4 points awarded to the opposing team. If a match before the withdrawal or expulsion resulted in a draw, the opposing team for that match will receive 4 points for the match unless the match was rescheduled and replayed before the withdrawal or expulsion, in which case the result achieved in the replay will stand.
- 15.10. There will be \$200 penalty for each forfeit. If the same team forfeits a match in next year, the penalty will increase by \$100 for each year.
- 15.11. A Disciplinary Committee will be formed to review every forfeit that happens during last 4 matches of any team. At a minimum, an additional 2-point penalty will be applied next year.
- 15.12. Upon request of the expelled team for good reasons, Bods can vote to allow the expelled team into the league, only by the 4/5<sup>th</sup> vote of the required quorum at the AGM, with special conditions as approved.

## **16. Intervals**

- 16.1. Both captains and the umpires will agree on drinks intervals before the toss. Normally in an MACC match, drinks intervals will be taken after overs 15 and 30 of each innings unless the captains agree otherwise. To ensure the safety of players on hot days, or to avoid waste of time in more moderate weather, the umpires may alter the timing of the drinks intervals after appropriate consultation with the team captains. If both captains agree when to take drinks, their agreement shall be followed; if the captains cannot agree the umpires will make the decision. The batsmen on the field may deputize for their captain in making this agreement. If a wicket falls or there is any other interruption of play during the over after which drinks are scheduled, the interval will be taken immediately and the over completed after the interval. Drinks intervals should be as quick as possible and should not in any case exceed 10 minutes. The home team should provide water or other drinks to the travelling team and umpires.
- 16.2. Lunch will normally be taken between the two innings of play. Whenever it is taken, this interval will last no longer than 45 minutes, although the captains may agree to a shorter lunch interval. In the event of an interruption of play for conditions of ground, weather or light during the first innings, the umpires may suggest in the interest of saving time that the lunch interval be brought forward. If the captains agree this shall be done. If the first innings is unusually short the captains may agree to forego lunch between the innings. If lunch is not taken between the innings the interval between innings shall be no longer than 30 minutes.

## **17. Interruptions Due to Unfitness of Ground, Weather or light**

- 17.1. Play will be interrupted for unfitness of ground, weather or light, and resumed when possible, as prescribed in the Laws of Cricket, Law 3, and Sections 8-10.

17.2. A match should not normally be abandoned for unfit ground, weather or light until after all interruptions for unfit conditions have totaled 1 hour. Even after one hour of interruptions, the captains can agree to wait longer if they consider that there is still a prospect of achieving a result for the match. 1

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17.3. When common sense makes it clear that conditions are not going to improve enough to allow resumption of play, as when the field of play is completely under water or the sun has set, the match may be abandoned by agreement of the captains, with the approval of the umpires, without waiting 1 hour; the 1 hour waiting period is set as a reasonable guideline under most circumstances but it is not a strict requirement under all circumstances. However, if a match is abandoned after less than 1 hour the Executive Committee must be satisfied that there has been no collusion that adversely affects the interests of other teams in the League.

17.4. Playoff matches that are drawn shall be replayed according to the playoff arrangements made by the Executive Committee. See Rule 27.5.

17.5. Umpires shall be the final judges regarding the conditions of the fitness of the ground, weather or light..

## **18. Wasting Time**

18.1. It is expected that an innings will be completed in 3 hours or less. The umpires shall be the judges of whether or not time lost to unavoidable circumstances, such as weather interruptions, lost balls, and similar difficulties, justifies an innings lasting longer than 3 hours. If they judge that, without good justification, an innings has taken too long to bowl, they shall report this to the Executive Committee after the match.

18.2. Time wasting is unfair play. Any excessive time wasting by either teams and the violations must be documented and forwarded to EC. EC can take further action as needed..

18.3. Requesting excessive stoppages for drinks outside of the scheduled drinks intervals is time wasting. However, it is important that players safeguard their health playing under a hot sun; as a result we must operate under an assumption of sportsmanship and good faith. This implies that the umpires will assume that a request for drinks is genuinely necessary and that they will allow drinks when requested..

18.4. If batsmen must take drinks outside the scheduled drinks intervals they should not take them while an over is in progress, except on the fall of a wicket or other interruption. If fielders must take drinks outside the scheduled drinks intervals they should take them on the edge of the field without interrupting play.

## **19. Trial Run-up**

19.1. A bowler wishing to make a trial run-up should notify the umpires and the batsmen. The umpires are entitled to act against excessive trial run-ups by treating them as time wasting under Law 42.

## **20. Obstructions on the Field**

20.1. If the ball in play strikes any object left on the field by the fielding side, Sections 2-4 of Law 41 apply, the ball is dead, and five penalty runs are scored in addition to any already run or crossed for.

20.2. Batsmen should not leave any objects on the field, as it is difficult to make a fair ruling if any of these objects interfere with play.

20.3. A batsman may call for a helmet to be brought out to him at any time. He must then wear or carry it personally all the time while play is in progress, or he can have it taken off the field at the fall of a wicket, or at the end of an over, or at any drinks interval. In all cases, no actions involving helmets should be to waste playing time. Umpires are neither to hold helmets nor to be asked to hold any objects other than in the customary accommodation to the bowlers.

20.4. Cell phones are not allowed on the field of play while play is in progress. Umpires should not be asked to hold cell phones for players. Any use of cell phones unrelated to the match proceedings, either by players or umpires, on the field of play while a match is in progress, must be reported to EC. Captains and umpires shall make such a report as appropriate.

## **21. Fielding Restrictions**

21.1. Fielding restrictions shall be marked on the field of play by a painted white line or by white markings at regular intervals (see section 12.2). If solid objects are used as markers, they should be of rubber or plastic if possible, to prevent injuries caused by harder materials. No material that sticks out of the ground is permitted including ropes, cones, and rocks. Markers that are nailed into the ground or are spiked are also not permitted.

21.2. Two semicircles will be marked as described in 21.1. The semicircles shall have as their centers at the middle stumps at either end of the pitch and shall be on the side of the stumps away from the ends of the pitch. The radius of each of the semicircles shall be 25 yards. The semicircles shall be linked by two straight lines marked on the field, parallel to each other and to the imaginary line joining the centers of the two middle stumps, and at a distance of 25 yards on either side of that imaginary line.

21.3. During the first 8 overs of a 40-over innings, at the instant of delivery, minimum of 7 fielders, not including the bowler and the keeper, shall be inside the fielding restriction area marked as in 21.1 and 21.2. Two fielders plus another fielder's foot is more than two fielders and is a violation of this rule. These first 8 overs will constitute the bowling power play. The batting team can take another power play of 4 overs. During these 4 overs minimum of 6 fielders not including the bowler and the keeper, shall be inside the fielding restriction area marked as in 21.1 and 21.2. If batting team does not take the power play until the last 4 overs of the innings, then those 4 overs will automatically be considered as batting power play. During the remainder of the innings a minimum of 4 fielders not including the bowler and the keeper, shall be inside the fielding restriction area at the instant of delivery. There is no restriction on the maximum number of fielders that may be placed inside the fielding restriction area. In case the fielding side is playing 8 or 7 players the fielders for restricted fielding area would be 6 or 5 respectively for the above mentioned power play.

(If the number of overs has been reduced to 25 per side under an agreement under Section 10.2 above, this restriction shall be in place for first 5 overs and 2 overs batting power play.)

- 21.4. If there is an infringement of the fielding restrictions outlined in 21.3 at the instant of delivery, an umpire will call and signal No ball. This call will primarily be the responsibility of the umpire at the striker's end, but either umpire can make this call. However, if the umpire at the striker's end is a member of the batting side he shall not be allowed to make this call unless agreed otherwise by the captains before the match.

## **22. Wide Bowling- Judging Wide Balls**

- 22.1. Wide balls will be called according to the definitions given in Law 25 of the 2000 Code of the Laws of Cricket: The umpire at the bowler's end shall adjudge a ball a wide "unless it is sufficiently within the striker's reach for him to be able to hit it with his bat by means of a normal cricket stroke." As explained in Tom Smith's New Cricket Umpiring and Scoring, the phrase in the Law "a normal cricket stroke" does not imply that the stroke has to be "a classic textbook stroke but simply means that he should be able to hit the ball with a reasonable amount of control. So *if*, for example, the only contact he could make was on the toe end of the bat, that cannot be deemed to be a normal cricket stroke since there would be very little control over the direction in which the ball would be hit."
- 22.2. For a delivery to be a wide the umpire must judge that the ball passes wide of the striker both from where he is standing and also from a normal guard position. If the umpire considers that a bowler is bowling down the leg side as a negative tactic, the umpire is entitled to call leg side (onside) deliveries with even greater stringency. Under these circumstances a ball delivered on the leg side and landing clearly outside the leg stump going further away may be called wide, and this may be used as a guide for other onside deliveries. If the umpire determines that a bowler is persistently bowling marginal wide balls on the offside as a negative tactic, the umpire is entitled to call offside deliveries with greater stringency as well.
- 22.3. Ball pitching outside the pitch side lines or at the edge of the mat would be considered a no ball.
- 22.4. A free hit shall be awarded for every no ball, if it is a popping crease or a return crease no ball.

## **23. Short Pitched Bowling**

- 23.1. If, in the opinion of the umpire at the bowler's end, a short-pitched delivery passes or would have passed above the shoulder height of the striker standing upright at the crease, he shall call and signal "no ball". If the umpire is in any doubt about the legality of the delivery in this respect, he may consult with the umpire at the striker's end, but only the umpire at the bowler's end should make the call of "no ball". The umpire at the striker's end should not give the "no ball" signal; if consulted by the other umpire he should indicate the height of the ball. The benefit of the doubt on this call goes to the bowler; marginal deliveries should not be called no balls.
- 23.2. If the umpire at the bowler's end further judges that the bowler is deliberately delivering fast short-pitched balls that by their repetition, and taking into account their length, height and direction, are likely to inflict physical injury on the striker, irrespective of the protective equipment he may be wearing, he shall adopt the procedures of warning, final warning and removal of the bowler described in Law 42.7 of the Laws of Cricket. The relative skill of the striker shall also be taken into consideration.

## 24. High Full Pitches

- 24.1. If, in the opinion of the umpire at the bowlers' end, a full-pitched delivery (regardless of its pace) passes or would have passed above waist height of the striker standing upright at his crease, he shall call and signal "no ball". This may be in consultation with the umpire at the striker's end, as described in Section 23.1, but the call of "no ball" should be made only by the umpire at the bowler's end. Again, marginal deliveries should not be called no-balls.
- 24.2. If the umpire at the bowler's end further judges that the high full-pitched delivery is fast, he shall adopt the procedure of warning, final warning and removal of the bowler described in Law 42.7 of the Laws of Cricket.
- 24.3. If the umpire at the bowler's end further judges that the fast high full-pitched delivery has been bowled deliberately at the striker he shall call and signal "no ball" and direct the captain of the fielding side to take the bowler off forthwith without adopting the procedure of caution and final warning.

## 25. The Result

- 25.1. A completed match will be one in which either
  - 25.1.1. The second innings is completed according to Law 12.3 of the Laws of Cricket, or
  - 25.1.2. The side batting in the second innings has reached the total needed for a win, or
  - 25.1.3. At least 25 full overs have been bowled in the second innings. This minimum shall apply whether the innings is scheduled for 40 overs or has been reduced to 25 overs under Section 10.2 above.
- 25.2. The result of a completed match will be either a win for one side (by runs or wickets or penalty runs or run rate) or a tie. In case of a tie these regulations make no provision for a tiebreaker.
- 25.3. If a team abandons a match in progress when the umpires have not decided that the match is either complete or drawn, they agree that the match shall be awarded to the other side as a forfeit during play. In addition, they agree to the following:
  - 25.3.1. That they shall be suspended under Section 15.8 until review by a Disciplinary Committee, as provided in that Section;
  - 25.3.2. That they will receive no points for the match;
  - 25.3.3. That they will be penalized 4 points
  - 25.3.4. If their abandonment takes place during the second innings of the match, that the net run rate (see Section 27.2) will be calculated for that match, as follows:
    - 25.3.4.1. If the team abandoning the match is batting in the second innings, their own run rate shall be calculated on the basis of 40 overs (or 25 if there has been an agreement under Section 10.2), as though they had been all out, and the run rate of the other team shall be calculated in the usual way.
    - 25.3.4.2. If the team abandoning the match is fielding in the second innings, their own run rate shall be calculated in the usual way, and the run rate of the other team shall be calculated based on the actual number of runs scored and overs batted at the time of the abandonment.
- 25.4. If no neutral umpire is present, matches should be abandoned only by mutual consent of the captains for unfit playing conditions; teams are expected to complete matches in which

they play whenever possible. When no neutral umpire is present and one team abandons play without the consent of the other team the provisions above in this Section shall apply.

25.5. A forfeit during play shall be treated the same as a forfeit before the start of play for the purposes of enforcing Sections 15.9 and 15.10 of these Regulations and for awarding points according to Section 26.

25.6. A match that is not completed according to the definition in 25.1, and is not a forfeit according to the definitions in Section 15 or 25.2, is a draw. This includes matches not played at all because of unfitness of ground, weather or light, or for other reasons not resulting in a forfeit.

25.7. A complete match in which 25 or more overs were bowled in the second innings, but no result was reached according to the Laws of Cricket, will be decided by comparing the run rates of the teams, unless Section 25.3 applies. The team with the higher run rate per over will be declared the winner. If the side batting first were all out in less than 40 overs (or 25 overs under Section 10.2) their run rate will be calculated on the basis of 40 (or 25) overs and not on the number of overs in which the team was dismissed. (If the resulting run rates per over for each side are exactly equal the result is a tie.)

25.8. Both captains and both umpires should sign both scorebooks after each match and check the result for correctness. Should there be any dispute of the result the signed score sheets will be used to settle the argument.

25.9. Match scorecards should be reported to the League website, using the interface provided there, by the winning captain or his representative no later than midnight of the Wednesday after the completed game has been played.

The report must include at the minimum.

- 1) The correct names as stated in the team roster.
- 2) List of DNB as applicable.
- 3) Total score of each team.
- 4) The result of the game.
- 5) Number of overs played by each team.
- 6) Entry of substitutes if any used, regardless of the substitutes fielders participatory actions.

If the result of the match is incomplete or a draw due to weather or ground conditions, home team in the match must submit this report with the reasoning and conditions of the draw or incomplete game, no details of an incomplete game are required.

If the web interface is down, a report must be sent by email to the League Secretary by the same deadline and must include all required items as stated above.

Detailed scorecards are not required for a drawn match. After submitting a report to the League Secretary, the responsible team is still required to enter the scorecard at the League website once the web interface is again operational. If the report is not submitted by the Wednesday midnight deadline as required, the team responsible for submitting the report shall be penalized 1 point in the League standings (see section 26)

## **26. league Standings**

- 26.1. The league standings, and Divisional standings within the league, will be based on the following awards to each team:
- 4 Points for a Win or Forfeit Win
  - 2.5 Points for a Tie or Draw
  - 0 Points for a loss
  - 0 Points for a Forfeit
- 26.2. Bonus point system is introduced to keep the competition alive till the end of every match. There is only 1 bonus point, and only one team can get it. Bonus point is awarded as follows
- 26.2.1. If the team batting second scores the target runs within 80% of 40 overs (which is 32 Overs), they will get 1 bonus point.
  - 26.2.2. If the team batting second fails to score the target runs but scores 80% of the opponent's score, they will get 1 bonus point.
  - 26.2.3. If the team bowling second restricts the batting team within 80% of their score, they get 1 bonus point.
  - 26.2.4. If the team bowling second ensures that the batting teams takes more than 80% of 40 overs (which is 32 overs) to score the target runs, they get 1 bonus point.
- 26.3. Each MACC team scheduled to provide umpires for a match is expected to provide the number shown in the schedule (either 2 umpires or 1 umpire as scheduled), and these umpires are expected to stand for the entire match (see section 4.1). Any team failing to provide the number of umpires scheduled to stand for the entire match will lose 2 points for each umpire not sent and be fined \$25 for each umpire not sent. The \$25 shall be paid to the team that provides a replacement umpire for the match; if no umpires are provided for the match it shall be split between the two teams playing, who will have to use their own players as umpires. Hardship cases should be referred to the Executive Committee for consideration. Payment of the \$100 fine for sending no umpires, or the \$25 fine for sending only one umpire, must be made by Wednesday of the week following the match in question (1-1/2 weeks later). A team that has not paid the fine shall not be allowed to play in MACC matches until the fine is paid, and all such matches not played will be ruled forfeits by that team.

## **27. Playoffs**

- 27.1. Eight teams will qualify for the playoffs. These teams will be selected using rules approved by the Executive Committee, according to team standings after completion of the regular season. Team standings are based on the point totals. Ties in point totals will be broken by computation of net run rates. The Executive Committee will publish regulations for the scheduling and re-scheduling of playoff matches before the beginning of the playoffs. The Executive Committee may also issue other special regulations affecting the conduct of the playoffs on matters not already covered by these league regulations.
- 27.2. A team's net run rate is calculated by deducting, from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition. In the event of a team being all out in a match in less than 40 overs (25 overs in a match reduced under Section 10.2), the calculation of its net run rate shall

be based on 40 overs (or 25 overs, as applicable) for that match and not on the number of overs in which the team was dismissed. In a drawn match, or a forfeit, run rate is not applicable, except when Section 25.3.3 is applicable.

27.3. The quarter finals pairing will be as follows: 1 vs 8, 2 vs 7, 3 vs 6 and 4 vs 5 ranking teams and semifinals pairing will be as follows: winners of 1 vs 8 and 4 vs 5 and winners of 2 vs 7 and 3 vs 6. Playoff matches will normally be played on the home field of the higher-seeded team, unless both teams agree otherwise or the playoff regulations issued by the Executive Committee provide otherwise.

27.4. A win or tie in the playoffs will be determined in the same way as in the regular season, according to Section 25 of these regulations. If there is a tie in a completed playoff match the team advancing to the next round will be the team losing the fewest wickets in the match, and if this number for both sides is equal the higher seed shall advance. If the result of an incomplete match is a tie by run-rate calculation, the team that has lost the fewer wickets per over played shall advance, and if this number for both sides is equal the higher seed shall advance.

27.5. Reserve days will be provided in the playoff schedule in case the result of a match is a draw, as defined in Section 25.6. In case of a draw the match will be completely replayed on a reserve day. If all available reserve days are used and the only result is still a draw, the higher seed shall advance to the next round.

## 28 APPENDIX & CODE OF CONDUCT RULES

28.1. EC ,DC and all teams shall follow the guidance in umpiring appendix and code of conduct parameters in disciplinary actions and in the conduct of the league operations, as listed in Appendix A and MACC CODE OF CONDUCT.

28.2. The teams and all members shall follow the guidance in umpiring appendix. And shall follow the code of conduct rules at the playing field premises as well as in any communication via email or otherwise. As listed in APPENDIX A AND MACC CODE OF CONDUCT RULES.







