

MIDWEST TRI-STATE CRICKET LEAGUE

2020

Document covering rules, regulations and playing conditions for the
MIDWEST TRI-STATE CRICKET LEAGUE 2020

Rules and
Regulations
Document

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MIDWEST TRI-STATE CRICKET LEAGUE 2020

“Rules & Regulations”

1. General Information

The MIDWEST TRI-STATE CRICKET LEAGUE 2020 is going to be the tournament that is going to be played because of COVID19. 13 teams from Indiana, Kentucky and Ohio will be playing the tournament. The Tournament Organizing Committee (TOC) of the Midwest Tri-State Cricket League 2020 comprises of elected volunteer members from teams participating in the tournament.

The Code of Conduct, Rules, and Regulations of the Midwest Tri-State Cricket League 2020 will govern the actions of each member the participating teams. Any contravention of these rules should be brought to the prompt attention of the TOC. Each team participating in this tournament is responsible for knowing, applying, and upholding the tournament rules, and Code of Conduct.

1.1 Before the Start of the Tournament

1. Sign waiver:

All teams and their players are expected to read the Rules, Regulations, and Responsibilities and abide by these rules throughout the tournament. Captains have to sign a waiver after reading the rules document, health & safety restrictions and regulations and team responsibilities and penalties for various offences.

2. Roster submission:

- A. All teams will have to submit the roster before the start of the tournament.
- B. Roster has to be completed before the game. Roster breach of any kind is a serious offence and penalties will be severe.
- C. 12th man clarification: Needs to be in the roster before the game start and should not be playing/or played for other teams. **12th man can be only used when all 11 players are present on the field.**
- D. Open roster policy will be adopted until last games (not based on dates). For playoffs only players who have played at least one of the league games (**NOT** including washed out or forfeited games) will be eligible.

- E. Players must be entered into the roster by the end of the deadline.
- F. Any player not mentioned in the roster will not be eligible to play any game.
- G. A player who has played for a team cannot play for another team (even as a substitute) without the approval of the TOC. The guidelines for a change in team are as follows:
 - i. The new team must be located at a minimum of 150 miles from the old team
 - ii. Both, the captains of the old team, and the new team must agree
 - iii. The Rules Committee has to approve of such a change
 - iv. The change cannot take place after roster lockdown.
- H. Team Captains and Team representatives must make every effort to maintain their roster integrity throughout the tournament. Any errors or information about 'rogue' players should be brought to the attention of TOC as soon as possible.
- I. If an opposing team's captain (or umpire or a TOC representative) expresses a concern over a particular player's identity, the team captain must provide a valid ID of the player(s) in question.
- J. A list of at least the playing eleven should be submitted to the umpire before the start of each game. If NU finds a player who is in playing eleven and not on the roster before the game starts, the player will not be allowed to play the game. If NU finds out during or after the game, the team in violation of roster breach will be penalized.
- K. Twelfth man exception: To be a twelfth man there is no games played. However, the prospective twelfth man must be on the team's roster and cannot have played (even as a substitute) for any other team in that season. As per rules, the twelfth man cannot bat, bowl, keep wickets or be used as a bye-runner.
- L. Incomplete Game Washout Exception: For games that are started but are not able to be completed due to weather or ground conditions the game **WILL** count towards the eligibility of the players involved if ALL of the following conditions are met
 - i. The roster of the playing XI was submitted to the NU prior to the start of the match
 - ii. All the 11 players listed on the roster were present on the field
 - iii. At least one ball was bowled as part of the match i.e. the match started
 - iv. NU has FINAL decision on whether to start the match or not. The teams will not be allowed to pressure the NU to allow them to play one ball to count the eligibility. The game will only be started if the NU is reasonably certain that the minimum overs required to complete a game will be possible.
- M. A player must be present on the ground and part of the playing XI for the game to count against the roster qualification criteria.
- N. Penalties for roster breach:
 - i. If the team violating the roster integrity won the game, the game will be awarded to the opponents and an additional 2 points will be deducted for the offending team. In addition the team will be fined \$100.
 - ii. If the team in question lost that game, a further 2 points will be deducted and fined \$100.
 - iii. Complaints of roster breach will be investigated thoroughly and if the offending team was found guilty of willful violation and if there was a deliberate attempt to break the roster rules, the team will be disqualified from the tournament.

1.2 Before a Game

Please see also procedures for change of match conditions. (Remember any changes you may request have to be received by the other team and Scheduling Committee at least 7 days before the scheduled game).

1. No game will start in the inclement conditions risking injury to any player(s). The decision about starting the game will be made by the umpire after consulting the team captains. NU's decision will be final. The minimum temperature for a game to start will be 42F, and the ground should not have any standing water or puddles. The bowling run up and popping crease should also be safe for the bowlers.

1.3 Match Start Times

1. The official start time for all the T20 games is 10:30 am & 2:30 pm. The respective teams and umpire(s) can mutually agree to start at a different time. If the teams disagree then 10:30 am & 2:30 pm is the start time.
2. Both teams and the NU are advised to show up for a scheduled game at least half-hour before the game begins.
3. Teams will exchange team list before the match starts.
4. Traveling teams should be aware of travel times before they start travel. In the event of an accident or unforeseen delay, they should promptly inform the other team and umpire of their expected delay.

2. Game Rules, Delays, Penalties

2.1 The No-Ball Rule

1. MTCL will continue to follow the International Cricket Council (ICC) rules for what is considered as a no-ball.
2. The "one bouncer over the shoulders but below the head will be allowed per over" rule will be followed.
4. A bouncer over the head that did not touch the batsman's bat or any part of the batsman's body will be called "wide".
5. A bouncer over the head that hit the batsman's bat or any part of the body, will be called a No-Ball.
6. A full toss ball above the waist for all bowlers will be a no ball and **free hit** and can be overruled by main umpire.
7. All batsmen are urged to wear protective equipment to minimize any cricket related injuries

2.2 Free Hit Rule

1. For a foot violation no-ball, that is, the front foot going past the popping crease, or the back foot crossing/touching the return crease and also for disturbing the stumps only, the delivery just delivered will be a no ball and the next delivery is deemed as a "free-hit" - meaning the batsman can only be dismissed in ways that he could have been dismissed on a no-ball, even if the delivery for the free hit is called a wide ball.
2. The free hit is for whichever batsman is facing it. Field changes are not permitted for free hit deliveries, unless there is a change of striker.

3. The umpires will signal a free hit by extending one arm straight upwards and moving it in a circular motion

2.3 Rule Pertaining to Narrow Pitches

If a ball delivered by the bowler, before it passes the stumps, pitches outside the "PITCH", then:

1. Batsman can never be given out once the ball pitches outside the "PITCH". No-ball (no free hit) will be called. No runs can be scored of that particular delivery other than the one run for the no-ball as called by the NU (see below). Similarly, no extra runs can be scored other than the single extra run granted for the no-ball.
2. The umpire will call it a no-ball for the first such occurrence
3. The second time this happens (with the same bowler), the umpire will call it a no-ball again and warn the bowler that he will be stopped from bowling in that particular match if it happens again.
4. The third violation (with the same bowler) will result in the bowler being taken off immediately, and another bowler will have to complete the over. The bowler who was taken off will also not be allowed to bowl for the remainder of the innings. Even this delivery will be a no ball.

2.4 The LBW rule

MTCL umpires will follow the ICC rules when deciding whether a batsman is out LBW. NUs are urged to have a clear understanding of the law before they officiate any game. Judgments and perceptions can vary but NU's decision should be respected by all players. However NU's should to have a very clear understanding of this rule.

http://news.bbc.co.uk/sport2/hi/cricket/rules_and_equipment/6126190.stm

2.5 Delay in Match Start Times

1. Team captains should be ready to toss 15 min. prior to the official match start time.
2. If the neutral umpire is late, then the toss will take place the moment the umpire arrives and the match will start within 10 minutes after the toss. In this case, umpire will suffer a financial penalty.
3. If a team is not ready to play by the start time, it will be considered late and will be subject to penalties.
4. If both teams are late, match will start immediately when one team is ready to play.
5. If none of the teams are ready to play at the start time, total number of overs will be decreased at the rate of 1 over for every 5 min. If none of the teams are ready to play by 60 min after the start time and if no attempt was made to contact the umpire, the match will be abandoned.
6. **Penalties**
 1. If one team is not present 15 minutes prior to the scheduled start time and the other is, the toss will be automatically awarded to the team present. To count as being present, at least seven members of a team have to be at the ground 15 minutes before the scheduled start.
 2. If a team is not ready to play by the start time (or after the umpire has arrived), for

- every 5 minutes delay after, it will lose 1 over. „The umpire is advised to give a few minutes (less than 5) benefit of doubt to offending team.
3. If a team is not ready to play by 60 minutes after the start time and has made no attempt to contact the umpire, it would forfeit the game.
 4. A team will not be penalized more than 12 overs (1 over per 5 mins) at which point the game will be awarded to the opponents
 5. The NU reserves right to lower the penalty for outstanding circumstances (very rare events like an accident etc.). Unexpected traffic patterns, getting lost etc. will not be considered outstanding circumstances.
 6. If none of the teams is ready to play at the start time, the match will be reduced by one over for each 5 minutes delay.

2.6 Delays during the match

Deliberate delaying tactics will not be tolerated. NU can follow the following guideline in obvious cases of time abuse (resolve the issue as far as possible without applying penalties):

1. If the team bowling first does not bowl 20 overs in 1 hour 45 minutes, then not only will it be required to bowl the remaining overs but it will also have to chase its target in the number of overs that it had completed in the allotted time.
 1. *For example, if the team bowling first bowls 17 overs in 1 hr. 45 mins, it will still have to bowl the 20 overs. Then when batting, it will have only 17 overs to make the runs that the team batting first made in 20 overs.*
2. If the team bowling second does not complete its quota of overs in 1 hour 45 minutes, then there will be runs added to the batting teams total using the following formula:
 - a) *Runs Added = [20 overs – Overs Bowled in 1 hr. 45 mins] * RR of batting team*
 - b) *After the addition of runs, if the team batting second has still not reached its target, it will get the remaining overs to reach the target.*
3. The umpires has the right to relax the time constraints in case of extremely hot and/or humid weather.
4. The umpire will make sure that both teams know about this relaxation in time. The umpire is advised to give a few minutes (less than 15) benefit of doubt to teams.
5. The umpire should consider any time wasted by batting team, before penalizing bowling team.

MTCL urges the teams to do their best to complete the match on time. NU instructions should be followed and never disobeyed or ignored. NUs are urged to give some leeway to teams during hot and inclement weather - frequent drinks breaks or drinks in between overs.

2.7 Dress Code

MTCL will be played with white ball and in colored clothing. Teams will have the liberty to choose their own team colors, color combinations and designs. There will be no restrictions as long as the team players are not dressed in whites or a color which makes viewing the ball difficult against the uniform. Please ensure that all the team members are dressed in similar colors. Teams will be allowed to change their team colors in the middle of the tournament without requiring any prior notice to the TOC. Use of regular white pads and other protective equipment will be allowed. Teams will have to bear the cost of the colored clothing and MTCL-TOC holds no responsibility for the same.

A player not appropriately dressed may not take the field. Improper attire includes (not



limited to), for example, jeans, shorts, slippers, boots, etc.

2.8 Game Rules for all Matches

All games shall be played under (in priority)

1. Laws in this document
2. The latest International Cricket Council (ICC) rules and by-laws. A copy of these rules and by-laws can be obtained at:
http://icc-cricket.yahoo.net/rules_and_regulations.php
3. The followings are some of the local MTCL rules and laws.
 - a) Any team not using the standard Midwest Tri-State Cricket League ball in a game shall forfeit the game.
 - b) T20 matches will have Twenty (20) overs a side.
 - c) A Bowler can bowl a maximum of 4 overs in T20.
 - d) There will be a 10 minute break after the 10th over in T20 games. The number of breaks can be modified because of weather by mutual consultation between captains and umpire.
 - e) There will be at most 30 minutes innings/lunch break.
 - f) Each team shall have One hour and Forty Five minutes (105 minutes) to bowl twenty overs, including the drinks. The umpire can add time for (for example) a lost ball, injury on field, a dispute, hot and humid conditions etc. at his discretion or at the request and agreement of both captains.
 - g) If no neutral umpire has been present, the two teams participating in a match will provide the umpires. The umpires will be expected to have a copy of the rules at hand. Biased umpiring or plain incompetence/negligence on part of the umpires should be reported to the TOC and should be included in the match report.

2.9 Field Restriction and Power Play

1. There will be one **mandatory power play (MPP)**, of 6 overs, at the start of each innings. If overs are reduced, then the MPP will be reduced proportionately and rounded off to the whole over ($6/20 = 0.3$). There will be no batting or bowling PP. NUs are advised to stick to the following reduction/suggestions to avoid issues and further time wastage on the field.
2. No more than two (2) fieldsmen shall be permitted outside 30 yards circle for first 6 overs. Do not require catching positions.
3. Minimum of 4 fielders (excluding keeper/bowler) shall be inside 30 yards at all times of the innings. If a team is playing with less than 11 players it is still required to have the minimum 4 fielders (excluding keeper/bowler) inside the 30 yards circle.
4. Also note that at any time during the match, fielding side can't place more than 5 fielders on the leg side and no more than 2 players on the leg side behind the square leg line of a batsman. Example: If a deep fine leg, deep backward square leg & leg gully or slip is set by a fielding captain - ITS A NO BALL.
5. The following table will be used to determine the number of power play overs in reduced overs situation

TOTAL OVERS IN INNINGS	NO. OF OVERS FOR WHICH FIELDING RESTRICTIONS IN INNINGS WILL APPLY
------------------------	--

5-8	2
9-11	3
12-14	4
15-18	5
19-20	6

6. In circumstances when the number of overs of the batting team is reduced, the number of Power play Overs shall be reduced in accordance with the table above. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.
7. If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of fielding restriction overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.

2.10 Rain Affected Matches

For the league stage, any rain-affected game will be completed per the rules below or will have to be re-scheduled or points will have to be split between the teams.

1. If there is rain/bad light while a game is in progress, the umpire will be the judge if play can safely continue or not.
2. If any side leaves the ground without consulting with the umpire and opposing captain, they will have forfeited the match.
3. No game will commence in rain. If a game is stopped due to weather, for its resumption, the conditions should have improved compared to when the game was stopped. A game cannot restart in rain if rain was the cause of the stoppage. Finally NU is the best judge and his decision will be final.
4. Home teams are advised to have on-hand supplies (plastics, saw dust, mops etc) to assist with the expeditious resumption of play after rain showers. The umpire in consultation with the respective captains, will make the final decision about the resumption of play.
5. A minimum of six (6) overs must be played by each team in order for a game to be official. Otherwise, the game will be termed a washout and the two teams will have the option of mutually rescheduling the game within current weekend or sharing a point each. The game will not be moved beyond the current week for any reason.
6. D & L Method:
When minimum number of overs (6 each) can be completed by both the teams, then the Duckworth-Lewis Method will be used to calculate revised targets. Here are some resources for D & L method.
 - a) *D & L online Calculator:*
<http://www.duckworth-lewis.com/CalculatorforT200DI/tabid/56/Default.aspx>
D & L Calculator for Androids: Duck-worth-Lewis calculator developed by Robert Fear in Android Market
 - b) *D & L Calculator for iPhone: Search Duckworth-Lewis in Apple AppStore; it is the free app.*

- c) *D & L Method Table*
(local resource) <http://www.columbuscricket.org/cqibin/DandLMethod/DL.cgi>
- d) *D & L Method FAQ*
<http://icc-cricket.yahoo.com/about-icc/d-l-faqs.html>

7. Playoff games: If any game cannot be completed on any particular day, the game will be restarted from the point it stopped on the next available day if the venue is the same. If there is a change in the venue the game will be replayed from the beginning.

2.11 Game Forfeits

1. What is a forfeit?
 - Any team that prematurely leaves the field of play without the approval of the umpires and mutual consent of both captains.
 - If a team announces its inability to play a scheduled match and does not reschedule it (with other team and SC's consent).
 - If a team has less than seven (7) players ready to play, dressed in team colors.
2. It is a common courtesy that if a team is forfeiting the game that they let the NU and the opposing team know as early as possible. If the NU and opposite team reach the ground without any information, then there will be more penalties in addition to the point and NRR change.
3. The TOC retains the right to impose further penalties it deems fit on one or both teams to preserve the integrity of the tournament.

2.12 Points Tally and NRR

1. For any game in the league stage the winning team shall get 2 points and the losing team shall get 0 points.
2. In case of an abandoned (washout/rained) or tied game in the League stage both teams shall receive 1 point each.
3. The run rate shall be calculated by dividing the total runs scored by a team by the number of overs that it played. In case a team is all out before its allotted overs, the run rate shall be calculated by dividing the total runs scored by 20 overs or the maximum number of overs decided at the start of the game (if not 20).
4. In case of forfeits the following will apply:
 - a. Non forfeiting team will be awarded the win and gets 2 points.
 - b. One or two points shall be deducted from the overall points of the team forfeiting the match.
 - c. The NRR of the forfeiting team will decreased or added at the end of the season by the average of the NRR of the opposing team. Similarly NRR for the opposing team will be calculated by adding or subtracting the average NRR of the forfeiting team.

2.13 Disputes during the game

The TOC will not offer any dispute reconciliation or settlement services. It is generally difficult to resolve disputes without being first party to the facts. All efforts must be made to resolve disputes and continue the game to completion.

1. NU's authority can never be challenged. The umpires' decision is final. The umpires will report any dissent he deems untoward (abusive language, gestures or actions) shown by any playing team member.

2. The player or team (as applicable) will be penalized as follows:
 - a. First offence - Warning
 - b. Second offence - 1 point deduction and \$50 fine
 - c. Third offence - 2 points deduction and \$100 fine
 - d. Fourth offence - Suspension from the league (physical abuse of the NU will result in expulsion from the league straightaway)
3. If no neutral umpire is present, both captains must agree on who will umpire at the respective ends, and that the designated batting team NU's decision is final. Both sides will abide with the decisions rendered. The start of the game indicates that mutual consent was achieved.
4. If the standing umpire is from the batting side, only the captain of the fielding side is allowed to approach the umpire to discuss any decisions or to pro-actively resolve any budding issues. The captain of the fielding side is free to inform the umpire as to the view of his team on any perceived controversial decisions, and request a change of umpire as a final resort if and only if the continuation of the game is threatened.
5. To request a change of umpire, the fielding captain must inform the standing umpire of his intention, and proceed to ask the opposing captain to change the umpire. In this situation, the captains of both teams are expected to cooperate and resolve the issues/requests in the best interest of continuing and completing the game. If for any reason, the game is abandoned, because the captains and teams are unable to resolve the request in an amicable manner, the matter will be brought before the TOC by the NU & the Captains. TOC will then make the final decision as stated in the ICC Bylaws.
6. The TOC will not tolerate any physical skirmishes on the field of play. The umpires and all members are strongly encouraged to call appropriate legal authorities in case of physical encounters on or off the field during the scheduled time of a game. Such physical encounters by active members of MTCL will result in the team(s) being suspended from the tournament.
7. The two captains must settle all disputes on the field. Captains are advised to make a sincere effort to resolve any disputes in the spirit of the game and in accordance with the laws of cricket. TOC members will not be available to offer any mediation. If the TOC members are playing or are present at the game, they are responsible to ensure that the MTCL/ICC rules are observed and applied, and to work with the respective captains to resolve the issue at hand. If the negotiations end in an impasse and the dispute is brought to the Dispute Resolution Committee, The TOC can also impose any penalties that it deems appropriate on the disputing teams to preserve the integrity of the tournament.

2.14 Sledging & Penalties

1. If you can't say something nice, don't say it at all. Verbal abuse, use of profanities etc. directed at players of the opposing team or any fans present will result in penalties as described in a subsequent section. Under no circumstances will the safety of the players or any of the fans be jeopardized. Sledging will not be tolerated.
2. If a player, batting or fielding receives a remark that he deems offensive, without apology, or has not acknowledge the context of the remark, then the procedure to correct this will be:

- a. The player will inform the ruling umpire and respective captain. The captains must promptly intervene and resolve the issue by asking the player(s) to desist from making any abusive or controversial remarks while on the field. The incident will be noted in the match report by the umpire.
 - b. The same procedure will be followed if any further incidents occur in the game. In addition, repeated incidents by player(s) or team in same match may result in immediate on the-spot penalties imposed by the neutral umpire to ensure the safety of players and integrity of the game. These penalties may contain suspension of a player or players and awarding the game to one side (in extreme cases).
 - c. NU will have the authority to intervene. He may give a warning for the first offence and try to resolve the issue amicably by removing the offending player (fielder) from the vicinity of the opponent (batsman). If the batsman is offending player, NU will use his judgment to diffuse the situation. Second offence will involve a 10-run penalty for the offending team. Subsequent infraction may result in the game being awarded to the opponents. NU decision will be final.
3. The Penalty Enforcement Committee will review a reported case only in rare circumstances (physical abuse). When there are two conflicting versions, the version of the NU will have a very strong bearing on the outcome. The penalties, if deemed necessary by this committee, may include some or all the following:
- a. Suspension of one or more players for one or more matches.
 - b. Reduction of points (1-point minimum and 2 points maximum)
 - c. The team being eliminated from further contention in the tournament.
 - d. Team(s) being banned from participating in future tournaments. The decision of the PEC committee shall be final in these matters. There will be no appeal in cases of proven physical abuse (NU version and any neutral witness present will also be considered).

2.15 Tied Games

Tied games in the Knockout stage will be decided using the following tiebreaker rules (Tied games in the League stage will result in both teams sharing the points):

1. Super-over:
 - a. Teams will nominate 3 batsmen and would be considered to be bowled out if 2 batsmen get out. Teams will chose one bowler. The team scoring more runs in the super over will be declared the winner.
 - b. A super over will be played with the same fielding restriction rules as the non-power play part of the game.
 - c. In case of a tie in super-over, super overs will be repeated till a winner is obtained.
 - d. Teams can change the designated batsmen and bowlers between super overs.
2. If the super over is not possible due to weather or bad light, the team with a better head-to-head result will be the winner (if applicable).
3. If there is still a tie, the team with better NRR up to that point (including the league games and playoff games) will be the winner.
4. If none of the above works, then a coin toss shall be the final tiebreaker.

2.16 Rain Affected Knockout Stage Matches

If inclement weather is forecasted on game day, then check with the SC

1. Local TOC and NU will have a major say in the feasibility of the game. Travelling teams will have to respect the opinion of the local TOC members.
2. All teams will be expected to be present at ground at appointed time unless informed by a member of the TOC. Failure to show up will result in a forfeit
3. SC will try their best to get a full game.
4. If there is a rain delay or interruption after the game has started, the Duckworth-Lewis method will be used to calculate the revised target
5. Every effort will be made to complete the game on the same day it was started.
6. If rain intervenes and if D-L system is not applicable (6 over minimum per team) or if the game cannot be completed, then the game will be continued on Sunday from where it was let off on Saturday, if it is the same venue.
7. The game will be started fresh only if there is a change in the venue or weekend. If the game is moved to the next weekend, Saturday will be the preferred day and Sunday back up again and venue defaults will apply. No concession will be made to change the playoff venue.

2.17 Minimum Players - Is the team Ready to Play?

1. A participating team should have at least 7 players on the ground in proper cricket attire before the start of the game.
2. In League Stages - In an event where one team does not follow this rule then
 - a. It is termed as forfeiture, and
 - b. The opponent team will be awarded the game. If both participating teams do not have at least 7 players, then the match is abandoned and no points shared but there will be a reduction of 1 point for both the teams.
3. In Knockout Stages - This rule must be strictly followed failing which the opponent team will be awarded the game. If both participating teams do not have at least 7 players then the teams are disqualified from the tournament and the next team in rankings will proceed further.
4. Fielding team is short of players but have 7 (seven) players ready to play:
 - a. Player(s) as they come along can be allowed in to the field, at the end of an over.
 - b. Players cannot come into the field while an over is in progress.
 - c. Players entering the game will NOT be allowed to bowl for an equal number of overs bowled while they were not on the field.
 - d. Players absent for the entire duration of their fielding innings, may bat at any position if the team had not used a substitute for that player, or after the fall of five wickets if they had.
5. Batting team is short of players but have 7 (seven) players ready to play:
 - a. No additional restrictions are placed. The players can join the batting team in the pavilion at any time and come into bat at the fall of a wicket or retirement of a batsman.
 - b. Players absent for the entire duration of their batting innings, may field but if the player arrives after the start of Fielding, he has to field for the equal number of overs that have been bowled prior to his arrival, before that player can bowl.
6. Player arriving late to the game (after the game has started)

- a. If a team is batting first. The player has to be named in the playing XI before the start of the match and can bat whenever he arrives.
- b. If a team is fielding first. When a player is running late the team has a choice to substitute for the player or not.
 - I. For batting order:
 - If a player who is running late is not substituted for (team plays short- handed) while fielding first, there will be no restriction on when he can bat if he takes the field prior to the completion of the fielding innings.
 - If a substitute is used to field for the late player, he cannot bat until all other wickets have fallen during his team's batting innings.
 - If the player misses the entire fielding innings he will not be allowed to bat at all.
 - II. For bowling order:
 - If a player is injured, hurt or any reason off the field and is substitute by a fielder, the injured player is required to spend a period back on the field at least equal to the time that they were absent before resuming bowling, Similar restriction will be applied for the injured player to be allowed to bat Or after 5 wickets are down (whichever comes first).

2.18 Substitution (12th man)

1. A team can have up to 4 players as 12th man provided they are declared to the umpire at the beginning of the match (playing 11 plus substitutes).
2. Substitution is permitted during any part of the innings provided NU is informed (allowed only if rule 1.1.2.c mentioned above in the document is met). Since it is hard to determine injury (internal), illness (during the game), it will be up to NU discretion of allowing the substitute fielder or not.
3. A substitute fielder shall NOT be allowed to bat/bowl/wicket keeping.
4. Substitute fielder cannot come in or leave the field without consent of the umpire, otherwise the umpire can penalize the fielding team five runs.

3. Umpiring

1. In order to improve upon the standard and quality of the Midwest Tri-State Cricket League, the TOC will try its best to provide Neutral Umpire (NU) for all MTCL games.
2. For all games, the MTCL will try to provide 2 neutral umpires for the knockout games.
3. The Umpires decision will be final. The captains are expected to extend any cooperation solicited by the Umpires in resolving situations on the field. It is impossible for anybody, not present on the field, to be expected to adjudicate disputes; especially given the lack of video coverage! NU also will be the final authority for game starting times, playing conditions etc.
4. The TOCs view towards any disputes is simple. If there is a neutral umpire present, his decision is final.

4. Additional Clarifications:

1. How will be catching position apply during power play if the fielding team has less than 11 players?
2. It is a team's responsibility to have 11 players on the field before the start of the game. Fielding restrictions will stay the same irrespective of the number of people in the team.
3. What is the criteria for ball change during the course of the game, if the ball is found not conducive for play? For example: wet ball or a tampered ball or ball gets out of shape up to the discretion of the NU. If there is no NU, then both captains have to agree. Teams are encouraged to have extra balls on hand.
4. If the ball needs to be changed, can the umpire make the call on his own or will he have to agree with the team captains....
5. NU can make the decision on his own. If there is no NU then again both the captains have to agree.

5. Recent ICC Rule changes:

1. No by-runners even if batsman is injured during the innings.
2. Batsmen can be dismissed obstructing the field if they change their course while running to prevent a run-out chance.
3. Bowlers will be allowed to run out a non-striker backing up unfairly.
4. If a bowler breaks the stumps at the bowler's end, while in delivery stride, the delivery is a no ball, but a free hit is not to follow.

6. Format

1. Since we have 13 teams. We are first going to play a Round-Robbin with 7 teams from Kentucky & Indiana in one group and 6 teams from Ohio in the other.
2. All teams will play 5 games except for one team in the Kentucky group that will get a bye.
3. At the end of Round-Robbin stage the top 6 teams from the 13 teams in the tournament will move to Division 1 and the bottom 7 will move to Division 2.
4. Division 1 each team will play 5 games, one against every team. This will be followed by the Semi-Final between the top 4 teams and then the Final.
5. Division 2 each team will play 6 games, one against every team. This will be followed by the Semi-Final between the top 4 teams and then the Final.
6. Semi & Final will be played in the same weekend.

7. Penalties

1. For playoffs every player participating in the playoff game must have played at least **1 game** in the league stages to qualify. Any team failing to meet this requirement will be disqualified. No exceptions
2. Every team must follow the COVID 19 guidelines during the game. NU can enforce penalties on the teams if any of the guidelines are violated.
1st warning: Captains must take this seriously and abide by the rules
2nd warning: The team violating COVID 19 guidelines will be enforced with 6 runs or 1 over penalty
3rd warning: The team violating COVID 19 guidelines will be enforced with 24 runs or 4 over penalty
4th warning: The game will be awarded to the opponent.
3. Each team is responsible in cleaning the trash following a game. With COVID 19 pandemic it is very important that each team captain holds his team responsible to clean up all the trash post each game. Any complaints regarding this will be taken seriously. Penalty of 100\$ will be imposed on the team failing to maintain personal team hygiene around their dugout.
4. Dress code must be strictly followed post league stages. NU will have the direct authority to not allow any player to participate if the team dress code is not followed.
5. NU dress code is also strictly enforced. All NU's must wear dark colored clothing. No shorts are allowed for NU's. If NU fails to follow the dress code 50% of the match fee will be deducted.

8. Covid-19 Safety Regulations for MTCL

Personal responsibility:

- If suffering from any pre-existing conditions (Allergies, diabetes, asthma, sinus flares, autoimmune disease), if possible refrain for participating in playing cricket this year.
- Report any symptoms right away to the team and TOC immediately.
- Take safety measures seriously to protect yourself and others.

Captain's responsibility:

- Before travelling to play, make sure to ask for the entire player's condition and inform the NU before the toss.

Team responsibility:

- Maintain social distancing during batting sessions and wearing masks in the dugout.
- No sharing of Kits, drinks or food.
- No spitting in the sitting area or ground.
- Having hand sanitizers or water for cleaning hands.
- No sharing of Mask or gloves.

Game time regulations:

Fielding Team:

- Mask are not mandatory, but highly recommended in the field of play in area of slips, gully and wicketkeeper if standing up to the stumps.
- No spitting in the ground or using saliva and sweat on the ball.
- No huddles during starting of game, fall of wickets, end of innings or end of the match.
 - Huddles with social distancing before and after the game allowed. Usage of mask during this is highly recommended.
- Every player is highly recommended to carry small bottle of hand sanitizer or alcohol wipes in their pocket for frequent use. (Be mindful of littering the field with wipes)
- No sharing of mask

Umpire:

- Both main umpire and Leg umpire are required to wear a mask during officiating.
- Will not accept any hats, article of clothing, sunglasses or equipment from bowlers or fielders.
- Usage of gloves highly recommended for both umpires
-

Batsman:

- Recommended to carry a mask and wear one if keeper is standing up.
- End of over break should proceed with caution.
- No spitting in the field of play.

Isolation and contingency plan for symptomatic players:

- Player willing to play in league will have to do personal checks at home by checking their temperature regularly and checking for symptoms after the game.
- If a player develops any fever or other symptoms at home after the game, they should immediately isolate themselves and notify the team captain and TOC.
 - The team, team/s they played against within 14 days, and umpires involved, will be isolated for 14 days for monitoring.
- If a player develops symptoms during the game, and was not having any symptoms earlier, above protocol of monitoring will used.
- Testing for asymptomatic person is not widely available, so best bet is to take precaution and be safe while playing.

Memo: Safety is paramount. Every individual is responsible for not only their safety, and from protecting others from spreading. Have fun, but let's be RESPONSIBLE, RELIABLE, and RESILIENT.