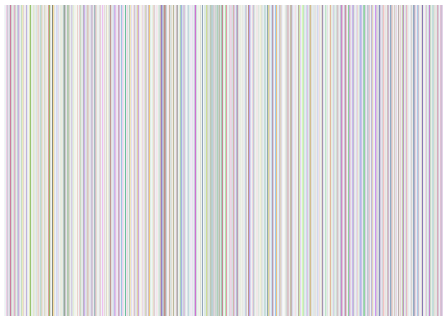


Millennium Cricket League

(MCL)



Rules

For

Forty40 Tournament

Last Updated:

05/10/2024

MCL

Secretary

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Millennium Cricket League(MCL)

Rules and Regulations

For

Forty40 Tournament

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. Any action, which is seen to abuse this spirit, causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains.

1 The Laws of Cricket

- 1) The Marylebone Cricket Club (MCC) has been accepted as the authority for revising and giving decisions on the Laws and the Code of the game of Cricket. MCL shall use **MCC 2017 Code 3rd Edition - 2022** as the default regulations for governing the play in MCL Forty40 tournament, except as varied hereunder. ICC regulations for ODI playing conditions shall be used when there are no regulations specified in MCL laws.
- 2) The Executive Committee shall have the power to arbitrate and interpret the Laws and below regulations as it sees fit subject to the approval of the Board of Directors.
- 3) Exceptions to the 2017 Code 3rd Edition - 2022 of the Laws of Cricket: The new laws do not allow the marking of the boundary with objects at separated points like flags or cones.

2 Players

- 1) All players must be registered by their club before participating in any MCL game. Player registration should be done via the MCL website on CricClub Site. (<https://cricclubs.com/MillenniumForty40>). No player shall be registered for more than one club in the tournament.
2. Picture Id verification can be requested by the Umpire in which case it should be provided. Please try to upload the picture of the players in MCL website too for identification. If a player is not carrying picture Id and his photo is not in the MCL website, then it is the prerogative of the Umpire to let him play. Also take a printout of the roster so that the playing 11 can be verified by the Umpire.
3. The deadline for submission is 11:59:00 PM, Friday before the first league game of the season and thereafter,
4. Additions of any new players to roster should be done by 11:59:00 PM, Friday of a week, if the team intends to field the new addition in that weekend's game.
5. Transfer of players from a team roster is not permitted after a team has played 5 games in the regular season. Abandoned/rained out games would be counted towards these 5 games. If before the 5th game a player transfer is executed, then the player in question should have NOT played more than 3 games

- for the team from where the transfer is executed.
6. Clubs who fail to register players or fail to abide by these procedures are subject to fine. Teams are subject to a 2 point fine when unregistered players are part of the team. Second violation of these procedures shall result in automatic expulsion from the tournament. There will be no refund of tournament fees. Additional fines may be applicable as per MCL Code of Conduct.
 7. Captains of both teams shall write down the names of their 11 (or fewer) players before the toss for the innings and bring that list to the pre match conference for the inspection of the umpire and the other captain. The list cannot be changed after the conference without the consent of the umpire(s) and the other captain. The list can include more than X1 players, but less than 15 and the 12th and rest of players mentioned on the list must be from the roster of the team(s) and must be a registered player.
 8. A player not on the playing X1 but listed as Extras provided by his captain may not bat or bowl but may keep wickets and may substitute for a missing player as allowed by the Laws of Cricket.
 9. Umpires and Teams have the right to request proof of identity. Umpires and Teams have the right to request proof of identity anytime during the game. Umpire shall check proof of identity at the earliest possible time, at the end of an over or at end of an innings break.
 10. Play-off eligibility for players is 25% of total games in the season where the team roster entry is valid as per current laws. A fractional result will be rounded off to the next whole number.

3 Umpires

- 1) The League will do its best to appoint at least one neutral umpire for all games. The umpiring sub-committee shall make all appointments.
- 2) If there is one neutral umpire, he will stand at the bowlers end throughout the match. The batting side will provide a Striker's end umpire. All the decisions given by the striker's end umpire (run out or stumping, or other such decisions within his power) at his end will be binding on both the teams and both the captains should fully abide by that. Any decisions of the Striker's end umpire (provided by the batting team) like No ball above shoulder high or Waist High Full toss, run out, stumping can be overruled by Bowler's umpire who is the designated official umpire. Regarding decision pertaining to chucking the striker's end umpire is obligated to first warn the concerned bowler and the bowling team captain and also request bowler's end umpire / official umpire to take his stance back from the stumps to give him a view of the bowler's action. If in the opinion of both the umpires the delivery is called for suspect action, then it is obligatory on the fielding team to accept the decision and change the bowler. The striker's end umpire deputed by batting team on his own discretion cannot call no ball for suspect action without bowler's end umpire consenting to the call. If Striker's end umpire is an official umpire deputed by MCL he has the authority to call no ball for suspect action. The intention of this rule is allowed for fair play and not to be misused. Bowler's end umpire will be given all power to control any mis use of this flexibility in the rule. There shall be no arguments or comments by either side. In cases where the neutral umpire thinks that the decision given by the strikers end umpire (representing the batting side) is not in the fairness of the game, the Neutral umpire appointed by MCL shall have the power to overrule such decisions in fairness of the game.
- 1) If the league provides two neutral umpires, they will normally take alternate ends between overs unless the umpires and captains agree otherwise before the toss.

- 2) Throughout these regulations the word umpire/umpires shall refer to the neutral umpires
- 3) When no neutral umpire appears for a match, the captains are expected to arrange between them and nominate umpires for the match. It is expected that with common sense in the Spirit of the Game it will be possible to play the match and receive a result. Every possible effort must be made to achieve a result. In the absence of a neutral umpire decisions pertaining to fitness of ground, weather and light the captains will use a common-sense approach and come to an agreement. Regarding fitness of the ground in situation where an umpire is not available **Every effort will be made by both teams to reach out to an EC member to help in decision making process, if any EC member is free or available within a reasonable distance of the ground in contention, he will make the effort to be at the ground and help in arriving at a decision. In the absence of a neutral umpire, the decision of an EC member if he is available at the ground becomes obligatory for both teams to accept.**
- 4) The match shall be controlled by the Umpires, and they shall be responsible for ensuring the conduct of the match is strictly in accordance with the Laws and these regulations. They shall be sole judges of fair and unfair play.
 - a. The neutral umpire(s) shall be the judge of the fitness of the grounds, weather and light for play as prescribed by the Laws of Cricket (MCC). He shall also come to an agreement with the captains regarding local ground rules e.g., trees infringing on the ground etc.
 - b. Neutral umpires who attended the UMPIRING CLINIC and passed an Umpire test conducted by the MCL EC and certified by EC shall be paid an umpiring fee of \$140 effective 2022 season as prescribed by the EC. Neutral umpires who are not certified by MCL EC will be paid \$120 umpiring fees per game. If an umpire is newly added to the roster and he did not have the opportunity to attend the clinic he will be paid \$120 per game. Newly enrolled umpires who could not attend clinic due to delayed or fresh enrolment will have opportunity to attend the clinic the next year and will be paid \$140 from next year onwards. MCL website will provide names of umpires who are certified by MCL EC. Once the umpire reaches the ground, the fees will be paid at the beginning of the game irrespective of whether a game takes place or not. If the Umpire is at the ground and the match is called off within the first hour of scheduled start without any balls being bowled, even then the Umpire fee will be paid in full. Umpires should take fully into account in Limited Overs matches the deliberate slowing down of the tempo of either the batsmen or fielders where it may be seen to be a disadvantage for the opposition.
 - c. If in the opinion of the umpires there is a deliberate waste of time by the batsman or any member of the fielding side, the umpires are authorized to take action as under.
 - i. In the first infringement, a severe warning to the batsman or the player concerned.
 - ii. If the warning is unheeded, the overs bowled short by the fielding side as a result of deliberate waste of time by the batsman, no penalty should be levied to the fielding side
 - iii. If the warning is unheeded, the overs bowled short by the fielding side as a result of deliberate waste of time by any member of the fielding side, no penalty should be levied to the batting side.
 - d. The umpires are authorized to assess the time that was wasted in arriving at the number of overs bowled short. Umpires are cautioned to utilize their discretion in applying any penalties whatsoever by giving due consideration to ball being lost and found due to conditions beyond the boundary line,

excessive heat in view of which additional drinks break needs to be taken. Umpires are requested not to use this tool of penalty to be overbearing rather the tool should be used in instance of deliberate tactics be either of the teams in causing unusual delays.

4 Hours of Play

- 1) Duration and hours of play for a Forty40 game shall be as follows; In the event of an early start, a delayed start or a shortened game these timelines shall be adjusted accordingly. Start times for some grounds are pegged at 11.00Am, 11:30 AM or 12:00 PM, in these cases the below durations will adjust accordingly.

Event	1 st Session	2 nd Session
Coin Toss	10:45 AM	
Start of Session	11:00AM	2:30 PM
1st 5-Minute Break	12:00 Noon	3:30 PM
2nd 5-Minute Break	1:05 PM	4:35 PM
End of Session	2:00 PM	5:30 PM
Lunch Break	2:00 PM to 2:30 PM	

- 2) Both the Captains should have the list of their players with their substitutes and present it to the umpires before the toss. The Home team should have laid down the mat, fixed stumps and bails, marked the crease and boundaries before the Toss.
- 3) The coin toss shall be completed 15 minutes prior to the scheduled start time. For the game to begin both teams must be ready and must have at least 8 players in whites and they must all be inside the boundary (field of play). Players in the parking lot or in tracksuits or not in cricket whites or not within the field of play shall not be counted.
- 4) If a team does not have at least 8 players in whites 15 minutes prior to the scheduled start time, the offending team shall lose the toss. The game will start 5 minutes after the arrival of the 8th player. In addition, the offending team will have their batting overs reduced at the rate of 1 over for every 4.25 minutes delay from scheduled start of play. Cut off time for 8 players to be available in whites is 45 minutes from scheduled start time. After 45 minutes of scheduled start time the game will be forfeited by the team not having 8 members.
- 5) If one of the teams is not ready at the scheduled start time, the offending team will have their batting overs reduced at the rate of 1 over for every 4.25 minutes. Each fraction of a minute beyond 4.25 minutes causes a penalty over; there is an upper limit of 10 overs for the penalty. The offending team is however required to bowl its full quota of 40 overs within the time mandated by the league or face further penalty for failing to bowl the required overs short as per "Length of Innings" clause.

- 6) The game can have a different timeline and hours of play under the following circumstances:
 - a) The captains with the agreement of the umpires choose to have a delayed start and play the full quota of 40 overs per side for valid reasons like getting ground ready due to overnight rain.
 - b) The captains with the agreement of the umpires choose to have a delayed start due to a rain delay. The captains and the umpire may choose not to reduce the overs. The umpire has the final authority in this regard and may insist on reducing the overs. Example: If rain affects the start and the captains decide not to reduce the overs and start the game at 11:45 AM, it would be fine only if the umpire agrees to it too. He can choose to go along with the captains or choose to reduce the overs appropriately.
 - c) A match can have an early start or a delayed start due to ground availability and play the full quota of 40 overs per side provided prior approval is received from MCLEC. In such a cases umpire(s) cannot reduce the overs.
 - d) A match can have delayed start due to late arrival of the umpire(s). The captains may choose to play the full quota of 40 overs or reduce the overs. The umpire(s) does not have the authority to reduce the overs in such a scenario. If an umpire is late for the game, he will lose \$10 for every half hour delay from his fees. Each team will pay \$5 less to the umpire for every half hour delay. If umpire who is designated and cannot come for unforeseen reasons and EC substitutes the original designated umpire with a substitute umpire, then the full umpire fees is payable without any deductions.
- 7) Once the game has started, the number of overs for all the calculation will be based at the **rate of 4.25 minutes per over**. For a full quota of 40 overs, each innings will be played for 180 minutes with two (2) drinks break.
- 8) Innings/Lunch break will be for 30 minutes as prescribed in "Hours of Play" table.
 - a) Lunch will be taken at the end of the first session in normal circumstances.
 - b) If the innings of the side batting first comes to an end prematurely the match will be continued (after a 10-minute mandatory break between the innings) and lunch taken at the normal time specified above.
 - c) Should there be only a very short time before the scheduled lunch break, the umpire(s) have the option of declaring an early lunch break.
 - d) If the match is the tournament finals, the second session will start as specified in "Hours of Play" table, even if the first session ends prematurely.
- 9) When the start of the match is delayed on account of weather or light conditions or the ground not fit or not available to start the match on time or for any other genuine reason in the opinion of the umpire(s), the hours of play will be rescheduled by the umpire(s). In such cases, innings break can be reduced to 10 minutes. This is solely up to the umpire(s) discretion. Also, the calculation of the number of overs for each side will be based on the time of 4.25 minutes per over and the game shall be rescheduled in such a way that both the teams shall get to bat a minimum of 20 overs each.
- 10) Depending upon the situation and in the fairness of the game for both the teams, the Neutral Umpire(s) designated by the Umpire's committee or by the league will have the more power than the umpire from the batting side.

5 Length of an Innings

5.1 In an Uninterrupted match

- 1) Each team shall bat for a maximum of 40 (six balls) overs unless all out earlier.
- 2) If the team fielding first fails to bowl 40 overs by the scheduled cessation of the first session, the over in progress (at the scheduled close of play) shall be completed and the innings of the team batting second will be limited to the same number of overs as the team batting first (except when the team batting was guilty of wasting time). Also, the hours of play shall not be extended to complete the number of overs. Penalty as in Rule 5.3 is also applicable in such cases.
- 3) If the team batting first is all out and the last wicket falls at or after the scheduled time for the interval, the innings of the team batting second shall be limited to the same number of overs as the innings of the team batting first (an over in which the last wicket falls to count as a complete over). Penalty Rule 5.3 is not applicable in such cases.
- 4) If the team batting first is dismissed in less than 40 overs, the team batting second shall be entitled to bat for 40 overs except as provided in (3) above.
- 5) If the team fielding second fails to bowl 40 overs or the agreed upon number of overs, before the scheduled close of play, or the number of overs provided as of 5.1 (2) (3) or (4) by the scheduled cessation of time, the hours of play shall not be extended to complete the number of overs or a result achieved. Rule 5.3 is applicable in such cases.

5.2 In a Delayed or Interrupted match [due to weather and/or ground conditions]

- 1) The objective should be to rearrange the number of overs so that both the teams have the opportunity of batting for the same number of overs (minimum of 16 over's each team).
- 2) The calculation of the number of overs to be bowled shall be based on an average rate of 4.25 minutes per over in the total time available for the play.
- 3) If the number of overs of the team batting first is reduced, a fixed time will be specified for the cessation of the first session, and the overs by the scheduled time for the completion of its innings as calculated by the provisions of clause 5.2 (1).
- 4) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, the over in progress shall be completed and the innings of the team batting second shall be limited to the same number of overs of the team batting first (except when the team batting was guilty of wasting time). The over in which the last wicket falls to count as a completed over. Rule 4.3 is applicable in such cases.
- 5) If the team batting first is all out and the last wicket falls at or after the scheduled time for the interval, the innings of the team batting second will be limited to the same number of overs as the team batting first (the over in progress in which the last wicket falls to count as a completed over). Rule 4.3 is not applicable in such cases

- 6) If the team fielding second fails to bowl the required number of overs by the scheduled cessation of play, the hours of play shall not be extended until the overs have been bowled or result achieved. Rule 4.3 is applicable in such cases
- 7) If the innings of the team batting second is delayed or interrupted and its not possible for the team to have an opportunity of batting for the same numbers of overs as the team batting first, the overs shall be reduced at the rate of 4.25 minutes per over for the time lost. If the team batting second does not get a minimum of 16 overs, the match shall be treated as "No Result"
- 8) The team batting second shall not bat for a greater number of overs than the team batting first, unless the latter has been all out in less than the agreed number of overs as in 4.2 (5).
- 9) Fractions are to be ignored in all calculations regarding the number of overs.
- 10) In a truncated match, if both the teams do not get the opportunity of batting for 16 overs, the match will be treated as "No Result".
- 11) In a truncated match, if the match is started on the minimum overs of 16 over's each (or more than 16 over's a side as the case may be), it will be governed by the rules already enunciated.
- 12) In the circumstances mentioned, if the team batting second does not get the opportunity of batting 20 overs, it will be treated as a "No Result".
- 13) If the team batting second does not get an opportunity of batting for the same number of overs as the team batting first, due to interruptions, a target score will be set by the umpires as per the DUCKWORTH LEWIS calculations, based on the number of overs that can be bowled (not less than 20 overs) within the time available. Target score shall be strictly based on the umpire's interpretation of the DUCKWORTH LEWIS calculations and any penalty runs if applicable will be added. Both the captains should abide by the umpire's interpretation of the target score.
- 14) In addition to the above clauses (1) to (13), any rearrangement made in the number of overs will be based on the total time available for play within the scheduled hours of play, so that the time available is utilized to the maximum extent.

5.2 A Under no circumstances overs in a game can be reduced in anticipation of rain which may fall later during the match. Overs from a game can be reduced only if ground is not in fit condition to play due to overnight rain or it is raining at scheduled start time.

5.3 Penalty for not achieving over rates

Both teams must complete bowling 40-overs or the agreed number of overs, within the allotted time from the start of the innings, to avoid being penalized.

If either of the team(s) fails to comply with bowling the agreed number of overs by the scheduled close of play, then the umpires shall extend the game by a duration of 10 minutes, to facilitate the teams to bowl out their agreed upon number of overs. In case the teams are not able to complete their quota of number of overs, then "Calculator" cricket will come into effect to revise the score to include any penalty runs.

The penalty runs will be calculated as.

For each over bowled short than the agreed upon number of overs as calculated at the 10-minute extension time, penalty will be 1.5 times the run rate obtained by the batting side [as below] multiplied by number of overs bowled short, beyond the extended time. The same will be added to the score of the batting side at the end of innings. This will be the Final score.

When Duckworth Lewis method (D/L) of calculations becomes applicable, the penalty runs, if any, shall be added to the revised score to obtain the Final score.

The penalty score calculation is summarized in the following scenarios. The scenarios can either be independent occurrences or can occur as a combination. The umpire(s) will decide on the scenario as they feel appropriate.

Team Batting First= Team A

Team Bowling First= Team B

5.3.1 First Session, Bowling Team's Fault

Scenario: During the first session of play, the umpires determine that the team bowling first (Team B) is at fault in completing the required number of overs by the scheduled completion of innings and when the innings of the team batting first (Team A) is not complete, the penalty is as follows.

- The umpires at the scheduled (or agreed upon) close of innings will note down the number of overs completed by the team B and inform either the captain's or their representatives of the same.
- Continue the play for a maximum period of 10 minutes beyond the scheduled cessation of innings to

facilitate Team B to complete their full quota of overs or till the Team A is all out, whichever happens earlier within, the extra 10 minutes provided.

- In spite of the 10 minutes extension, if Team B fails to complete their quota of overs while Team A is NOT all out, the umpires will stop the innings at that stage, note down the number of overs completed by Team B by the close of the extended time of 10 minutes, calculate the penalty runs for the number of overs short as per the formulae above, add those penalty runs per over short, to the Team A's score to give their final score for the innings.

This is now the score Team B has to chase for victory, but the number of overs Team B will receive is the number of overs that was completed at the scheduled close of innings. Team B will thus have fewer overs to score the target score for a victory.

Example: On a perfect day, in a 40 overs match which started on time, Team B bowls only, let's say, 38 overs by scheduled close of innings and Team A has, let's say, scored 180 runs losing 5 wickets, this is what will happen.

- At the scheduled close of innings Team B is short by 2 overs. The umpire will inform either the captains or their representatives that Team B has bowled 2 overs short. Team B will now get to bat only a maximum of 38overs.
- The umpire(s) shall extend the game for a maximum of 10 minutes to facilitate Team B to complete their quota of overs. If Team B completes their quota of 40 overs before the extended time of 10 minutes or Team A becomes all out within that time, the innings of Team A will come to an end. The final score is noted, and NO penalty runs will be added to team A's score.
- Team B shall now score those runs but they will get to bat for only 38 overs.
- In spite of the play being extended by 10 minutes, the Team B could only bowl 39 overs (provided Team A is not all out) and let's say Team A's score was 185 losing 6 wickets, penalty runs are added for Team A's score (as below) and this will be their final score.

Number of overs bowled by Team B, by the scheduled close of play= **O = 39** overs

Number of overs bowled short by the close of extended close of play = **N = 40 - 39 = 1**

Number of runs scored by Team A in 39 overs= **R = 185**

Run rate of the team batting first = **RR = 185 / 39 = 4.75**

Penalty for bowling 1 over short= **P = 1.5 x N x RR= 1.5 x 1 x 4.75 = 7.125**

Revised Total of the team batting first = T = 185 + 7.125 = 192.125

Round down to the nearest whole number= 193

The Team B will have to score 193 + 1 = 194 runs in 38 overs to win the match.

5.3.2 First Session, Batting Team's Fault

Scenario: During the first session of play, the umpires determine that the team batting first (Team A) is at fault and prevented Team B in completing the required number of overs by the scheduled completion of

innings.

- The umpires at the scheduled (or agreed upon) close of innings will note down the number of overs completed by the team and inform either the captain's or their representatives of the same.
- The innings of Team A will come to an end at the completion of over beyond the scheduled close.
- Extra 10 minutes is NOT provided, and NO Penalty runs are going to be added to Team A's score.
- Team B will get to bat full quota of their overs to score their runs.

Example: On a perfect day, in a 40 overs match which started on time, Team B could bowl only, let's say, 38 overs by scheduled close of innings and Team A has, let's say, scored 180 runs losing 5 wickets, this is what will happen.

- At the scheduled close of innings Team B is short by 2 overs. The umpires shall inform both the captains or their representatives that the innings of Team A is now complete even though Team B has bowled 2 overs short.
- The umpire(s) shall NOT extend the innings to facilitate Team B to complete their quota of overs.
- NO penalty runs will be added to team A's score.
- Team B will get to bat all their 40 overs to score their runs.

5.3.3 Second Session, Bowling Team's Fault

Scenario: During the second session of play, the umpires determine that the team bowling second (Team A) is at fault in completing the required number of overs by the scheduled completion of innings and when the innings of the team batting second (Team B) is not complete, the penalty is as follows.

- The umpires at the scheduled (or agreed upon) close of innings will note down the number of overs completed by the Team A and inform either the captain's or their representatives of the same.
- Continue the play for a maximum period of 10 minutes beyond the scheduled cessation of innings to facilitate Team A to complete their full quota of overs or till the Team B is all out or till the victory is achieved, whichever happens earlier within, the extra 10 minutes provided.

In spite of the 10 minutes extension, if Team A fails to complete their quota of overs while Team B is NOT all out or the victory is not achieved, the umpires will stop the innings at that stage, note down the number of overs completed by Team A by the close of the extended time of 10 minutes, calculate the penalty runs for the number of overs short as per the formulae above, add those penalty runs per over short, to the Team B's score to give their final score for the innings.

- The decision as to who wins the game will be based on the comparison of final score of Team A and final score of Team B (inclusive of any penalties) and decide who the winner is.

Example: On a perfect day, in a 40 overs match which started on time, Team A bowls only, let's say, 38 overs by scheduled close of innings out of the allotted number of 40 overs, and Team B has, let's say, scored 180 runs losing 7 wickets, chasing 190 runs to win, this is what will happen.

- At the scheduled close of innings Team A is short by 2 overs. The umpire will inform either the captains or their representatives that Team A has bowled 2 overs short.

- The umpire(s) shall extend the game for a maximum of 10 minutes to facilitate Team A to complete their quota of overs or a result achieved within that time, whichever happens early. If Team A completes their quota of 40 overs before the extended time of 10 minutes or Team B becomes all out within that time, or victory is achieved whichever happens earlier.
- The final score is noted, and NO penalty runs will be added to team B's score. Result will be based on comparing actual Team B's score and their target score.
- In spite of the play being extended by 10 minutes, the Team A could only bowl 39 overs (provided Team B is not all out or victory not achieved by any team) and let's say Team B's score was 182 losing 8 wickets, penalty runs are added for Team B's score (as below) and this will be their final score.

Number of overs bowled by Team A, by the scheduled close of play+ extension = **O = 39** overs

Number of overs bowled short by the close of extended close of play = **N = 40 - 39 = 1**

Number of runs scored by Team B in 39 overs = **R = 182**

Run rate of the team batting first = **RR = 182 / 39 = 4.66**

Penalty for bowling 1 over short = **P = 1.5 x N x RR = 1.5 x 1 x 4.66 = 6.99**

Revised Total of the team batting second = T = 182 + 6.99 = 188.99

Round down to the nearest whole number = 190

Since Team B has equaled their target score of 190, the game ends in a Tie with both teams sharing points.

5.3.4 Second Session, Batting Team's Fault:

Scenario: During the second session of play, the umpires determine that the team batting second (Team B) is at fault in completing the required number of overs by the scheduled completion of innings and when the innings of the team batting second (Team B) is not complete or victory not achieved, the penalty is as follows.

- The umpires at the scheduled (or agreed upon) close of innings will note down the number of overs completed by the Team A and inform either the captain's or their representatives of the same.
- The innings of Team B will come to an end at the completion of over beyond the scheduled close.
- Extra 10 minutes is NOT provided, and NO Penalty runs are going to be added to Team B's score.
- The result of the game will be decided based on comparison of actual score of Team B with its target score.

Example: On a perfect day, in a 40 overs match which started on time, Team A bowls only, let's say, 38 overs by scheduled close of innings out of the allotted number of 40 overs, and Team B has, let's say, scored 185 runs losing 5 wickets, chasing 195 runs to win, this is what will happen.

- At the scheduled close of innings Team A is short by 2 overs. The umpire will inform either the captains or their representatives that Team A has bowled 2 overs short.
- The game stops.

- The umpire(s) shall NOT extend the game, nor any penalty runs added to the Team B's score.
- Since Team B was to score 196 runs for winning the game and since they could only score 185 runs in 38 overs, **Team B loses the game.**

5.3.5 Either Session, No Team's Fault:

Scenario: During the first or second session of play, the umpires determine that neither of the teams are at fault in completing the required number of overs by the scheduled completion of innings and the delay was entirely due to factors that were beyond any team, this is what would happen.

- The umpires at the scheduled (or agreed upon) close of innings will note down the number of overs completed by the team bowling and inform either the captain's or their representatives of the same.
- Continue the play for a maximum period of 10 minutes beyond the scheduled cessation of innings to facilitate Team bowling to complete their full quota of overs or till the Team batting is all out, or a victory is achieved as the case maybe, whichever happens earlier within, the extra 10 minutes provided.
- Despite the 10 minutes extension, if Team bowling fails to complete their quota of overs while Team batting is NOT all out or victory is not achieved, the umpires will stop the innings at that stage, note down the number of overs completed by Team bowling by the close of the extended time of 10 minutes.
- No penalty runs are added to either of the team
- The game is restricted to the same number of overs. Actual runs scored by the teams are considered for comparing the victorious team.

Example: On a perfect day, in a 40 overs match which started on time, Team B bowls only, let's say, 38 overs by scheduled close of innings and Team A has, let's say, scored 180 runs losing 5 wickets, this is what will happen (neither of the teams are at fault for not completing the overs).

- At the scheduled close of innings Team B is short by 2 overs. The umpire will inform either the captains or their representatives that Team B has bowled 2 overs short.
- The umpire(s) shall extend the game for a maximum of 10 minutes to facilitate Team B to complete their quota of overs. If Team B completes their quota of 40 overs before the extended time of 10 minutes or Team A becomes all out within that time, the innings of Team A will come to an end. The final score is noted, and NO penalty runs will be added to team A's score. Team B gets to bat all the 40 overs.
- If Team B cannot bowl the remaining 2 overs (bowls only 1) within 10 minutes time, the over in progress at the completion of 10 minutes extra time will be completed. No penalty runs are added to Team A's score. Team B will get to bat only $38+1 = 39$ overs to score their runs.

5.4 Umpire(s) role/ responsibility in accessing penalties

- 1) The umpire shall be the sole person in assessing the reason for the shortage in number of overs and the team responsible for the shortage before penalizing the teams. Umpires' decision will be final and will be binding on both the teams.
- 2) If in the opinion of the umpire, the shortage in number of overs was as a result of delay due the batting side rather than the bowling side, in other words, the batting side was deliberately wasting time; only the batting side will be penalized. The bowling side will not be penalized.
- 3) If in the opinion of the umpire, the shortage in number of overs was as a result of delay due the bowling side rather than the batting side, in other words, the bowling side was deliberately wasting time, only the bowling side will be penalized. The batting side will not be penalized.
- 4) If there were delays or time lost due to legitimate cricketing reasons like lost ball, or ball losing shape, or a player or umpire getting injured, or the stumps or bails being broken and needed replacement or any other purely cricketing reasons, the umpires shall take note of the time lost and no penalty will be imposed on either or both the teams for such time lost. Umpire's assessment of the situation and decision is final and binding on both the teams.
- 5) The umpires shall keep an account of the actual number of over bowled as opposed to the agreed number of overs (at the rate of 4.25 min per over) and inform the batting side and the fielding side of the same after every 15 overs, while giving a stern warning of imposing penalty to the offending side if the scheduled number of overs are not completed within the scheduled cessation of play.
- 6) The case of number of overs bowled short becomes more "critical" in the second session of the game, since the batting side (or the bowling side) would usually need to have an idea if any penalty runs would be imposed and how it would be imposed.
- 7) The above logic will be applicable in penalizing the teams and arriving at a target score, when the number of overs was rescheduled for any legitimate reasons (like bad light or rain or late start, etc). In such cases, the penalty runs, the number of overs and the final score, will be in addition to the target score as per the DUCKWORTH LEWIS calculations.
- 8) Umpire(s) will be the sole judge of pitch conditions. Before start of the game, Umpire has the authority to commence play from one side of the pitch in the interest of having a fair game.

6 Ground, Weather, Light Conditions

- 1) The Umpires shall be the sole judges of the pitch, ground, weather, and light conditions.
- 2) Due to permit/ground restrictions, games at some grounds would be allowed to be played from one end. Permit holders reserve the right to enforce such restrictions.
- 3) When there are obstructions within the field of play like a goal post or boundary markings overlapping or trees or any such obstructions that cannot be removed or is not allowed to be removed by the ground authorities, the Umpire(s) will contact the captains (or their representative) of both the sides before the beginning of the game, and will instruct them on how runs will be scored in case the ball hits any obstruction within the field of play. Umpire's decision is binding on both the sides and will be final.
- 4) Teams shall not be allowed to keep or be responsible for keeping any obstructing things within the field of play including small rollers, mat covers, etc.
- 5) League Final ground: EC will have sole discretion on ground allocation for League Final. The announcement of Final ground will be made before commencement of Play-offs. Teams who do not make their grounds available for play-offs during the application process may not be allocated their home ground if they make it to play-offs.

7 Team Responsibilities

7.1 Home Team Responsibilities

- 1) Pitch, Mat and Crease setup: The Home team is responsible for ensuring that the pitch, outfield and boundaries, crease markings are prepared before the Toss and the scheduled start of the match. This includes laying the mat safely and securely marking the creases clearly, pitching the wickets correctly, marking wide area on the mat, and putting cones or flags around the boundary.
- 2) 30-Yard Circle and Boundary setup: The Home team is responsible for ensuring that 30-yard circle and boundaries are marked before the Toss and the scheduled start of the match. 30-yard circle should be setup as below. **It is mandatory hosting team has a measuring tape to be able to measure 30 yard circle and not lay the circle on an assumed area.**
 - a. With the middle stump as center, a semi-circle of 30 yards radius on both ends shall be marked. The two ends of the semi-circle shall be joined by straight lines on both side and parallel to the length of the pitch to form the 30-yard circle
 - b. The 30-yard circle may be marked with small cones, chalk, foam-core, rubber or plastic markers at 5-yard intervals and must be clearly visible from the umpires' stations. Flags should NOT be used for marking 30-yard circle.
 - c. Big cones should be used to mark the boundary. Any ball hitting the cone on the full will be considered a six. Boundary line will be a straight line between cones. **FLAGS are not allowed for 30 yard or boundary marking given the scope of an injury**
- 3) Provide Directions in advance: The home team must provide clear and concise directions to the ground at least 2 days prior to the game. These must be emailed or reside on MCL web site. The home team captain should more importantly get in touch with the Umpire's committee and with the individual umpire(s) nominated for the game and give them directions to the ground, at least 2 days prior to the game.
- 4) Ground permits: Ensure that the home side has the relevant permits for the ground. Failure to have a valid permit will result in the forfeiture of the game.
- 5) Pitch covers: It is the home side responsibility to keep pitch covers/tarps to protect the pitch and square in the event of rain. The pitch should be covered as soon as the Umpire stops the game due to rain. Before the start of the game the hosting team MUST let umpire and visiting team captain of the availability of covers. If Covers are available, the hosting team is obligated to lay covers in the event of rain. If hosting team says they don't have covers, then they cannot lay covers irrespective of the situation of the game. In other words, covers should be either available or unavailable and if available covers should be laid on the pitch irrespective of state of the match.
- 6) Home team must contact the opposing captain and umpires and the MCL EC and confirm all aspects of the game at **least 1 day** prior to the scheduled start. 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 to attend a match that cannot take place. The home team must communicate with the opposing captain and the umpires when the conditions are doubtful

- 7) Home team MUST have Tarp / Covers to cover the wicket in instance of rain. A team hosting a game on a ground provided by the league is not mandated to Tarp / Covers (example Johnson Park). If they are able to bring the tarp / covers then the tarp / covers should be made available to both teams, i.e. home team and visiting team.

7.2 Visiting Team Responsibilities

- 1) Visiting team must contact the opposing captain and umpires and the MCL EC and confirm all aspects of the game at least 1 day prior to the scheduled start.

7.3 Garbage disposal at the playing field

- 1) Ground will be inspected by the Umpire 15 minutes after the close of play. Umpire would sign off on the cleanliness. In case there is garbage left, a fine of \$250 would be imposed on the defaulting team(s) and the captain of the defaulting team(s) would be suspended for 1 game.

8 Clothing and Footwear

- 1) All players in Div. B must wear Cricket Whites and use white Batting Pads and Keeping Pads. Players wearing colored clothing will not be allowed to participate in the game. The team should be following uniform whites. Penalty for the Violation is \$50 per player per game and the Dues should be cleared before the next scheduled game. Failure to do so will result in the forfeiture. Umpires have the Authority to notify the league on these charges.
- 2) All players in Div. A and Premier must wear Colored Clothing and use white Colored Pads and Keeping Pads. Players wearing White clothing will not be allowed to participate in the game. The team should be following uniform whites. Penalty for the Violation is \$50 per player per game and the Dues should be cleared before the next scheduled game. Failure to do so will result in the forfeiture. Umpires have the Authority to notify the league on these charges. Any Design which includes white and obstructs the sight of the batsman is not allowed.
- 3) On matting and Astro wickets, use of spiked shoes or any kind of shoes by the bowlers and the batsman, that in the opinion of the umpire, is likely to damage or cause damage to the pitch are not permitted. The umpires on such occasion shall inform the captain of the respective side, to have the footwear of the infringing player, changed. If the player does not agree to change the footwear upon umpire's insistence, the umpire has the right to not let the player continue bat or bowl further until such changes are made.
- 4) Additional fines may apply for any infringement, please refer to MCL Code of conduct.
- 5) Umpires have to wear a blue shirt and a black trouser, shorts are NOT allowed. Umpires not wearing proper umpiring gear / uniform will have a \$10 deduction from their fees.

9 Balls

- 1) All teams must use league provided/sanctioned balls. Div B will be using red ball, while other Divisions will play with two white colored ball.
- 2) **Fielding teams are responsible for providing balls for the innings of the game.**
- 3) Teams should bring spare balls in varying conditions to matches so that in the event of a ball being lost or unfit for play a suitable replacement can be made without wasting time.
- 4) When a ball is dead, the ball will be handed over to the umpire who will inspect the condition of the ball before the commencement of the over. In addition, the umpires shall make further frequent and irregular inspections of the condition of the ball and the ball shall remain in the possession of the umpire at the fall of the wicket and each drinks interval or any break or interruption in play.

10 Player's Conduct & Discipline

- 1) The captains are always responsible for ensuring that the game is played within the Spirit of the Game. Captains must be aware that they are responsible for their own actions and for those of their teammates and their officials or anyone associated with their team. Dissent shown to the Umpires by the captains or the batsman or fielding side or any member of either of teams, including officials of the teams, will not be tolerated by MCL.
- 2) Players and Team officials including the captains, shall not at any time engage in conduct which could bring them or the game to disrepute.
- 3) While captains may on occasion find it necessary to discuss matters of concern with the umpire during play, they should ensure that other members of the side do not, except as allowed by the Laws or the regulations herein.
- 4) The Umpire(s) should at all time's during and after the match, watch the behavior for any player(s) or captain(s) or team official(s) or any individual(s) associated with the team(s).
- 5) Sledging and cursing in any language not acceptable and can result in the removal from the game. This is up to the discretion of the umpire.
- 6) Entering the field of play by the players and officials, arguing with the umpires on and off the field and abusing the umpires by the players, captains and officials either on or off the field, before or during or after the match, will be treated as misconduct.
- 7) Umpires must report any disciplinary issues to the EC/DC within 48 hours of the incident.
- 8) In the event a player found guilty of misbehavior or of using offensive comments on the field such as.
 - a) Swearing or sledging or cursing in any language at the umpires, batsmen or any other player
 - b) Showing public dissent at the umpire's decision.
 - c) Man-handling the umpires or any other player or spectator or team official
 - d) Kicking the stumps or indulging in any ungentlemanly and unsporting conduct which might bring the game to disrepute.

- e) If a fielder other than the bowler indulges in such acts as stated above, the umpires shall follow rules as below:
- i) **First Warning:** If in the opinion of the umpire(s) there has been a violation of discipline by any member(s) of the either team, the umpire(s) at the first instance will issue the **First Warning** to the captain(s) of the offending side(s) to control this team and continue with the game after taking necessary action.
 - ii) **Second or Final Warning:** If in the opinion of the umpire(s) there has been further violations by the team (not necessarily the same offender as before), the umpire(s) at the instance will issue a **Second and Final Warning** and inform the captain(s) of the offending side(s) of awarding the match to the opposite side in case of further violation and continue with the game after taking necessary action and in addition take actions as below.
 - a. If the violation is by a bowler, the umpire shall suspend the bowler from further bowling in that innings, and allow another bowler to complete the over at the same end, provided this bowler shall not bowl two overs or part thereof consecutively in that innings. No substitute shall be allowed in his absence.
 - b. If the violation is by a fielder, the umpire shall suspend the offending team member from direct the captain of the fielding side to send the concerned fielder out of the field for that session and no substitute shall be allowed in his absence.
 - c. If the violation of MCL rule 8 above is by a member of batting team at the wicket, the umpire shall suspend the offending batsman from further batting in that innings and direct the batting side captain or his deputy to send in another team member to bat, provided this batsman shall not have batted previously. No substitute shall be allowed in his absence.
 - d. Once a team member is suspended by the umpire(s) for reasons as above, he shall not be allowed to take any further part in that innings.
 - e. In addition, the umpire(s) shall report the occurrence to the captain concerned and to the EC/DC, who shall then take appropriate action against the player(s) or the team(s) concerned.
 - f. In spite of the **second and final warning** as above, if the captain does not comply with the decision of the umpire(s) to send the player\players off the field or discipline his team members or any individuals associated with his team, the umpires in consultation with EC shall award the match to the opponent team. Umpire shall not award the match without consultation with EC.

11 Number of Overs Per Bowler

- 1) In a normal game with 40 overs match, each bowler is restricted to a maximum of 8 overs. 5 bowlers must be used in a match.
- 2) In a shortened game where total overs are modified for each side at the beginning of the innings, the maximum number of overs to be bowled by each bowler should not exceed one fifth of the total numbers of overs allocated for each team. Fractions in such cases need to be ignored. *Example:* If the play was restricted to 38 over each side, only 3 bowlers may bowl a maximum of 8 overs each, while the remaining bowlers may not bowl more than 7 overs each.
- 3) In a shortened game where total overs are modified due to rain after a normal start, the maximum number of overs to be bowled by each bowler will be determined as per rules under ICC ODI playing conditions.

12 Fielding Restrictions

- 1) There shall not be more than five fielders on the ON side (Leg side) at the instant of a delivery right throughout the match.
- 2) There shall not more than two fielders behind the popping crease on the ON side (Leg Side) at the instant of a delivery throughout the match.
- 3) Power Play for a 40 over game will be for 8 mandatory overs from the start. During this power play there should be a minimum of 9 fielders within the 30-yard circle.
- 4) Non-Power Play restricted - From immediately after the power play till the commencement of the last 20% of scheduled overs of an innings, there should be a minimum of 7 fielders inside the 30 yard circle. For a 40 over game, this would translate as overs 9-32.
- 5) Non-Power Play relaxed - The last 20% of scheduled overs in an innings, there should be a minimum of 6 fielders inside the 30 yard circle. For a 40 over game, this would translate as overs 33-40.

Power Play	Overs	Minimum Fielders Inside 30-yard circle
Mandatory	1-8	9
Non-Power Play Restricted	9-32	7
Non-Power Play Relaxed	33-40	6

6) In the event of a game being shortened, 30-yard field restrictions should be calculated as below.

Overs	Mandatory PP overs	Non-PP relaxed overs
20-21	1-4	Last 4
22-23	1-4	Last 4
24-26	1-5	Last 5
27-28	1-5	Last 5
29-31	1-6	Last 6
32-33	1-6	Last 6
34-36	1-7	Last 7
37-38	1-7	Last 7
39-40	1-8	Last 8

7) In the event of any infringement of the above rules, the striker's end umpire (or the Neutral Umpire standing at the bowler's end) shall call and signal "NO BALL".

13 No Ball

In addition to MCC Law 21, a No ball shall be called in the following situations.

1) **Mode of Delivery.**

- a. The umpire shall ascertain whether the bowler intends to bowl right-handed or left-handed, over or round the wicket, and shall so inform the striker. It is unfair if the bowler fails to notify the umpire of a change in his mode of delivery. In this case the umpire shall call and signal No ball. It is not necessary to inform the mode of delivery, if the bowler continues in the same end without any break.
- b. Underarm bowling shall not be permitted except by special agreement before the match.

2) **Fair delivery - Arm.**

- c. For a delivery to be fair in respect of the arm, the ball must not be thrown. Although it is the primary responsibility of the striker's end umpire to ensure the fairness of a delivery in this respect, there is nothing in this Law to debar the bowler's end umpire from calling and signaling No ball if he considers that the ball has been thrown.

3) **Fair delivery - Feet:** For a delivery to be fair in respect of the feet, in the delivery stride.

- d. The bowler's back foot must land within and not touching the return crease.
- e. The bowler's front foot must land with some part of the foot, whether grounded or raised, behind the popping crease.
- f. The bowler's front foot must land on the same side of the imaginary line joining the two middle

stumps as the return crease and behind the popping crease.

- g. **All No Balls** will have a **free hit**. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball. Field changes are not permitted for free hit deliveries unless there is a change of striker.

4) **High Full Pitches.**

- h. If a full pitched delivery regardless of its pace passes or would have past above the waist height of the striker standing upright at his crease, the umpire at the bowler's end shall call and signal the "no ball". This may be in consultation with the umpire at the striker's end but the final call rests with the umpire at the bowler's end.
- i. If the umpire at the bowler's end further judges that a high full-pitched delivery is fast he shall adopt the procedure of warning, final warning and removal of bowler as prescribed in Law 41.7 of the Laws of Cricket
- j. If the umpire judges that a high full pitched delivery is being bowled deliberately at the striker, he shall ask the captain to remove the bowler immediately without adopting the procedure above.

5) **Short-pitched Bowling.**

- k. If a short-pitched delivery regardless of its pace passes or would have past above the shoulder height of the striker standing upright at his crease, the umpire at the bowler's end shall call and signal the "no ball". This may be in consultation with the umpire at the striker's end but the final call rests with the umpire at the bowler's end.
- l. If the umpire at the bowler's end further judges that a short-pitched delivery has been bowled deliberately he shall adopt the procedure of warning, final warning and removal of bowler as prescribed in Law 41.6 of the Laws of Cricket. However, the relative skill of the batsman shall be considered.

6) **Restriction of placement of fielders;** violation of fielding restrictions.

7) **Ball that pitches outside the mat or outside the Astron turf wicket is a No ball**

- 8) **The ball is considered no ball when the ball pitches more than once before it reaches the batsman's crease after the bowler has delivered the ball. Umpires will be responsible for deciding if the ball pitched twice or if the ball had kept low.**

14 **Wide Balls**

Please refer to the MCC Law 25 and ICC standard ODI playing conditions. Home teams may decide to help matters in this regard with markings 2 feet outside off stump and 6 inches (one half foot) outside leg stump on the matting.

15 **Declaration and Forfeiture**

- 1) **Declaration:** Declaration shall not apply in this competition. The Captain of the batting team may not declare his innings closed at any time during the course of the match.
- 2) **Forfeiture:** The following situations will result in a forfeiture:
 - a. If there are less than 8 players present by 45 minutes after scheduled start time, the offending team shall forfeit the match.
 - b. If a team does not show up for a scheduled league game or notifies its inability to field a team the offending team shall forfeit the match.
 - c. If a team fails to show up for a scheduled league match or has insufficient players the following

penalty clause will be imposed. A progressive financial penalty clause where the first forfeit would carry a 250\$ penalty and every other forfeit within the same season would increase the penalty progressively by 100\$. All points from a forfeiture game will be awarded to the opposing team.

- d. Teams will be levied umpiring fees if EC is not notified of forfeiture by 6pm of the day before the scheduled game.
- e. Teams will be levied ground fees at all times, if a game is forfeited.
- f. Teams who forfeit games for reasons NOT approved by EC/BOD would be charged a \$150 fee and every other forfeit within the same season would increase the penalty progressively by 100\$.
- g. Playoffs Forfeiture fee is decided at \$350.
- h. All the Previous weeks dues should be paid before the 6pm the following Friday. Failure to do so will result in the Forfeiture of the next game as well and will be levied the Progress fines and treated as 2nd Forfeiture.

16 Abandonment

- 1) If a match is abandoned before the side batting second has faced its required quota of overs and it has not been all out nor has it passed its opponents score, the result shall be decided using the Duckworth Lewis method, providing that the team batting second has faced at least 16 overs.
- 2) If a result cannot be achieved as stated above the match shall be considered a washout and the teams shall split the points.
- 3) In the event of bad weather or unfit playing conditions in the host ground, the home team can move the match to a ground with suitable playing conditions. The travel logistics of the visiting team and
 - a. Umpire should be taken into consideration while changing venues. This arrangement should NOT delay the start of the match later than 3 hours from scheduled commencement of game.
- 4) In case the hosting team's ground is unplayable due to factors that are not directly related to the existing weather conditions on match day, then hosting team must communicate with the visiting team as early as possible and not later than 3 hours before schedule commencement of play. The visiting team will have the option of asking the hosting team to travel to a ground with suitable playing conditions of the visiting team's choice not later than 2 hours before schedule commencement of play.
 - a. The visiting team will take the hosting rights.
 - b. All communications between the two teams should be on record and hence in email. (Phone call records may not be easy to verify).
 - c. Any infringements or complaints regarding the cut-off times mentioned above or any other dispute in this matter will be referred to the EC.

17 Interruptions for Unfit Ground Weather or Light

- 1) Play will be interrupted for bad light unfit ground or weather as prescribed in the MCC Law 3.
- 2) The captains and the umpires must be in agreement for these interruptions to occur.
- 3) A match should not be abandoned until interruptions for unfit conditions have totaled 1 hour.
- 4) Where there are interruptions the umpire and captains shall use the Duckworth Lewis method to recalculate the runs required. In addition, penalty for any overs bowled short as per rules above will also be applicable.

18 Player Disability

A player who suffers an external injury (e.g. an external cut as opposed to an internal injury, pulled muscle, hamstring, and cramp) that requires he leaves the field for medical attention shall be permitted to bowl immediately upon his return to the field, regardless of the length he has been absent. All other injuries the player will have to wait one over for every 5 minutes they are off.

19 Substitutions

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- 1) For players injured in the game the umpire may allow a substitution. For other circumstances like internal injury, general health a player may only be substituted with the consent of the umpire. The Substitute is allowed to field and keep wickets but may not bowl or bat.
 - 2) A runner is not allowed under any circumstances.
 - 3) A player sitting out a whole fielding innings can bat anywhere as long as he has fielded at least one ball after start of the game. **If one or more players of batting team DO NOT report to the game by start time, then that player or players as case may be able bat or bowl for the period in terms of overs they have been away from the game. In other words, if a player from team batting comes to the match in 10th over, he cannot bat for 10 more overs and moreover he cannot bowl during the team's bowling innings for the first 10 overs. Please note 10 overs is an example, the point being whatever # of overs the player has been away he cannot bat and during the bowling phase cannot bowl for the same period he has been way.**
 - 4) The decision to allow a substitute fielder will rest with the umpire(s).
 - 5) **Teams have to list their fielding substitutions in the nomination sheet submitted to the Umpire before the match, substitutes can only be members of their team roster.**

20 Lost Ball/Dead Ball

- 1) **Dead Ball:**
 - a. The ball is considered dead when it finally rests in the hands of the wicket keeper. If the keeper tries to run the batsman out instead of giving the ball to the bowler, the ball is still considered live. The ball is live again once the bowler starts his run up.

21 Incoming Batsmen

- 1) A batsman shall be considered to have commenced his innings once he has stepped into the field of play. There shall be not more than **two** minutes for each new batsman to reach the wicket, so that, the incoming batsman must pass the outgoing batsman on the field of play.
- 2) If the incoming batsman's allotted time to get to the wicket has expired, the Umpire shall call him timed out if there is an appeal from the fielding team. If the team refuses to play, after the umpire reaches his decision, it shall lose the match.

22 Obstructing Umpire's View

- 1) If a bowler on his bowling follow through comes either deliberately or by accident, directly in line of sight of the umpire and the striker, thereby obstructing umpire's clear view and making it difficult for the umpires to make any judgment to give decisions, an unofficial warning will be given to the offending bowler and the captain of the bowling team will be informed.
- 2) If the bowler continues to interfere in umpire's line of sight on his bowling follow through, the umpire will give a first official warning to the bowler and inform the captains or representatives of both sides.
- 3) If any bowler from the team continues to interfere in umpire's line of sight on his bowling follow through, the umpire will give a second official warning to the bowler and inform the captains or representatives of both sides. That bowler cannot further bowl in the game.
- 4) Benefit of doubt for all decisions in such cases will go to the batsman.

23 Results/Points Table

- 1) A completed match will either be a win for one side (by runs or wickets) or a tie. There will be no provision for a tiebreaker during first round of the tournament. The team that scores the most runs (includes scores calculated using D/L method in the event of a reduced overs match) wins the match.
- 2) An incomplete match where fewer than 20 overs were bowled in the second innings is considered a draw/no result. This includes games not played because of unplayable ground conditions or bad weather/light conditions. In the event of a washout the games will not be replayed during first round of the tournament.
- 3) An incomplete match in which 20 overs or more are bowled will be decided using the Duckworth Lewis method. D/L charts are available under Files section of MCL yahoo groups.
- 4) Teams would be awarded points after each game, they would be as below.
 1. 4 Points - Win
 2. 2 Points - Tie/No Result

3. 0 Points - Loss/Forfeiture
- 5) Points table to decide the top teams/rankings will be as follows
 1. Total Points
 2. Most Wins
 3. **NRR**
- 6) Tie Breaker Rules from play-off stage onwards will be as follows
 1. A Match is considered a Tie when both teams end up with same runs at the end of their allotted overs or at the on a Duckworth Lewis Calculation.
 2. One Over per Side (Super Over) Eliminator will be adopted in a match that ends up in a Tie.
 3. The Super Over will be subjected to prevailing ICC Rules for the same.

24) **Forfeiting the Season:**

In the event of more than 3 Forfeitures or withdrawing from the season, the Previous games results will not be altered.

25) **Scorecards**

- 1) Both Captains and the umpires shall sign the MCL scorecard at the end of the match. MCL scorecards must be filled in legibly and completely.
- 2) **It is the winning team's responsibility to submit the scorecard on the website. Should a match end in a tie or rained out the responsibility will fall on the home team.**
- 3) Match result/summary should be submitted before **midnight, Monday** for that weekend's match. Offending team shall be deducted .25 points if match results/summary is not submitted on time.
- 4) Complete scorecard by should be submitted before **midnight, Wednesday** for that weekend's match. Offending team shall be deducted .50 points if complete scorecard is not submitted on time.
- 5) Teams cannot appeal to waive their deducted points unless it was a technical issue and was communicated with EC/ BOD on time.

26) **Tournament Format**

- 1) All teams would play each other in a round robin method; top teams would then qualify for Playoffs. Please refer to notification sent by EC for additional details.
- 2) The reserve days for the Quarter finals, Semifinals and Final are as below,

Quarter final - One additional reserve day in the immediate weekend after the scheduled match day.

Semifinal - One additional reserve day in the immediate weekend after the scheduled match day.

Finals - Unlimited reserve days beginning the immediate weekend after the scheduled match day.

27) Recognition of BOD / EC / DC

BOD/ EC/ DC will be the final authority of all cricketing matters within the MCL. All team members having read these rules agree to be bound by them and recognize the BOD/EC/DC as the final arbitrators in all cricketing matters that pertain to the league and all sanctioned MCL activities.

28. Playoffs Schedule Request.

In the event of rainouts and in the interest of completing the league before the unplayable weather kicks, EC will Propose the playoffs to be held on Sundays provided all the teams are in agreement. Once the EC Proposal is communicated, Teams will have 48 hours to communicate their unavailability. Post 48 hours , if the communication is not received from the respective team, it will be considered as an acceptance of the playoff game to be played on Sundays.