

Millennium Cricket League

(MCL)



Tournament Rules

For

Twenty20

Last Updated: 3/21/2021

MCL Rules Committee

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Millennium Cricket League (MCL)

Rules and Regulations For Twenty20 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 Laws of Cricket 2017 Code 2nd Edition - 2019** as the default regulations for governing the play in MCL Twenty20 tournament, except as varied hereunder. ICC regulations for Twenty20 playing conditions shall be used when there are no regulations specified in MCL laws.
- 2) The MCL T20 Committee shall have the power to arbitrate and interpret the Laws and below regulations as it sees fit subject to the approval of the MCL Executive Committee.
- 3) Exceptions to the 2000 Code 3rd Edition – 2008 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. Flags and cones will still be allowed in the MCL. Any ball hitting the flag or cone on the full will be considered a six.

2. Players

- 1) All players must be registered by their club before participating in any MCL T20 cricket match.
- 2) Each club is responsible for providing a roster of names and addresses of all their players to the league. This roster should be updated on MCL T20 website MillenniumTwenty20.
- 3) The deadline for submission is 11:59:00 PM, Friday for the weekend's game.
- 4) No player shall be registered for more than one club in the tournament.
- 5) 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.

- 6) 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.
- 7) A player not on the list provided by his captain may not bat, bowl or keep wicket but may substitute for a missing player as allowed by the Laws of Cricket.
- 8) Umpires and Teams have the right to request proof of identity in case of suspicion. 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.
- 9) Only players who have played in at least 3 Twenty20 games (excluding rained out games) are eligible to play in the playoff games.

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 an umpire at the striker's end. All the decisions given by the umpires at the striker's end (like No ball above shoulder high or Waist High Full toss or 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. 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.
- 3) 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.
- 4) Throughout these regulations the word umpire/umpires shall refer to the neutral umpires
- 5) 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. When deciding on fitness of ground, weather and light the captains will use a commonsense approach and come to an agreement.
- 6) 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.
- 7) 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.

- 8) Neutral umpires shall be paid an umpiring fee as prescribed by the MCL T20 Committee at the beginning of the game irrespective of whether a game takes place or not.
- 9) 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.
- 10) 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 act as under.
 - a) In the first infringement, a severe warning to the batsman or the player concerned
 - b) If the warning is unheeded, the overs bowled short by the fielding side because of deliberate waste of time by the batsman, no penalty should be levied to the fielding side
 - c) If the warning is unheeded, the overs bowled short by the fielding side because of deliberate waste of time by any member of the fielding side, no penalty should be levied to the batting side.
- 11) The umpires are authorized to assess the time that was wasted in arriving at the number of overs bowled short.
- 12) Umpiring Fee for a Twenty20 Match has been fixed at \$60 per umpire. Both Teams will share this cost.

4. Hours of Play

- 1) Unless otherwise modified by the league or by the umpires on the field, the duration/hours of play shall be as follows;

Event	Timeline
Coin Toss	15 minutes prior to scheduled game time.
First Session	85 Minutes (4.25 minutes per over)
Innings Break	10 Minutes
Second Session	85 Minutes (4.25 minutes per over)

Table 1.0

- 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 game time. For the game to begin both teams must be ready & must have at least 8 players in proper clothing. Players not in the playing area or pavilion shall not be counted towards these 8 players.
- 4) If one of the teams is not ready at scheduled time, the offending team will be penalized the number of overs it bats 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 20 overs within the time mandated by the league or face further penalty for failing to bowl the required overs short as per clause 3 below.

- 5) 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 20 overs, each innings will be played for 85 minutes without any drinks break.
- 6) Inning's break will be for 10 minutes as defined in Table 1.0. If the innings of the side batting first comes to an end prematurely the second innings will continue after a mandatory innings break.
- 7) 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 5 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 5 Overs each.
- 8) 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

1. In an Uninterrupted match

- 1) Each team shall bat for a maximum of 20 (6 legal deliveries) overs unless all out earlier.
- 2) If the team fielding first fails to bowl 20 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 20 overs, the team batting second shall be entitled to bat for 20 overs except as provided in (3) above.
- 5) If the team fielding second fails to bowl 20 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.

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 5 overs 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 it is 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 6 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 5 overs, the match will be treated as “No Result”.
- 11) In a truncated match, if the match is started on the minimum overs of 5 overs each (or more than 6 overs 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 5 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 6 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.

3. Penalty for not achieving over rates

Both teams must complete bowling 20-overs or the agreed number of overs, within the allotted time from the start of the innings, to avoid being penalized.

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 twice 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

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 20 overs match which started on time, Team B bowls only, lets say, 18 overs by scheduled close of innings and Team A has, lets say, scored 130 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 18 overs.
- 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 20 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 18 overs.

- In spite of the play being extended by 10 minutes, the Team B could only bowl 19 overs (provided Team A is not all out) and lets say Team A's score was 135 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 = 19** overs

Number of overs bowled short by the close of extended close of play = **N = 20 – 19 = 1**

Number of runs scored by Team A in 19 overs = **R = 135**

Run rate of the team batting first = **RR = 135 / 19 = 7.10**

Penalty for bowling 2 overs short = **P = 2 x N x RR = 2 x 1 x 7.10 = 14.20**

Revised Total of the team batting first = T = 135 + 14.20 = 149.20

Round down to the nearest whole number = 149

The Team B will have to score 149 + 1 = 150 runs in 19 overs to win the match.

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 B 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 20 overs match which started on time, Team B could bowl only, lets say, 18 overs by scheduled close of innings and Team A has, lets say, scored 140 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 20 overs to score their runs.

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 20 overs match which started on time, Team A bowls only, lets say, 18 overs by scheduled close of innings out of the allotted number of 20 overs, and Team B has, lets say, scored 130 runs losing 7 wickets, chasing 140 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 20 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 19 overs (provided Team B is not all out or victory not achieved by any team) and lets say Team B's score was 132 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 = 19** overs

Number of overs bowled short by the close of extended close of play = **N = 20 – 19 = 1**

Number of runs scored by Team B in 19 overs = **R = 132**

Run rate of the team batting first = **RR = 132 / 19 = 6.94**

Penalty for bowling 2 overs short = **P = 2 x N x RR = 2 x 1 x 6.94 = 13.88**

Revised Total of the team batting second = T = 132 + 13.88 = 145.88

Round down to the nearest whole number = 145

Since Team B has passed their target score of 140, Team B wins the game.

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 20 overs match which started on time, Team A bowls only, lets say, 18 overs by scheduled close of innings out of the allotted number of 20 overs, and Team B has, lets say, scored 135 runs losing 5 wickets, chasing 145 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 146 runs for winning the game and since they could only score 135 runs in 18 overs, **Team B loses the game.**

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.
- In spite of 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 20 overs match which started on time, Team B bowls only, lets say, 18 overs by scheduled close of innings and Team A has, lets say, scored 140 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 $18+1 = 19$ overs to score their runs.

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 5 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.

6. Innings / Drinks Break

- 1) There shall be Innings break of 10 minutes at the end of first session. If the innings of the side batting first comes to an end prematurely the second innings will continue after a mandatory innings break.
- 2) There shall be NO Drinks break under normal circumstances. Depending on the weather conditions and with the prior agreements of the captains and the umpires, there can be a drink break for 5 minutes after 10 Overs of each session.

7. Pitch, Ground, Weather, Light Conditions

- 1) The Umpires shall be the sole judges of the pitch, ground, weather and light conditions.
- 2) 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. (Either or both the teams shall not be allowed to keep or be responsible for keeping any obstructing things within the field of play).

8. Home Team Responsibility

The Designated Home team is responsible for the following duties.

- 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.
 - 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
- 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) Home team must contact the opposing captain and umpires and the MCL secretary and confirm all aspects of the game at least 2 days 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

9. Number of Overs Per Bowler

In a normal 20 overs match, each bowler is restricted to a maximum of 4 overs. If the numbers of overs are rescheduled 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.

10. 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) During the entire innings, a minimum of 4 fielders must be within the 30-yard circle at the instant of delivery of the ball.
- 4) During Powerplay, the first 6 overs of a 20 overs game, a minimum of 9 fielders must be within the 30-yard circle at the instant of delivery of the ball. 2 players may be positioned outside the 30-yard limit if there are 9 players inside the 30-yard circle.
- 5) In the event of a game being shortened, 30-yard field restrictions should be calculated as below.

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

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

11. Clothing and Footwear

- 1) All teams must wear colored cricket clothing. Cricket Whites will not be allowed. Individuals wearing Cricket Whites will not be allowed to participate in the game.
- 2) All players of a team are mandated to wear same non-white color uniform team jerseys. If the Umpire reports a breach of this clause for more than 1 player, there is financial penalty of 50\$ per game for the team.
- 3) All teams must wear colored Batting Pads and Keeping Pads. Individuals can wear White pads subject to umpire's approval.
- 4) On matting 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 further with the game till such changes are made. In such cases no substitutes are permitted

12. Balls

- 1) All teams must use league provided white balls.
- 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.

13. New Ball

There shall be no provision for a second new ball in an innings in this tournament.

14. Inspection of Ball

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.

15.No Ball

In addition to MCC rule 24, 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.

2) **Fair delivery – the arm.**

- a. 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 – the feet (Foot Fault):** For a delivery to be fair in respect of the feet, in the delivery stride.

- a. The bowler's back foot must land within and not touching the return crease.
- b. The bowler's front foot must land with some part of the foot, whether grounded or raised, behind the popping crease
- c. If the umpire at the bowler's end is not satisfied that both these conditions have been met, he shall call and signal No ball.

4) **High Full Pitches.**

- a. 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 bowlers end.
- b. If the umpire at the bowlers 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 42.7 of the Laws of Cricket
- c. 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:**

- a. 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.

- b. If the umpire at the bowlers ends 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 42.7 of the Laws of Cricket. However, the relative skill of the batsman shall be taken into account.
 - c. If the umpire at the bowler's end is not satisfied that both these conditions have been met, he shall call and signal No ball.
- 6) **Restriction of placement of fielders;** violation of fielding restrictions.
- 7) **Free Hit for ALL No Balls.**
- a. The delivery following a no ball called for a foot fault shall be a free hit for whichever batsman is facing it.
 - b. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it.
 - c. 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.
 - d. Field changes are not permitted for free hit deliveries unless there is a change of striker.

16.Wide Balls

- 1) **Judging a Wide:**
- a. If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if according to the definition in (b) below, in his opinion, the ball passes wide of the striker where he is standing and would also have passed wide of him standing in a normal guard position.
 - b. The ball will be considered as passing wide of the striker unless it is sufficiently within his reach for him to be able to hit it with his bat by means of a normal cricket stroke.
- 2) **Delivery not a Wide:** The umpire shall not adjudge a delivery as being a Wide;
- a. If the striker, by moving, either (i) causes the ball to pass wide of him, as defined in 1(b) above or (ii) brings the ball sufficiently within his reach to be able to hit it with his bat by means of a normal cricket stroke.
 - b. if the ball touches the striker's bat or person.
- 3) If the umpire considers a bowler is bowling down the leg side as a negative tactic, the umpire is entitled to call leg side deliveries with even greater stringency; under these circumstances a ball delivered on the leg side and landing clearly outside the leg stump going further away may be called a wide, and this may be used as a guide for other leg side deliveries. In keeping with the 2000 Code of the Laws of Cricket, the one run penalty for a wide will be added to any other runs scored on the ball.
- 4) MCL 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.

17. 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.

18. Forfeiture

The following situations can result in a forfeit

- 1) **Insufficient players:** If there are less than 8 players present before the start of the game, the offending team shall forfeit the match. All points from the game will be awarded to the opposing team.
- 2) **No Show:** If a team does not show up for a scheduled league match without notifying the Fixtures Secretary, or the umpires concerned or a member of the EC of its inability to field a team by no later than 6pm of the day before the scheduled match all points will be awarded to the opposing team. The team shall be liable for the umpiring fees that would have been levied for the game

19. Lost Ball/Dead Ball

- 1) **Lost Ball:** ~~6 runs unless more have been run by the time it is declared Lost.~~ The ball to be replaced should be approved by the umpire and it shall be of same make and similar wear and tear as the ball lost.
- 2) **Dead Ball:**
 - c. 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.
 - d. The ball is considered dead, when the ball pitches twice 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.

20. 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 20 overs.
- 2) If a result cannot be achieved as stated above the match shall be considered a washout and the teams shall be awarded one point each.

21. Interruptions for Unfit Ground Weather or Light

- 1) Play will be interrupted for bad light unfit ground or weather as prescribed in the Laws of Cricket Law 3 Sections 8-10.
- 2) The captains and the umpires must be in agreement for these interruptions to occur. Umpires will have the final say in case the captains are not in an agreement.

- 3) A match should not be abandoned until interruptions for unfit conditions have totaled 2 hours and a minimum of 5 overs is not possible.
- 4) Where there are interruptions the umpire and captains shall use the Duckworth Lewis method to recalculate the runs required. The league shall explain this ruling to all team representatives and shall provide them with an extrapolation chart to use in the calculations. In addition, penalty for any overs bowled short as per clause 3 above will also be applicable

22.Substitutions

- 1) For players injured in the game the umpire may allow a substitution. For other circumstances a player may only be substituted with the consent of the opposing team captain. The Substitute is allowed to field and wicket-keep but cannot bowl or bat.
- 2) No runner allowed
- 3) A player sitting out a whole fielding innings cannot bat before 5 wickets are down. If the player field for at least one ball he may bat at any number.

23.Player Disability

- 1) A player who suffers an external injury (e.g. an external cut as opposed to a internal injury, pulled muscle, hamstring, 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.
- 2) All other injuries the player will have to wait one over for every 5 minutes they are off.

24.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 three 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.
- 3) Incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within 2 minutes of the fall of the previous wicket.

25.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.

26.Results

- 1) A completed match will either be a win for one side (by runs or wickets) or a No Result. **There is no provision for a tie.** The team that scores the most runs (this applies to the Duckworth Lewis in the event of a reduced overs match) wins the match.
- 2) An incomplete match where fewer than **5 overs** were bowled in the second innings is considered a No Result. This includes games not played at all because of unfitness of ground or weather. In the event of a washout the MCL will reschedule the games.
- 3) An incomplete match in which **5 overs** or more are bowled will be decided using the Duckworth Lewis method of calculation.
- 4) **Tie Breaking Procedures;**
 - a. 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.
 - b. One Over Per Side (**Super Over**) Eliminator will be adopted in a match that ends up in a Tie.
 - c. Subject to weather conditions the Super Over eliminator will take place on the scheduled day of the match at a time to be determined by the Umpire. In normal circumstances it shall commence 5 minutes after the conclusion of the match.
 - d. If the Super Over eliminator cannot be started before the scheduled or rescheduled cut-off time for the completion of the match, it shall not be played. For the avoidance of doubt, the cut-off time for starting the eliminator will include any previously unused extra time remaining at the end of the match.
 - e. Prior to the commencement of the Super Over eliminator each team **elects three batsmen and one bowler.** The nominated players should be given in writing to the Umpire.
 - f. The umpire(s) shall choose which end to bowl and both teams will bowl from the same end.
 - g. Each team's over is played with the same fielding restrictions applicable for a non-Powerplay over (i.e. Only 4 fielders inside 30 yard circle restrictions will apply.)
 - h. The team batting second in the match will bat first in the super over eliminator.
 - i. The same ball (or a ball of a similar age if the original ball is out of shape or lost) as used at the end of the team's innings shall be used for the super over.
 - j. The loss of two wickets in the over ends the team's one over innings.

- k. In the event of the teams having the same score after the Super Over eliminator has been completed, the team that hit the most number of boundary sixes combined from its two innings in both the main match and the Super Over eliminator shall be the winner.
- l. If the number of boundary sixes hit by both teams is equal, the team whose batsmen score the most number of boundaries from its two innings in both the main match and the Super Over eliminator shall be the winner.
- m. If the number of boundaries from the two innings in both the main match and the Super Over eliminator are equal, the team which took the most number of wickets combined in both the main match and the one over per side eliminator shall be the winner.
- n. If still equal, a count-back from the final ball of the one over eliminator shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any unbowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from wides, no ball or penalty runs.

Example:

Runs Scored	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However, team 1 scored 2 runs from its 4th ball while team 2 scored a single so team 1 is the winner

27.Scorecards

- 1) Both teams should do scoring on MCL T20 League assigned scoring app (www.millenniumtwenty20.com) , only in case of any technically difficult scoring is allowed manually.

28. Player's Conduct & Discipline

- 1) The captains are responsible at all times 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) 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.
- 5) 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.
- 6) **Penalty for the Player's Conduct & Discipline;** The Umpire(s) will at all times 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).
 - a. **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.
 - b. **Second or Final Warning:** If in the opinion of the umpire(s) there has been further violation(s) 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.
- 7) 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.
- 8) 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.
- 9) If the violation 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 other team member to bat, provided this batsman shall not have batted previously. No substitute shall be allowed in his absence.

- 10) In addition, the umpire(s) shall report the occurrence to the captain concerned and to the BOD/EC/ Umpiring coordinator, who shall then take appropriate action against the report.
- 11) Despite 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 umpire(s) will report to the BOD/EC/DC for appropriate action.
- 12) Any disciplinary issue must be brought before the EC/BOD within 48 hours of the incident.
- 13) In the Event MCL Disciplinary committee slaps a Level 2 penalty or above, the team shall not be allowed to continue in the rest of the tournament.

29. League Format

Please refer to this tournament's League format.

30. MCL T20 Committee

MCL T20 Committee will be the final authority of all cricketing matters within the MCL T20 league. All team members having read these rules agree to be bound by them and recognize the MCL T20 Committee as the final arbitrator in all cricketing matters that pertains to the league and all sanctioned MCL T20 activities.