

CAP - MIPL 7's – Rule Book

These are the rules formed by the (**Minnesota Indians Premier League**) CAP committee and every individual is expected to abide by all these rules. Committee expects all individuals to know the rules before taking the field. No exceptions to any playing Teams!!!

1. GENERAL

- Each Team is allowed to have 9 players max in the Roster.
- Only 7 Players will be fielding in a match. Remaining 2 can be used as substitutes.
- The list of playing 7 must be finalized before the toss.
- Substitution is allowed for only two consecutive overs in any game unless player is physically injured.
- The toss will happen 15 minutes prior to the scheduled time. The match will start at the scheduled time. No exceptions on the scheduled start times.
- To avoid any unfair advantage to latecomers, any player of either side who is not present within 2 overs of the match start time will not be allowed to take part in the game. Umpire's decision will be final in this regard.
- We urge the players to involve in fair-play under all circumstances.
- By-Runner only allowed for physically challenged player throughout the tournament.
- No breaks allowed in any innings.
- 5 minutes break b/w the innings in a match.
- **Retired**** - A Batsman can retire any time with the umpire's notification, but he may only resume his innings as a last wicket. If more than one Batsman gets retired, same should be followed in sequence.
- Any Player is allowed to be part of only one team.
- Violation of the rule, makes the player eliminated from the Tournament and the opponent team will be declared victorious for that match.
- Playing seven players should be from registered 9 member team, no exception on the rule.
- Any team playing with unregistered players will be terminated from the tournament.
- Crease markings will be as per the International Standards decided by the committee. Measurements decided by the committee will not be changed by any one's discretion.
- Dress code – ONLY track pants and T-shirts are allowed for players to play as attire on the field of play. No SHORTS/JEANS/SHIRTS are allowed.

2. FIELDING RESTRICTION



- 2.1 - First Over is mandatory power play over and Batting team can avail one more power Play any time during the game. If not availed, 7th over will be another mandatory power play.
- 2.2 - At any instance, a team can't have more than 2 fielders outside the 30 yard circle during Power Plays. Otherwise it's a NO BALL.
- 2.3 - Two Runs will be declared if the ball goes on top of the fences in offside and one run will be declared if it goes on top of the fence from behind in any ground. Out of the fences, scoring is normal. Umpires decision will be the final decision on the declared runs if it is one run or two runs.
- 2.4 - Batsman will not be given out if the catch is taken in declared areas.
- 2.5 - No catch out in case of Tree bump or objectionable object in the game. Umpires decision is final.
- 2.6 - For 1 run declare, Batsman has to swap. If the batsman does not want to swap, then he has the right to decline the declared run to continue with the strike. It has to be informed to the umpire and either team captains needs to make sure that 1 run is not included in the score as the batsman declined the run.
- 2.7 - Max 3 fielders are allowed outside the inner circle in non-power play overs.
- 2.8 - Cones will be placed to mark boundaries.
- 2.9 - Stuck in fence: If the ball stuck in fence in one declared area, then one run will be declared and if it stuck in two declared area, then two runs will be declared.

3. UMPIRING

- 3.1 – Each team is expected to do the umpiring in the league stage. Teams playing knockout matches are expected to do umpiring for the knockout stages. Umpiring schedule will be communicated as part of the schedule. If any team misses to do umpiring then that team will lose 1 point from their points table.
- 3.2 - The decisions of the umpires would be final and binding. No dispute would be taken out of the ground to the organizing committee. Any concerns that a team may have should be resolved with the officiating umpires and he will in turn discuss the same with the Organizing Committee if needed. The Organizing Committee reserves the right to a final decision.
- 3.3 - In case of any dispute or conflict, only the Captains will be allowed to speak to the Umpires. At any time, Umpires are answerable to the Captains and Committee only. Each ground will be having a committee member and any disputes can be solved with the help of committee member only by both team captains and umpires. Umpire decision is final and Committee won't be involved unless umpires reaches to committee for resolution. No one is perfect in the cricket world and umpires should be given utmost respect.
- 3.4 - 2 Neutral Umpires will be assigned for each game. Leg Umpires decisions should not be overruled by main umpire unless until both umpires discuss and decide to change a decision.
- 3.5 - There will be no LBW and hence no leg byes. There is no run out on a LEG BYE.
- 3.6 - Each Team Captains are responsible to check the scores and clarify on the disputes as the score sheets are maintained by manual scoring.
- 3.7 - No Alteration of the scores is allowed after last ball being bowled and Umpires call it "Game Over".
- 3.8 - ONLY the Committee have the right to declare if a match cannot be continued. The batsman can only appeal if he thinks he cannot see the ball or appeal for other unplayable conditions and Umpire suggestions will be duly considered while making the decision but Committee holds the final decision. Even after the committee decision, if teams thinks otherwise and feel that play shall be continued or discontinued, the team who doesn't want to play still will forfeit the match and will be declared to have lost the match.
- 3.9 - Any delay by the Teams on reporting will be considered as absence and game status will be decided by the committee based on the situation. Grace period for any team to report is five minutes from the scheduled time of the game only in case unavoidable situations which cannot be personal.

4. SCORING

- 4.1 – LIVE scoring needs to be done through the online APP. No manual scoring is encouraged/allowed unless there is any issues with the app itself. LIVE Scores getting updated will be supervised by committee for all the matches.
- 4.2 – Each ground will have a committee member to get latest updates on the matches or schedules.
- 4.3 – If manual scoring, Scorecards (signed by the two captains) must be submitted to the main umpire. It's the responsibility of the two captains to ensure the correctness of the scorecards along with names of their players, runs scored, wickets & catches taken by their

teammates. If not signed by the captains, MIPL committee decision is final. Its opposition team responsibility to check each and every ball and bring to Umpires notice then and there itself.

- 4.4 - The concerned umpire will then submit it to one of the organizing committee member for records.
- 4.5 - Once the scorecards are officially submitted, any requests to change in the scorecard will not be entertained.

5. CODE OF CONDUCT / DISCIPLINE

- 5.1 – Each Team should follow the rules and regulations of appropriate conduct on the field.
- 5.2 - As far as the cricketing code of conduct is concerned; the teams are here to have fun and games should be played in the right spirit. So we expect to see a sense of camaraderie and sportsmanship. Sledging is strictly prohibited. But the difference between encouraging one's own teammate and sledging can sometimes get unclear. Under such circumstances, the umpire will have a say in deciding what a tolerable limit is. If the umpires find things exceeding the limit, they might recommend expulsion of player(s) or disqualification of the team. The final decision will lie with the organizers.
- 5.3 - We encourage the participating teams to play in line with the laws and spirit of the game.
- 5.4 - We strongly discourage any physical or verbal (direct or implied) attack by a player(s) against: A) The umpire B) other cricketers C) The stumps, ball or other cricket gear D) Spectators.
- 5.5 - Unruly and un-sportsman like behavior will not be tolerated. Guilty players will be ejected. If the player refuses to leave the field, the team will be penalized with forfeiture of the match. No substitutes will be allowed for the ejected player.
- 5.6 - Determination of what constitutes unruly or unsportsmanlike behavior will be based on the umpire and adjudicators combined opinion. For example , if a team or team member misbehaves on the field such as abuse a player/ umpire or indulge in any activities that may cause unnecessary problems, Player will be suspended from the remaining matches and if it repeats for the second time, team will be suspended for remaining part of the tournament. Captains are responsible not to have these incidents happening during the games.
- 5.7 - Players abusing or threatening either umpires or opposing team members will be suspended for remaining matches.
- 5.8 – It's the duty of the captain to maintain discipline and decorum on the field.

6. ADDITIONAL RULES AND REGULATIONS

- 6.1 - If any fielder changes fielding position (e.g. moves sideways or move backwards) after the bowler starts his run up, then the umpire can signal a No Ball.
- 6.2 - The Leg umpire will declare a **No Ball** if the bowler chucks the ball. It is not necessary for the batting team to appeal for chucking. This is solely the umpire's decision and the appeal can be overruled.

- 6.3 - One Bowler can bowl a maximum of 2 overs in a 7 over match. No restriction on how many bowlers can bowl in a match, including keeper.
- 6.4 - New ball would be used in each innings. The organizing committee takes the responsibility of providing similar balls for a match. Balls should be handed over to the committee soon after the match.
- 6.5 - No By Runner allowed for any player.
- 6.6 - Innings is considered closed at the fall of any wicket of the last pair. The last man cannot bat alone.
- 6.7 - A team gets 2 points for a win.
- 6.8 - If the match is washed out or abandoned, then both teams get 1 point each.
- 6.9 - If a complete day is washed out, only then matches will be rescheduled.

7. COMMON AND CONFUSING RULES CLARIFIED

- 7.1 - Any short-pitched ball, which passes over the **shoulder** of the striker in his upright position, is a NO BALL.
- 7.2 - Any delivery, which passes or would have passed on the full above waist height of the striker standing upright at the crease is deemed dangerous and unfair. This is a NO BALL.
- 7.3 - No reviews for Wides, or No Balls or Run outs. Using Offensive language or any unacceptable gestures towards umpires will result in 1 point deduction for the team on the match result.
- 7.4 - One run will be added in case of Wide or No ball. If runs are taken of a wide or no-ball, these are ADDITIONAL to the 1 run and the ball will have to be re-bowled in either case.
- 7.5 - The bowler is permitted, before entering his delivery stride, to attempt to run out the non-striker. The ball shall not count in the over. The umpire shall call and signal Dead ball as soon as possible if the bowler fails in the attempt to run out the non-striker.
- 7.6 - If a bowler deliver a no ball by overstepping the crease or bowling waist height or above the shoulder, his next delivery is designated as free-hit, from which the batsman can only be dismissed through a run-out.
- 7.7 - NO-BALL called by the umpire for any reason is a free-hit.
- 7.8 - No changes in the field placement are permitted on a free-hit ball unless the batsmen change ends.

8. BAD WEATHER

- 8.1 - In case of bad weather during the tournament its Committee call for further decision.
- 8.2 - There is no rematch for any disrupted game in league matches. If a match is not possible then there will be no replay and points will be divided. There will be no exceptions to this rule whatsoever.

- 8.3 - No usage of Duck-Worth Lewis system in the Tournament.
- 8.4 - All decisions regarding the tournament and schedules are made by committee team with due consideration of teams and umpires suggestions. Committee decision is final.

9. TOURNAMENT FORMAT

- 9.1 -Tournament consists of League games and Knockouts.

10. DELAY IN GAME

- 10.1 - All players from both playing teams should be present at ground 15 minutes before scheduled start time.
- 10.2 - Both umpires should be present 15 minutes before or before scheduled start time.
- 10.3 - Toss should be done 15 minutes before or before scheduled start time.
- 10.4 - At the time of toss if any team doesn't have 5 players then opponent team qualifies to win the toss.
- 10.5 - If both teams have less than 7 players, match can be played ONLY with minimum 5 players.
- 10.6 - If any team doesn't meet minimum player's (5) requirements, other team will be declared victorious.
- 10.7 - Game should start at scheduled time and umpires are responsible for starting the game at schedule time. Otherwise match will be declared by the teams' presence by the committee and no replay for these kind of decided matches.

11. POWER PLAYS

- 11.1 - First Over is mandatory power play over and Batting team can avail one more power Play any time during the game. If not availed, 7th over will be another mandatory power play.
- 11.2 - During mandatory power play only 2 players can be outside of 30 yard circle.
- 11.3 - Maximum 3 players can field inside the inner circle during batting and bowling power plays
- 11.4 - Power plays will remain the same even if the game is reduced in overs due to rain.

12. Giving Guard

- 12.1 - The bowler is recommended to announce his guard to the umpire at the start of a new spell or whenever he changes his arm or changes the side of the stumps from which he is bowling.
- 12.2 - If bowler does not says his guard, it's not a NO-BALL. The umpire can check with the bowler about his guard and inform the batsman.
- 12.3 - But if bowler says wrong guard or changes guard in between the over without informing

the umpire is a NO-BALL (Ex: Giving guard of right arm over and bowling around or vice versa)

13. Pitch and Ground dimensions

- 13.1 - Pitch length: 66 feet or 22 yards from stump to stump
- 13.2 - Wide crease at the striker end : 1.5 times the bat length from the middle stump on both sides of the stump
- 13.3 - Return crease at the non-striker or bowling end : 1.5 times the bat length from the middle stump on both sides of the stump
- 13.4 - Popping crease: 1.5 times the bat length from the middle stump
- 13.5 - The boundaries will be 170 ft (56.6 yards/51.8 m) from the batting crease.

14. Rules for Tied Matches:

- 14.1 - In case of a Tie, match will be decided using a super over.
- 14.2 - Rules for a super over are the same as in international cricket.
- 14.3 - Each team will decide a bowler to bowl and three batsmen to bat during one over.
- 14.4 - The same ball used in the match will be used in super over.
- 14.5 - The team batting second in the match will bat first in the super over.
- 14.6 - Team A will score some runs in the first over and team B needs to chase it successfully to win the match.
- 14.7 - In case, it is unable to chase, team A wins.
- 14.8 - In case scores are level, super over will continue until winner is decided.

15. Instructions

- 15.1 - Please do not litter on the ground.
- 15.2 - Car-pooling is highly recommended.

16. AGE LIMIT:

- Any player playing the tournament should be of age 16 & above

17. Final Note

- 17.1 - All teams and their players must abide by the rules and regulations of the Park they are playing in; like no alcoholic drinks, no public indecent exposure.
- 17.2 - The Tournament Committee reserves the right to amend the Rules at any time if it considers such action to be in the best interests of the competition.

THE ORGANIZERS WOULD LIKE TO SEE THE TEAMS RESPECT THE RULES AND PARTICIPATE IN THE TRUE SPIRIT OF SPORTSMANSHIP.