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## MTCA Handbook

# Introduction

## About Us

Mountain House and Tracy Cricket Association (MTCA) is a non-profit organization that promotes cricket in the Greater Mountain House area and around residents that spans all the way to Tracy, River Island, Lathrope, Manteca and beyond by providing platform for all the aspiring cricket players to participate in League matches that are hosted by MTCA. Since inception in 2017, MTCA has increased its participation in conducting competitive tournaments every year with multiple seasons for Men and Women.

MTCA is democratic organization where we put the people first in all our decisions and we continuously improve the organization process and model based on the majority of the voices. We are very proud to serve the community to promote the sport while inline with all the protocols.

## Board

NO DREAM IS EVER CHASED ALONE - MTCA board is run by a group of volunteers, who are passionate towards cricket and align with the common cause.

## Committees

MTCA organization is operating under different committees to provide the support for the league games to ensure the games and players are having fair and equal opportunity. Some of the committees are:

- Cricclub Membership and Management Committee
- Rules and Disciplinary committee
- Finance committee
- Logistics and Event Management committee



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### Umpiring

Umpiring can be quite enjoyable; sometimes it is better to be out there enjoying a game so close than being 200 feet away. Therefore we have compiled the set of main rules to know adequately to manage simple T20 League games. Please do take some time to read all of them and reach out to the board in case you have any doubts or clarifications.

We like to provide as much clear information on the rules that are suitable for the MTCA as possible.

### Operation Model

MTCA operates all their league games in the ICC T20 format and all the games are scheduled and results are recorded in the cricclub app only.

### League registration

MTCA announces all the registrations for their leagues using the common communication channels like whatsapp groups, Facebook etc. when the playoffs are starting. We will circulate the registration form for the teams to fill up and reserve the spot by the end date. Once the team registers, and pays the respective registration fees, we will move the teams to new league and if they continue from prev league we will retain the group they are playing provided the standing rules for next league

### League Grouping Model

Every league, the teams are grouped in different groups namely A, B, C & D etc considering D is the bottom performing team or brand new team joined our league. Every end of the league based on the division ranking points (if same points then Net Run Rate) the top two teams will be promoted to higher league and bottom two will move down to lower division. We will maintain this model provided all the teams are re-registering, in case there is a drop in any one of the divisions, the promotion will be done to fill the gaps. We will choose the next team from top, while the demotion will happen similarly by demoting the next lowest finishing from bottom. Since we don't have any playing records for the newly formed teams, We always put the new teams into the lowest league division (Group D).



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### League Games

Board will announce the schedule for the new league once all the registration is closed and registration fees are collected. Board will release the schedule for the whole league and will not release in parts. Board will ensure all the groups and teams will be evenly distributed with all the slots and grounds. We highly recommend all the teams to adhere to the schedule.

But, there are many compelling reasons that some teams have to request for the rescheduling for the proposed games. When such conditions arise, board has the discretion to accept/honor the request by validating the reasons and other parameters to agree to reschedule. Board will take the final decision and any following consequences that might involve monetary charges to cover the logistics charges that incur due to the rescheduling.

Board always suggests and wants you to play on the allotted/scheduled time slot to play the games, however there might be a lot of times the teams might need a reschedule. In case there is a need for a reschedule we like to explain the process in which we like the teams to approach the problems to get a smooth solution.

The process for making a reschedule is as follows:

1. The **requesting team** has to start a group/private conversation with **opponent team leader** and **umpire team leader** and one person from **board**
2. Board will listen into the reasons for reschedule request and can reject the proposal
3. If the board, opponent team and umpires agree to accept the request, the board will provide a few choices which **all the stakeholders should agree upon**.
4. Game will be **rescheduled** upon all stakeholder agreements.

Just note: Boards do not and will not encourage or entertain some reasons like, other league conflicts, no playing XI etc.

### League Communication Model

Every League or series, we will form a whatsapp group with all the captains, vice captains and managers of all the participating teams and will communicate all the official communication via that channel. We will only be adding the names/contact person listed in the registration form first and it is the responsibility of that person representing that team to request us to add the other officials from their team.



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### General information

Even Though MTCA operates all the game formats inline with the ICC T20 format, there are some rules and regulations that will be unique to our organization operations model and membership models. Please see the overridden rules in the appropriate topics and if the rules are not mentioned in this handbook, the default rules always roll back to the ICC rules. We will try our best to amend the changes before the start of every league, but once the league starts other than any compelling reasons and acceptance from all the board of directors, we will not change any rules.

Balls we use for the games are provided as part of the registration fees and the board will allocate a point of contact where the team representatives can go and collect for them, we will only provide initial balls based on the pre play off league games. Once the team reaches the playoffs and if the teams needed balls (if all games played and no forfeit happened) then the board will give per game basis.

Board will not be responsible for using the balls for practice games and needing balls for league games, it is the responsibility of the team to use their own balls for practice games. Board also provides options to buy balls for any non league games. The price of the ball varies based on league to league and we highly recommend checking with the board.

## Membership with MTCA

MTCA allows any player or team to be registered with the organization first for any eligibility to play in the league games. MTCA provides the Annual membership to the individual players to join the organization. These players can play in any team in a year but not more than one team in a given league.

MTCA also allows the players to play on a league basis as well, where the player will be associated with a team who pays for the team registration for a league. Once the league is over they will not be in a position to play in the next league, unless they are associated with similar teams who pay for the registration fees.



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### Team

MTCA allows you to create a team to participate in the league games, there are two types of teams that are categorized based on the choice of the team manager or captain who request us to join our league games during the new series registration. They are namely Internal and External teams, This section explains the details about each of them.

#### Internal Team

If all the team members are Annual members of MTCA, that team is deemed as an Internal team. The salient features for this type of team are as follows:

1. The team can represent all the series that are hosted by MTCA in an year with no extra fees
2. The team can have any number of players in the team
3. The practice matches will be given first priority to these teams

#### External Team

If a team is registering only for a single series with no Annual members in their team it is considered as an External team.

1. This team will expire when the current series is over and the team has to re-register again for next league
2. Team needs to pay registration fees for every series start post registering
3. Teams can have a maximum of 25 players in their team and beyond that they have to pay per player for the current league only.

### Membership Fees

MTCA collects all the Players a nominal membership fees or team registration fees to book grounds, liability insurance, balls, awards , venue rentals and other related expenses for a league. The fees are subject to change on league basis and for the current league the following are the fees structure that will be used for collecting.



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- Internal teams:
  - Any new member who likes to represent the internal team will have to pay a **non-refundable membership fees of \$60 on yearly basis.**
  - If a player in an internal team decides to play one league, a \$40 fee per league will be applied per player.
  - \$100 refundable deposit will be collected per internal team, if the team is not subjected to any penalty for the current league this deposit will be rolled over to the next league.
  - If the team is dropping from the league and chooses to not participate in the next league, the team can request for a refund of the deposit. Please see our refund process to request the refund.
- External teams:
  - Fee will be \$500 per league for a pool of **25** players. This fee includes the refundable deposit of \$100 which will roll over if no penalty is levied in the current league. If they intend to add more players to their pool, an additional \$30 fee will be applied for each player.
  - If an internal team player decides to join an external team, he will be treated as a nonmember after his initial membership duration is completed.
  - If the team is dropping from the league and chooses to not participate in the next league, the team can request for a refund of the deposit. Please see our refund process to request the refund.





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# Player

## Eligibility

For a player to be eligible to play in matches conducted by MTCA, the player must be registered in the CricClubs (MTCA) player registry. **The registered player must upload his picture to his CricClubs profile.** Players must be part of an internal team or an external team. Internal teams are required to pay the membership fee prior to the start of the league. External teams are required to pay the league fee prior to the start of the league. Board will notify the Captains and request the Captains to follow up with their team members to pay the membership or league fee. **Players who fail to pay the membership or league fee dues will not be allowed to take part in the league.**

## Team Association

Players are to be associated with one and only one team at a given active series/league in motion. The association is reflected in the registration of the player in the CricClubs (MTCA) player registry. No player should maintain multiple profiles in the CricClubs (MTCA) player registry. Teams are not allowed to bring in new players for playoff games. Players part of the play offs must play/part **at least two league games** prior to the playoffs.

## Transfer

Players can move from one team to another team during the end of the league and a new league is starting. The following will need to be taken into consideration for requesting player movement.

1. If a player is moving from a dormant team or expired member activated again in to a team, board will validate and provide the membership fees to reinitiate those players and will be moved
2. If a player is moving from active membership from one team to another will be acceptable when the new league is starting
3. If a player is moving from an external team to an internal team, the player can become an annual member to be approved to move.



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4. If a player has already played one match or more matches (part of playing 11 roster), that player cannot be moved to any other team during the middle of the game.
5. Players can still move to another team, if they have not played any game in their current team.
6. If an internal member is moving to an external team, his membership will be considered as terminated and will approve the move, but if they want to move back to an internal team, they have initiated their membership with MTCA by paying the membership fees.
7. Players cannot play for two teams during the same tournament/league. Captains must ensure that their players are not playing for multiple teams with multiple player profiles on CricClubs (MTCA). **Team(s) found in violation of this rule, will lose at least 2 points on top of a \$100 cash penalty per each violation.**

## Registering

Teams must register a player in their team before he is included in the playing XI for a game. If proxy players are linked to the registered players, teams found guilty of this will be subjected to 2 points deduction and \$100 cash penalty for each violation.

**Player registration has to be submitted between Monday-Thursday 6.00PM for the board to take action and there is no restriction for the board to approve immediately but the board will make an effort to approve the same week. Players submitted for approval after Thursday 6.00PM are at the risk of not being considered by the board for approval for the immediate games. Board will make efforts to take action on a player registration ASAP but have no timelines , and the estimated time is 7 days**

## Codes of Conduct

Code and conduits are defined by the board for making the game to be played fair and competitive. These are some of our bylaws on the organizing committee. We are expecting all the teams to adhere to them religiously and also if you see something, say something and report to our disciplinary committee by sending us with details to [board.mtca@gmail.com](mailto:board.mtca@gmail.com) for us to take action or avoid for next occurrences. If we don't receive any feedback or complaints it is hard for us to keep track of them and act upon or bring new processes to make the league games better. We need support from all teams on



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this.

The penalty is identified and applied upon the violating team for wasting the board's investments, others time, disrupting the game's integrity and also causing impact to the league games either to cancel or reschedule. Board identifies the types of violation and applies the right type of penalties to the teams to avoid the disruption of the flow and ensuring the games are conducted on the right time and date. Umpires play a very important role in ensuring the integrity of the games and fairness to the competitive sports. Please ensure whoever is representing the team is part of the umpiring duty to have whole knowledge of the bylaws represented here.

### Team Conduct

- If a player is warned twice by umpire(s) due to sledging/provocation, they are disqualified from taking further part in the game. This warning will be given to the player who is identified in front of the captain of the team he is representing. If the person is disqualified for that game, the player has to leave the ground and cannot be part of that team in any activities or even as a substitute. Furthermore, a report should be sent by the umpires on their decision to the board by sending an email to [board.mtca@gmail.com](mailto:board.mtca@gmail.com) stating the <Player name, team, game date and time>. This will be taken care based on the depth of the violation and might incur further consequences which might be disqualified for further games based on the board's investigation results.
- **Umpires' decisions are final**, any unacceptable behavior might result in player(s) being disqualified and points being deducted for the team to those player(s) represent.
  - a. **If a team is being reported by the umpires for more than 2 games for misconduct, the team will be deducted 0.5 points on top of cash penalty and .5 points for each game reported after that and cash penalty for each game**
- Team members may discuss objections with their Captain regarding any of the umpire calls made, but Only Captain is allowed to discuss with Umpires when in doubt or needed further clarifications. If umpires feel the team players are putting them into vulnerable situations like physical touch or verbal abuses, he can and will enforce the sledging/provocation consequences.
- Batting team's members other than active batter, runner or batting team Captain/VC are not allowed to enter the field while the match is in progress other than bringing drinks with umpire permission.
- Captains must ensure only their playing eleven is on the ground during the game time. If umpires identify non playing members during the game time influencing or arguing with umpires, additional penalties will be applied for the teams in default.
- All games based **penalties are due before their next game**, if the team does not complete the penalties, the board has all the authority to cancel the forthcoming games or suspend the team from the league.
- Board wants all the scheduled games to be played by each teams, but if the team is not showing up on the scheduled time on ground or not having minimum players to start the



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game, we will consider that team as forfeiting the game, the penalty for forfeiting the game will be \$300 which is due before the next scheduled game.

- In case both the umpires are not available to start the game, the playing teams has 2 choices:
  - a. They can call it off the game to board and we will reschedule the game for you without any penalties.
  - b. Both teams can agree and send one umpire from their team and continue the game, in this case the board needs to be informed. There might be some incentives associated with this option and the board will take a call on what types of incentives on a case to case basis.
- FORFEITING
  - a. Board absolutely does not recommend any teams to forfeit the game, it is considered as forfeiting when one of the scheduled team does the following:
    - Do not show up on the scheduled day and time for the game
    - Do not have minimum 8 players to start the game on-time
    - Requesting to cancel or forfeit the game
    - Walk out/give up the game after the match starts.
  - b. We cannot avoid forfeiting in many situations, but when this occurs, the umpires and opp team will report the same to the board
  - c. Board will consider the opp team which has not forfeited as winner for that game.
  - d. **Forfeiting teams will lose additional points as points penalty, 0.5 Net run rate deduction and cash penalty for the game.**
  - e. **Teams that inform at least a week prior to their scheduled game, the Board will apply one additional point deduction. Teams that inform less than a week, will lose 2 additional points. Teams that do not show up on the ground and forfeit on the game day, will lose three additional points.**
  - f. **In the event of Teams forfeiting games on the ground due to less than the minimum required (8) players, will have a cash penalty and net run rate reduction of 0.5.**
  - g. **In the event of Teams forfeiting after the game has started, due to altercations, decisions concerns or any other reason, Board will discuss the events with the Game Captains, umpires and take a decision on additional penalties as applicable**
  - h. For the Forfeiting teams in all scenarios, the board will apply a cash penalty of \$200 for the loss of time of others, infrastructure rental costs ( application fees, rental cost and liability insurance cost).
  - i. Any cash penalties that are due has to be paid before the next game, otherwise the team will be suspended from playing the next game.
  - j. If any team is forfeiting more than 3 games in a league, that will be considered as suspended from the league and all the games that are due to be played will be considered as canceled and the points will be given to the opponent teams.
- Team Suspension
  - a. Board wants every team to play the league, but due to various reasons, if the team is suspended and there is cash penalty on that team, we will deactivate all those players



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and the over all cash penalty will be split among all the players in the roster, in case these players are planning to move to another team, they have to pay their penalty part.

- b. Once a team is suspended from the league, and if that team is an internal team, we will consider allowing the players to move to another team in the same league provided all the penalties are paid by that player.
- Refundable Deposit  
Every team will be paying \$100 as a refundable deposit during the league registration, the following are the rules to claim your refundable deposit incase of any decided to drop from the league or cancel their registrations from the league.
    - a. If the team has re-registered the rolling deposit is still valid and the team is eligible to get an refund if the team decided to not register for next league
    - b. If the team re-registered and played one game or more than one game and decided to drop from the league, the refundable deposit will not be given because of the reasons that we have to cancel the matches and infrastructure costs involved in booking those grounds that they are supposed to play.
    - c. Refunds will be given back to the same person who paid for the team registration and will not be given to others.
    - d. Refunds should be requested to the board via sending an email to [board.mtca@gmail.com](mailto:board.mtca@gmail.com) sub: <Team Name> refund request
    - e. If the board approves the refund, the refund will be processed within 5 business days after receipt of the refund request.

## Player Conduct

Every player is expected to appreciate the spirit of the game and ensure to be adhering to all the rules on the ground during the play. The following are considered as some of the bad behavior during the game and if the board receives any written report the disciplinary committee will take appropriate actions.

- Showing physical aggression such as but not limited to
  - Kicking the stumps
  - Hitting the wickets with bat
  - Throwing the bat in a manner to create a unsafe environment
  - Trying to physically touch in a aggressive manner
  - Creating a hostile situations like lot of players isolating on umpires or other players
- Showing or using verbal aggression such as but not limited to
  - Using racial or abusive words against other players or umpires
  - Aggressive appeals



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- Player have sole responsibilities to maintain their profile and keeping their profile up to date for liability and stability purposes, board will enforce certain areas to ensure them
  - Profile picture is mandatory, it has to be a clear identifiable picture that reflects the player. In case board sees this violation, **their profile will be deactivated.**
  - Profile name has to be the same as your valid identification, **avoid using pet name** etc in case of any physical or other cases it can be used against you as you might lose certain or all liability related or legal related discussions.

In a lot of cases the board has the ultimate right to deactivate or remove that player from the league if one or more violations are met.

## Umpiring Conduct

All teams have to ensure the following responsibilities are part of their umpiring role. Team Captains must educate their players showing up for umpiring assignments to be well inline with the MTCA Rules.

- It is highly recommended for the umpires to validate the playing 11 of each team and also get the count of the players before the game starts. This will ensure the umpires make the penalty decisions on how many players are short and when they are coming. We do not want to give 20 overs time for the first batting team to start the game with no minimum player restriction while only the bowling team is in the radar for a shortage of players.
- Minimum players needed to start the game are 8 players and there are no special inner or outer circle field restrictions based on number of players on the ground. Umpires should always consider 11 players on ground when it comes to field restriction rules.
- Board expects all the playing 11 on both teams should be present from the start of the game. Any deviations from this will be facing the respective consequences. The grace period to bring their players in the ongoing game is before the last ball of 5th over is bowled or before 30 mins from the scheduled game start time, whichever happens first. Players are only allowed to join the squad between 5.1 to 9.5 overs once the 10 overs are completed no players are allowed to join the team.
- Please ensure both captains on the playing 11 and the captains are not bringing in players who are not registered or playing under a different name. Up until the last ball of the game is bowled, if one is identified as a non registered player or playing on behalf of a different registered name, that match is considered as invalid and the opponent team will be announced as winners.



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- Umpires have every right to question the identity of the player during any time of the game. Players have to ensure they are providing extra identification in case there are any questions on their identity to avoid any player liability issues.
- We also wanted the umpires to submit a match summary or report after the end of the game and report good and bad behaviors on the ground.

## Umpiring Duty

In the event of any rule explicitly not called out, ICC T20 rules must be followed to take a decision. If Teams/Umpires reach out to the Board for decision making, the Board Call/Decision will need to be made final.

Every team will be responsible for presenting their players to be part of umpiring to the board conducted games. Board will ensure the teams are sent to umpiring to the different division teams to ensure the conflict of interest and neutral to the team playing on that day. This is very important to the integrity of the league games. We will also ensure that the umpiring assignment will happen on days when the teams do not have matches, we will also see some times due to rescheduling and other reasons that might avoid us to use this, we will try to avoid as much as possible.

Because of that, the following rules and penalties are enforced.

- Every team has to make sure the umpires from their team are presenting themselves promptly for the allocated games. In case the players from the allocated team didn't show up on ground, this will cause a lot of discomfort to the playing teams, delayed start, impacting following games etc. This is considered as one of the highest violations in the league.
- If the umpires showed late to the ground is also not an acceptable option. This penalty will be only applied to the umpiring team if a written report is sent by both captains to [board.mtca@gmail.com](mailto:board.mtca@gmail.com), we will not encourage whatsapp reports or calls. Whatsapp or calls can only be used for any real time clarifications or escalations that need immediate attention to continue the game.
- **Umpiring Penalty**
  - a. For the 1<sup>st</sup> missed umpire:
    - Missing 15 to 30 minutes -\$50 Cash for each umpiring duty missed
    - Missing 31-45 mins -100\$ Cash for each umpiring duty missed
    - Missing More than 45 minutes treated as Missed game-200\$ Penalty and 0.5 run rate missed for each umpiring duty missed
  - b. Missing More than 1 umpiring duty:



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- On top of the above penalty there will be additional penalty in Points 0.5 points reduced for each additional game missed by umpire
- If the team leaders know earlier that their allocated players may not be available for umpiring, it is the responsibility of the team to find alternate options or can request the board (umpiring committee) within minimum 7 days in advance to hire an umpire for that game. Cost might be involved in hiring the umpires.
- We like the umpires and teams to start the game on-time, this is because there are other games scheduled after that and we wanted to ensure the games are started on-time to support the schedule. But the Board also understands that there might be many factors involved like commute distance, traffic etc., But if the umpires do not show up more than 15 mins after the games start, the umpiring team will lose 0.25 of their NRR. We need to receive a verbal or written complaint from playing teams on this and will be looked at from our disciplinary committee and take appropriate decisions on any further penalty.
- During the game on ground, if one umpire show up and board did not have enough time to send another umpire, the playing teams have an option to send one from batting team to be LEG UMPIRE and start the game, The missing umpire cannot be main umpire at any given point of time. But if the teams do not want to start the games with that option, they can request the board to reschedule the game and can abandon. Board will not consider this as canceled and will reschedule them.
- Other penalties might add up based on the points discussed on the "teams conduct" section.
- - a. Playoff umpiring - All teams entering into the playoffs will be doing additional umpiring for the playoff games including finals. Finals umpiring will be done by the team that gets eliminated on Eliminator 2.
  - b. In case of any situations arise BOARD as the ultimate authority to send another umpire or replace existing umpires for the spirit of the game.

## General Guidelines

In case teams get into a situation where a rule is explicitly not called out in the rules handbook, ICC T20 rules must be followed as long as it does not conflict with any other rules mentioned in this handbook.

It is every player's responsibility to maintain the ground in clean conditions. Teams must ensure the trash is picked from the dugout and ground areas before they leave the field.

## Prohibited activities





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All players and umpires must adhere to **Mountain House Community Services** District and **Lammersville Unified School District's** Facilities policies and guidelines for conduct/behavior. Some of them but not limited to -

1. Urinating on the ground
2. Smoking inside the playing area
3. Making loud music
4. Littering the grounds
5. Any actions that damage the public property

Any players and umpires found in violation of above field policies and guidelines will be subjected to heavy penalties.

## Umpiring Reference Guide

These sections are specifically created for all the umpires to use this as a reference in case there arises any ambiguity in making any decisions or reporting any violations during the League games. Learning how to umpire will not only broaden your knowledge of the game, but it also supports the point that umpiring duties are not one made enjoyable and also this knowledge fairly distributes the responsibilities amongst all the team members rather than forced upon few claims to know all the rules.

### Before Game Starts

Umpires must arrive at the ground 10 mins early. As an umpire for an allocated game, it is very important to know that, umpires have the following duties to be rendered before the game starts.

#### Ground Setup

MTCA League games are conducted with the following pitch dimensions

Innings	20 Over/Team
Boundary Length	160 Feet from Middle of Pitch
Inner Circle	75 ft from Middle of Pitch



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Pitch Length	64 ft
Bowling Crease	4 ft from stumps
Batting Crease	4 ft from stumps
Batting Wide Marking	3ft from Middle Stump
Bowling Wide Marking	4.4ft from Middle Stump
2run declaration	After 120 ft to 160 ft (To be agreed by both captains else no 2 run declaration either ball in play or 1 run declaration)
1run declaration	Between 75ft to 120ft (To be agreed by both captains)

### Roaster validation

1. Umpires should validate all the playing 11 from each team are selected for the game
2. Each team playing 11 has pictures on their profile and validate the same person is physically present
3. Finalize the both team playing 11
4. Is the home team set up the ground and ready for starting the game
5. Captain must notify the umpires & opposing captain during the first innings break in the event of any selected playing 11 member not turning up for the game. Failure to do so will result in Penalty (Board to decide on the penalty)

### Toss

1. If the ground and playing 11 from both sides are ready, umpires should call both captains aside and decide the toss
2. Recommended format is Umpire will be tossing the coin and the home team will call their options.
3. In case the coin is not available for toss, the cricclubs app to toss feature may be used, in this case anyone can do it as there is no need for the home team.
4. Once toss is over, the winning team has to provide their decision to bat or bowl within 2- 3 mins, further delay should not be entertained, it is always a good thought from umpires side to let the both captains know and come with decision incase they won the toss, so that we can avoid further delay in starting the game.
5. Once the team decided on Bat or bowl, the teams should not take more than 5 mins to start bowling the first ball.



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Finalize the run Declaration rules

1. Umpires should call both the captains and discuss on the run declaration rules and get into a clear agreement
2. Ensure there is a clear marking available for the umpires to declare the respective runs for all decided areas.

### **Impact Player**

From Summer 2024 MTCA allows each team to have one impact player added to their team, who will be replacing their original playing 11 selected player with full capacity.

Summary

- 1 Additional Player can be introduced as an impact player in a given game,
- The impact player should be from their team roster and in approved status
- The team that wants to use an impact player must declare the player to the umpire and opponent captain before being introduced
  - The impact player must be present 5 overs on the playing ground before being introduced to the game as a player.
- Once an impact player is added in the system, the person that is getting replaced cannot participate in the remainder of the games in any capacity whatsoever.
- Only one Impact Player is allowed for the match and not per innings, so we cannot have more than one impact player in a game. So be smart about this decision.

Details:

It is not mandatory to use the impact player.

Impact players cannot be captain or vice captain for that game.

### **When can the impact player be brought in?**

Batting and Bowling Team

- Start of an innings
- End of an Over
- Fall of Wicket or when a Batter Retires

The Impact player can only replace the playing XI and once applied they cannot be reverting and the original player who has been replaced by the impact player cannot be involved in any capacity in the game ( after that -no batting—no bowling—no bye runner—no substitute fielder)

The Impact players must be in the bench, communicated to the umpire in the ground, minimum 5 Overs before being brought in to the field or to bat

It is the responsibility of the captain to update the umpire/opponent on the availability of the impact player in the bench 5 overs being brought in, if not notified the Umpire can reject the request and has to wait for 5 overs before being brought in



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Example:

If the impact player is going to open the batting in the 2nd inning, then he should be on the ground at the start of Over 16 of the 1st inning and is updated to the Umpire, if the 1st innings ends in 10 overs and the impact player is not available from start of 6th over then the impact player can come in after end of 5th over

### **When can an Impact Player be introduced by a batting team?**

If the player he replaces is already out then in this scenario, potentially one of the players won't bat. If the Player he replaces is yet to bat then in this scenario, potentially one of the players replaced will not play any active role after that

### **So how is the Impact Player going to work in MTCA Summer?**

It's fairly straightforward. In addition to the playing XI, a team will have to list 2 substitutes at the toss. They can use any one of the subs as their Impact Player.

### **Can the Impact Player be brought in at any time?**

There are a few options. A captain can nominate the team's Impact Player and bring them in before the start of an innings; at the end of an over; and at the fall of a wicket or when a batter retires. However, if the bowling side brings in an Impact Player during an over - at the fall of a wicket or if a batter retires - then that particular player will not be allowed to bowl the remaining balls of the over.

### **What happens to the player who is replaced by the Impact Player?**

The replaced player will take no further part in the match. Not even as a substitute fielder.

### **So does this change the number of players who can bat in an MTCA SUMMER game?**

No, it doesn't. Only 11 players can bat. So if the batting team's Impact Player is a batter who replaces a batter who has been dismissed/retired, then one of the players yet to come in - presumably a bowler - will not bat.

### **How does it work for the bowling team?**

When the bowling team brings in their Impact Player, they will be allowed to bowl their full quota of four overs irrespective of the number of overs bowled by the player they are replacing. For example, say a team has a power play specialist and bowls them out at the start of the innings. In theory, they could then replace the power play specialist with a death-overs specialist - their Impact Player - who can still bowl four overs. But remember, if the bowling team brings in their Impact Player in the middle of an over, they will have to wait till the end of the over before that player can bowl.

### **How to Add an Impact player?**

Before the start of the game, please select your regular playing 11, and if an impact player is available already inform the umpires that the respective player is identified and can be used in the game any time provided his bench time is served.

When the time arrives to use the Impact player, use the "ACTIONS" options and choose "ADD IMPACT



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PLAYER" option. It will ask the original player to be replaced and the Impact player. Choose both and you are good to go.

### Game start

1. Minimum requirement to **start the game is 8 players from each team** that includes both batting and bowling sides.
2. Players are allowed to join without any penalty between the first 30 mins of the scheduled game time or 4.5 balls bowled whichever happens first. Ex: The game is at 7:00 AM and the batting team has only 8 players, and a player from finalized 11 is coming after 7:30 AM, the penalty should be enforced. Same case for the bowling team as well. This avoids the purposeful delay of the teams. In either case 2 overs reduction should be enforced for the respective teams, furthermore, players are allowed after thirty mins but before the 9.5th ball is bowled. Players cannot be allowed to play from either side after 10 overs bowled. No new players other than finalized playing 11 should be allowed in-place of existing players without approval from board and opposite team captains.

### During Game

When the game starts, the following rules need to be followed.

1. Ensure there is no more than 11 players on the field and scorer is ready to score
2. If the game is going to start, ensure who is the bowler and take his cap or other things if needed.
3. Umpire to find out if they are bowling right arm or left arm and they are bowling "over" or "around" the wicket.
4. Umpire to let the batsmen know who is about to face the delivery, which side the bowler is going to bowl from.
5. Give the Striker his guard: This means you will tell the striker where he placed his bat in relation to his stumps. You will tell him/her to move the bat towards or away from him until the respective guard stump is covered when viewed from a line between bowing stumps to his stumps.
6. Leg umpire and Main umpire will change their positions every 5 overs.
7. Leg umpire will be making manual scores and validate with the scoring side at the end of every over.
8. Leg umpires have to wait till the ball is dead to record any runs in the score sheet, this will ensure the concentration is on the game and not on the scoring during the ball in play.
9. Main umpire can stop the bowler if the leg umpire is not focusing on the game.
10. Try to ensure the time taken between overs are short and do not go beyond 2 mins.
11. Team takes 5 mins break after each 10 overs and 10 mins for innings break.
  - a. **During Summer: Board allows the team to take 2 Breaks (3 mins) for each team considering the heat as an optional measure to provide more flexibility and beat the heat. This is completely optional in nature and has to be discussed before the start of the game with the umpires.**
    - i. **One at the end of Over 7**



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### ii. Next at the end of Over 14

12. Main umpire should not make the decision if he is having thoughts that are not clear to make a decision, in those cases where a decision is not given, he can consult with the leg umpire. But, once the decision is given, the main umpire can not overturn the decision.
13. Keep a tab on all the violations and apply during the games or report the violations after the game.
14. Appeals are always tricky, heart pounding and anxious to the umpires, but don't worry, if you are not sure, make sure you talk to the other umpires or call board/weekend support to get clarified before making any decisions.
15. Umpires decisions are final, so make sure your decisions are made right. Umpires are not required to argue with the players who are appealing and aggressively arguing, only talk to the captains in case of any discussions needed or warning needs to be given for any player for violations.
16. **Power play**
  - a. Over 1, 2 and 3 are considered as mandatory bowling power play
  - b. From Over 10 between 15, batting team can call power play, if batting team is not calling power play, over 13, 14 and 15 will be considered as default power play
  - c. During power play there exists fielding restrictions, only 2 players are allowed outside, There is no other restriction on the leg or offside other than this.
  - d. Power play rules will not change even if the team is playing with a reduced number of players.

### **17. Non Power play overs**

- a. Other than power play, there are no special fielding restrictions. The following are considered as default restriction:
  - i. Minimum 4 fielders Should be present in the inner circle excluding bowler and wicket keeper.
  - ii. Not more than 5 fielders will be deputed on the leg side of the batsmen.
  - iii. There is no minimum field restrictions for off side of the batsmen
  - iv. The field numbers will not be altered in case the fielding team is playing with less players on their side. Ex: If they are playing with 10 players, 6 will be in the inner circle at any given point of time and the remaining will be deputed on the outside circle.

### **18. Declaration of the runs**

- a. Due to the inability to conduct the cricket in proper 360 ground, and due to the field restrictions, we will be awarding the runs considered as declared for the following situations.
  - i. Any fence or obstruction that is occurring before the inner circle length or less than 120 ft, all the balls that are touching those areas should be awarded as 1 run
  - ii. Any thing beyond 120 ft and less than boundary line, it awarded 2 runs
  - iii. If there is a catch that is taken by the fielder touching that obstruction will not be given out and will be and should be awarded the respective declared runs for the batesmen



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- iv. The rules applies to all bye and over throws
- v. Once the ball touches the obstruction areas, the ball is considered as dead and cannot be used for any run outs or other situations where the batsman is considered out
- vi. The ball is considered in play, if the ball is not touching the obstruction
- vii. If the ball touches the obstruction by a hit or through a fielder fumble , only the declared runs will be awarded and will not be considered for any additional runs because the ball is dead at the moment it hits the obstruction areas.

### **19. Super Over**

- a. Super over will not be exercised for any league games, if the game is tied. During the league games if the match is tied, both teams will share the points as there is no single winner.
- b. In case of of playoffs matches, if the game is tied the super over will be exercised and the following rules are to be followed:
  - i. Each team will get 1 over to bat and 1 over to bowl.
  - ii. The team that score most runs will be announced as winner
  - iii. Super over will end if the batting side loses 2 wickets or 6 legal balls are delivered
  - iv. The team that bats second will be batting first in the super over
  - v. If the game is tied, the same super over will be executed until a clear winner is announced
  - vi. If in case the second super over is to be exercised, toss should be done to decide which side is batting or bowling first

### **20. Bi-Runner, Substitute & Leaving the field**

- a. There is no substitute or replacement for a batsman in any case (please refer [Impact player](#)).
- b. No bi-runner allowed (same as ICC rule).
- c. Suppose a bowler is out taking rest for 3 overs, he will have to field for 3 overs before he is allowed to bowl.
- d. If a player leaves the field for personal reasons and his captain, Players can leave the ground for emergency reasons but are allowed only 30 minutes out of the ground. If they are out of the ground for more than this time, they will not be allowed to play for the rest of the game.

### **21. Retiring the batsmen**

- a. A player can be marked as retired hurt, if that happens he can come back to play as the last batsmen only, if that player is not playing then we need to update his status as retired-out. Once a batsmen is marked as retired-out, he/she cannot come back and play at any point of the batting innings.
- b. If you need to retire a person, do not use the retire-out option rather choose settings and retire the batsman or bowler.



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### **After Game complete**

Post completion of the game, please do the following.

1. Talk to both the captains and thank for a good game they put up on the ground
2. Discuss with both the captains and finalize the Player of the match, it is always preferred to be given to the player the club chooses as top MVP, in case there is a difference ensure both umpires agree to that captain's option
3. Send a match feedback in both cases, went well or terribly bad, you can do that in the app or web, if not you can send board an email too. We always wanted to hear good, bad, better, and suggestions from umpires.

### **Rules reference**

Good umpiring is all about enjoying what you are doing and good, relaxed concentration on the ball being played **right now**. Don't worry too much about what happened in the previous ball or any ball in future.

### **NO BALL**

**The batsman is considered as NOT OUT when a beamer above the batsman waist hits the stumps (with or without a contact from batsman) as the ball is above the batsman waist, and it is a No Ball.**

There are rules for the umpire to call NO BALL in a game that is progressing. We like the main or leg umpires to shout as loud as possible when any NO BALL occurs during the game so that all the batsmen and fielders are aware.

Types of NO BALL are :

1. Front foot while the bowler delivering the ball
2. Back foot while the bowler delivering the ball
3. Height based
4. Violation of fielding positions
5. Disruption of the game

In any case NO BALL takes priority over a wide, if only both umpires on the field choose to agree that the ball can be considered as NO BALL, in any other case the main umpire decision should be final.





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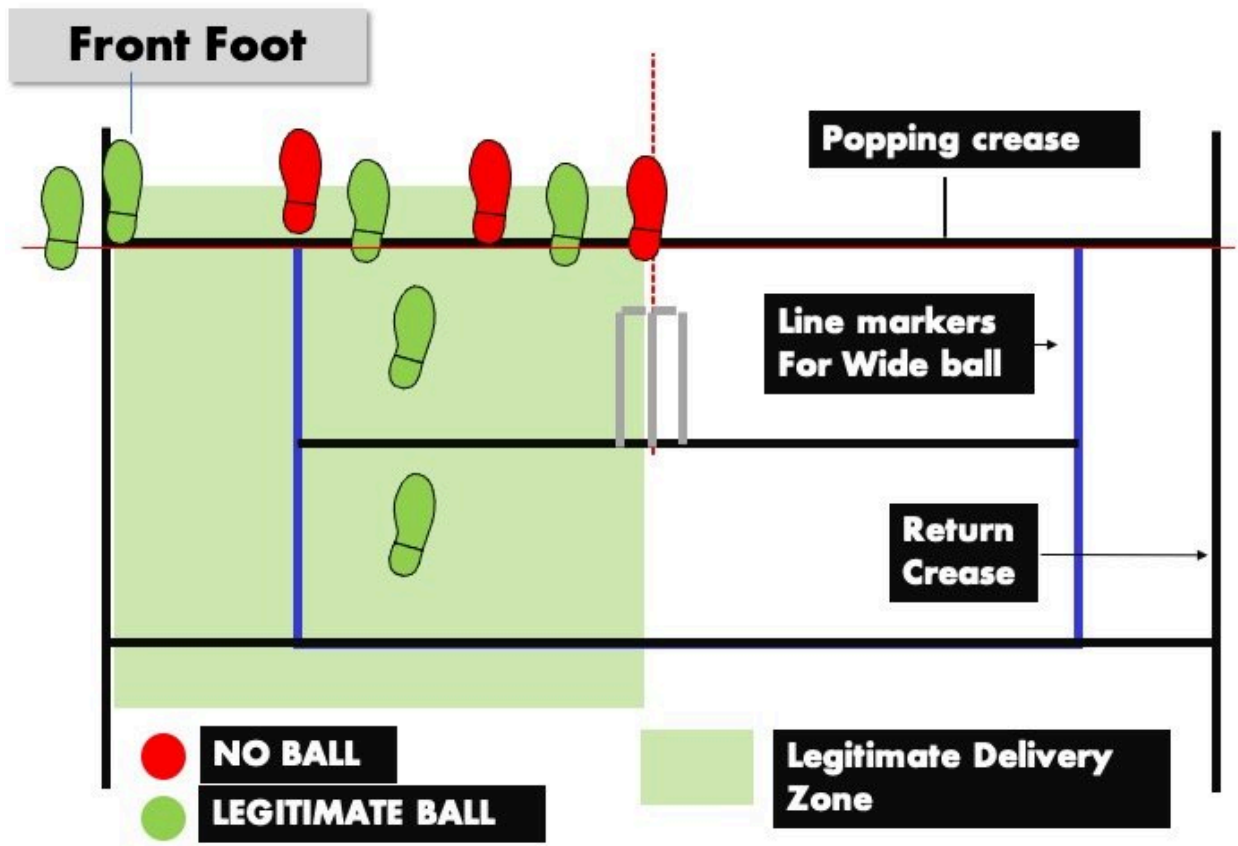
### **Front Foot NO BALL**

The part of the front foot must be behind the popping crease on delivery; it doesn't need to be fully grounded as some may bowl on their toes, but as long as some part of his foot is breaking the vertical line, it is not a NO BALL.

### **Back Foot NO BALL**

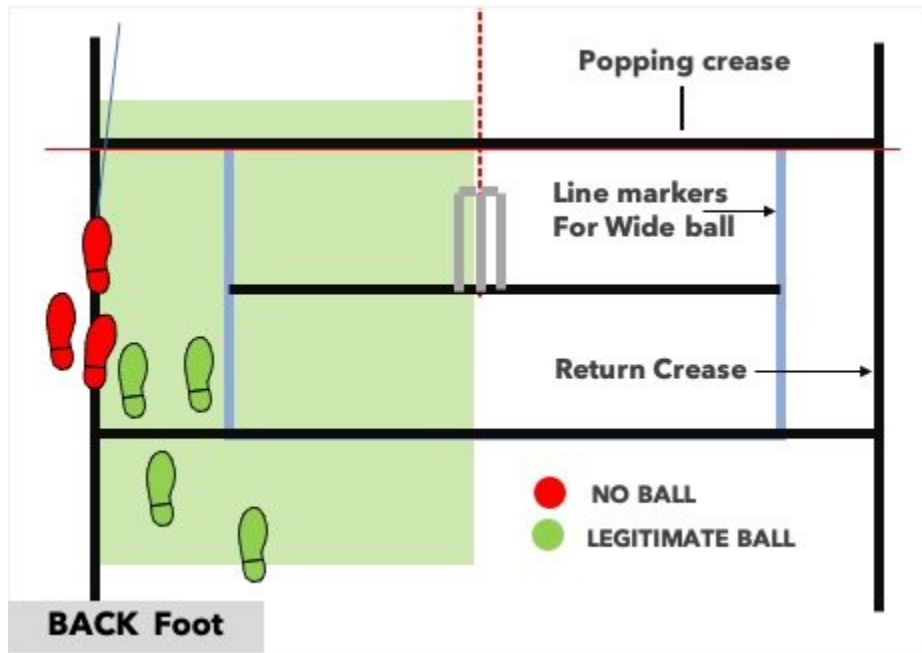
If any part of the back foot is outside or even touching the side line, it is considered as NO BALL

Please see the below picture to identify front and back foot NO BALL for reference.





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### **Height Based**

If the bouncer ball passes between the batsmen shoulder and head when standing upright in the popping crease for the first time in an over, umpires must provide first warning to the bowler. If the batsman bowls another bouncer in the same over, it is a No Ball.

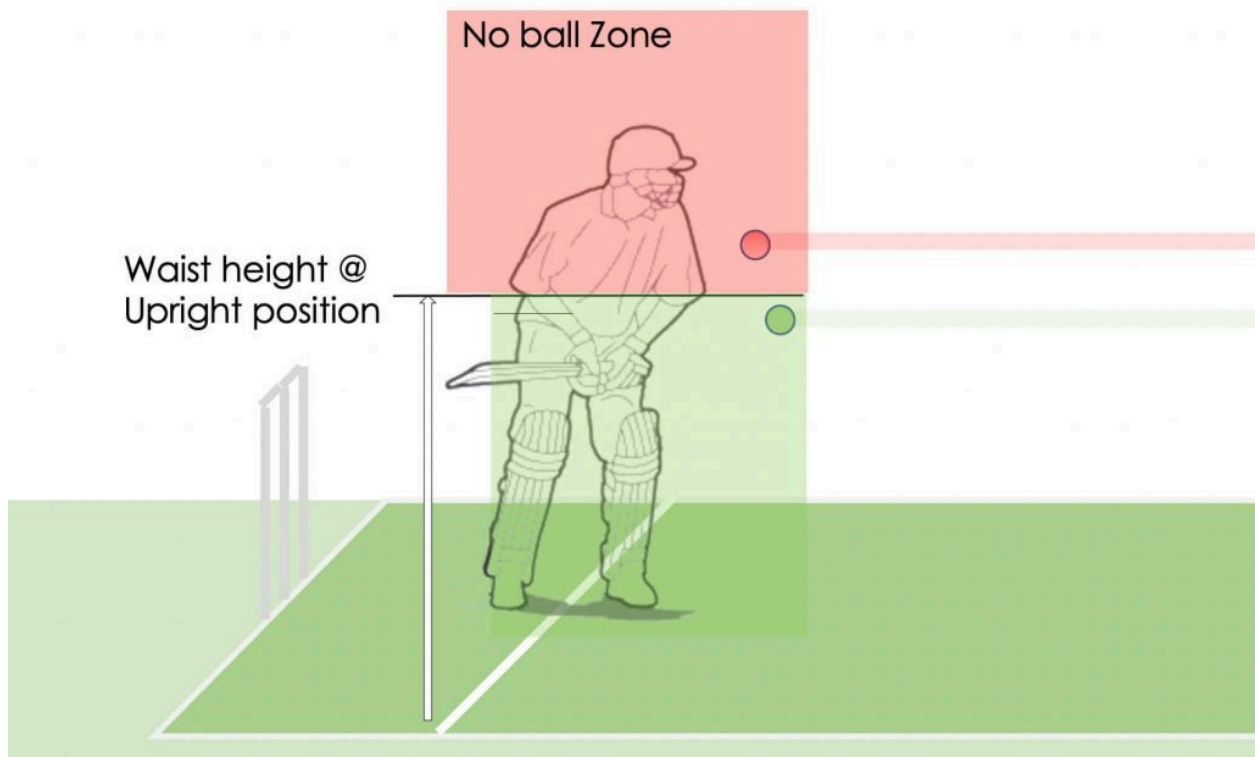
If the bowler delivers a beamer or the ball does not touch the pitch and it flies between the wickets and reaches the batsmen at a height above his waist, it is considered as NO BALL.

If the bowler delivers a beamer which is above the batsman waist, and not directed towards the batsman, it is still a NO BALL.



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Considering the lack of technology to track the ball's exact predicted movement, the batsmen must stay within the popping crease in order for the delivery to be a NO Ball.



If the ball pitches and bounces above the head of a batsmen for the first time in an over, it is a Wide Ball and the umpire must provide first warning.

If the Batsman makes contact with a bouncer ball which is above the head, it is a legal delivery and not a Wide Ball, and the umpire must provide first warning to the bowler if it happens for the first time in an over. If the batsman gets Out by contacting this delivery, he will be ruled Out as it is a legal delivery.

MTCA considers the ball bounced more than twice and reaches the batsmen, it is considered as DEAD BALL and no runs will be awarded and the bowler has to bowl again.

MTCA considers as DEAD BALL, if the ball rolls to the batsmen

Bouncers or Beamers based decisions are primarily taken by the leg umpire.



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### **Fielding Violations**

If the umpires notice that the fielding team has violated the fielding restrictions that are provided for power play and non power play overs, they can call NO BALL. Umpires will not and are not supposed to give any warnings. It is the responsibility of the captain to ensure and enforce the fielding restrictions.

In case if the umpire finds out about the field restrictions and the ball is bowled and dead, umpires should not call NO BALL for the completed ball.

Ball is considered dead, if the ball reaches the wicket keeper, bowler or umpire called OVER.

### **Other NO BALL situations**

1. Chucking, If the bowler is not rotating their arms and delivers the ball using the wrist, it is considered as chucking and will be considered as NO BALL. Umpires will warn the bowler for once and any repeated occurrence will be given NO BALL
2. If the wicket keeper collects the ball before the stumps, it is given NO BALL, The Keepers gloves cannot be before strikers stumps when the ball is delivered.
3. If any one fields other than wicketkeeper using gloves, it is considered as NO BALL, all the fingers of the fielders should be visible if they are wearing gloves
4. Providing guard is optional but after delivering the first ball and in the remainder of the over, if the bowler changes the side , or the arm without informing umpires, it will be considered as NO BALL. While we appreciate this unique skill of bowling ambidextrous, it will still be a NO BALL if they do it without informing the umpire.
5. If the bowler, when delivering the ball, hits the stumps using their hand, leg, hat or glasses etc, it is considered as NO BALL.

Consequences for the NO BALL are:

1. Batting team will be awarded 1 run along with any runs comes from bye or between batsmen
2. Batsmen will be given a FREE HIT
3. Bowler has to bowl the ball again
4. There is no fielding change for the FREE HIT if the same batsmen is on strike
5. If the batsmen has changed, the fielding can be changed
6. If any of the ball bowled during the FREE HIT is considered as WIDE or NO BALL, the free hit continues and all the above points apply

### **Extras**

1. One run will be given for Wides and No-Balls and the bowler has to bowl another ball
2. Byes - Any ball crosses the batsmen without touching any part of the bat or body, the batsmen can take runs and it will be considered as extras for the team and not to the batsmen
3. There are no Leg Byes and LBW



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4. 1 bouncer per over is allowed, a ball is considered as bouncer when the ball pitches the ground and crosses the batsmen in an upright position between his shoulder and head. Umpires are supposed to warn the bowler about this and let him know the second ball will be considered as NO BALL. In the case of warning NO Extra runs will be given to the batting team
5. If the bowler bowls bouncer more than 3 times in a over, or two beamers, the bowler has to be stopped and need to be replaced by another bowler to complete the over

### **New Amendment rules**

1. Each team is allocated 90 minutes per inning. Umpires have the authority to cut breaks if necessary to prevent delays in the game.
2. The ending time of a match will be the starting time of the next scheduled game. If an ongoing game is delayed, only a 5-minute extension will be provided. After this, the Duckworth-Lewis-Stern (DLS) method will be applied, and the game must be stopped. It is the umpires' responsibility to enforce this rule. Failure to do so will result in a penalty, with the umpiring team's NRR being reduced by 0.25 as determined by the board.
3. Umpire decisions are final. In case of any objection to a decision, only the captains can discuss with the umpire. If a team continues to argue with the umpire for more than 10 minutes, the umpire can decide to stop the game and announce the winner as the team that did not participate in the argument. If both teams are involved in the argument, the game will be called off and no points will be allocated to any team, and the board will take action against the players involved.
4. If a catch is caught by a fielder or the wicketkeeper and either the ball or the fielder's body touches the fence, it is considered not out due to the declared area.
5. If a player is added to the squad for the playing XI but fails to show up at the ground, it is the team captain's responsibility to remove the player from the squad before Sunday 6 PM PST. Failure to do so, and any resulting complaints received by the board, will lead to disciplinary action against the captain and the player. The player will be suspended for the entire league.

If you have any questions or queries regarding this handbook, feel free to reach out the MTCA Board or send us an email to [board.mtca@gmail.com](mailto:board.mtca@gmail.com)