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| **CONFLICTS:** |
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| It is practically impossible to lay down all possible controversies and Conflicts. The details of most of the conflicts are given within the rules below, the Disciplinary Committee, Umpiring Committee and the League Authorities will lay down the FINAL decision after weighing the pros and cons. Their decision is Final and should be accepted by all participating in MHCL.  The rules are not here to target any team in particular but are being followed to ensure that the league is respected and to ensure a smooth environment. In the event of any team not following the rules consistently, the umpiring committee will be asked to vote and an appropriate action will be taken. If after any action from the umpiring committee ends up in a repetition of the same issue, the organizers can take action directly. |
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| **Length of the Game** |
| |  |  | | --- | --- | | 1. | Each inning shall consist of 25 overs in regularly scheduled games except when there is a bad weather. No game will be played less than 15 overs. In case a match cannot take place because of bad weather or inappropriate ground condition for the match to take place, then the points will be shared by both playing teams.   * 1. Rain affected games: Entire quota of first innings has to be completed and if 2nd innings cannot be completed, the scores at the end of 15 innings will be compared. If the 2nd innings cannot complete their 15 overs, it will be considered a tie.   2. Heat Index over 105: Anytime there is a heat index of 105 or above, the games on that particular day will be reduced to 15 overs. The game times for that day will be:   AM game - 8 AM - 11:30 AM  PM game - 11:30 AM - 3 PM  Please use extreme caution and take drink breaks after every 5 overs.  For weather related and ground conditions, umpires have to assess the field and weather conditions before they can come to a conclusion on starting or continuing the game. Whether it is before the toss, after the toss or during the game, if the umpires are confident that the game can proceed, and one team is ready to play and the other team is not, then the team that is not ready to play will have to concede (forfeit) the game. Umpires should decide if a game is on or not. There is no in between. The umpires decide if the game is playable (game is on) or unplayable (washed out). They have to decide and the teams cannot pressure the umpires. | | 2. | Each fielding side should complete their quota of 25 overs in 2 hrs time (including a break for 10 minutes after the first 13 overs) with consideration to the next match that may follow, light problem for the team batting last in the afternoon session etc. Both the participating teams should be at the ground with all their players before the toss time for the game. If a particular team does NOT have the full strength (11 players) by the time of the play, then they will lose the toss BUT the game will start on time, which means they will have to play with whatever players they have at that time and the late comers will join as they get in. If both the teams that are supposed to play have players short then the team with lesser number of players by toss time will lose the toss and the game shall be played as scheduled (just as in the previous case). There should be at least 7 players from each team to start the game. If neither team has 7 players then the umpire can cancel that game and report the incident immediately to the committee and necessary action as decided by the committee will be announced. | | 3. | **In case one of the teams’ fail to turn up (minimum 7) by the scheduled date/time of play then the winning points for that day's match (2) will be awarded to the other team.**   * 1. Min. of 7 players are needed for the toss. Min. of 9 Players to start the game. Less than 9, they will lose 1 point. More than once with less than 9 players, the Umpiring Committee will take appropriate action first by voting and if it happens again, the organizers can take direct action. | | 4. | Toss time for each match shall be 10 minutes before the match starts on the match dates. | | 5. | Boundary flags around the ground mark the boundary line. | | 6. | While neutral umpiring is the order for MHCL, the captains of each team should select knowledgeable players as umpires. The captains should remember that if they fail to do, they might get the same in turn when they play as well. 6.1 Umpires must be at the ground at least 15 minutes prior to the scheduled start of the match. If an umpire reaches the ground after scheduled start of the game then he his team will be penalized for it. (Please refer to #24 on umpire absenteeism / negligence) | | 7. | Every wide ball fetches one additional run and an additional ball for the batting team apart from any runs ran. Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket. If the ball touches the batsman, it **cannot** be called a wide. On a wide ball a batsman can be out on the following circumstances: hit wicket (law 35), obstructing the field (law 37), run out (law 38) and stumped (law 39). | | 8. | A beamer or a bouncer is considered a dangerous delivery even if bowled by a spinner and will be given a no ball. Waist high full toss will be considered a no ball irrespective of the bowling style or speed. A bowler will be disqualified if he bowls any combination of 3 dangerous deliveries in that innings. If the over is yet to be completed, it will be completed by another member of the team who has not completed his quota..  There will be a free hit on a foot fault no ball. If at least some portion of the front foot of the bowler does not fall within the bowling crease, the umpire can declare it a no ball. If the fielding team does not follow the fielding restrictions then the umpire can call a no ball. Every no ball fetches one additional run and an additional ball for the batting team apart from any runs scored on that delivery. If the ball passes or would have passed above the shoulder height of the striker standing upright at the crease, either Umpire shall call and signal ‘No Ball’. On a no ball only a run out (law 38), handled ball (law 33), hit the ball twice (law 34), obstructing the field (law 37) can be declared out. | | 9. | Players are not supposed to show descent against umpires and the umpire can duly talk to the particular player's captain should he feel to discuss or make any penalty etc. If the Player uses foul language against the umpire during the course of the match, the umpire can use his discretion and mete out either of the two:  - Warn the player (& Captain) or open a tab (one point) on the player and report to the committee at the end of the match. - If the same player were to repeat the act again in the same match, then the umpire can instruct the corresponding Captain to send the player off the field and that Team will have to complete the match short of the player, of course the umpire will also open a tab (one more point) on the player and report to the committee at the end of the match or within 3 days. - Before making a rough decision, if the umpires think they need additional advice, they can call one of the umpiring committee member’s adhoc and review the situation. The Umpiring Committee member’s cell # will be given to all the captains of MHCL.  -The umpire’s decision is final and cannot be reversed unless he missed a rule written here. | | 10. | For a RUN OUT decision, The umpire will have to decide that the bails have been taken off by the fielder or the Keeper with their hands (with the cricket ball in their hand(s)) before the batsmen was able to make it into the crease. In case the bails were already grounded, then the fielder or keeper can pick up one stump or more out of the ground with the cricket ball in their hand(s) and appeal for a RUN OUT. **The Umpires should note that the fielders or Keeper cannot take the bails off or the stumps out with any portion of their body other than the hands.** | | 11. | Both the Captains should give in a match report within three days after the completion of the match to the Committee. In the report they are free to report their version of the proceedings of the match including Umpire’s inconsistencies or wrong decisions (if any) etc. If the Committee does not receive any such report by 3 days after the completion of the match, then its taken for granted that there were no un-toward incidents in that match. | | 12. | The Captains should send in the umpire names / contact# from their team, who would be umpiring that Weekend match as per the schedule allotted to them. They should take due caution before selecting an umpire And also give him a heads up on all the rules mentioned here. | | 13. | Every inning should start with a new cricket ball. During the course of the inning should the umpire feel that the shape/condition of the ball is bad, he can duly replace it with another suitable old ball that’s appropriate for the situation. Once the overs are completed the ball should be returned to the umpire (in case the umpire needs to select an old ball if the ball is damaged or lost in the middle of the game) who will in turn give it back to the respective Team who are responsible for supplying older ball if required in their next match.   * 1. If a wicket falls in the 13th over, a break should be taken immediately rather than continuing the game and taking a break after the end of the 13th over.   2. Umpires will update the book left in the storage room to update the player list for a given game and leave the book there for a designated member to update the list in the website.   3. The player list has to be updated via email to all the teams and any discrepancies have to be raised within a week of the list being sent.   4. Score sheets will need to be updated in the website by the Thursday of every week after their game was played. Failure to do so will result in a loss of 1 point from their total points. Of course, there is every chance that a team could have negative points at some point if they fail to update the score sheets. | | 14. | The two playing captains and the two umpires shall decide all the awards (mom, best batsman, bowler etc.) soon after the match completes. The score sheets will then be entered onto the electronic spreadsheet by the two playing teams(an innings report each) and sent to the statisticians & web developers of MHCL. | | 15. | Non-League matches can be rescheduled if there is a weather problem on that day. | | **Points Table** | | | 16. | Points will be awarded as follows: | | |  |  | | --- | --- | | Win | 2 Points | | Walk Over | 2 Points (to the team receiving the walkover) | |  | 0 Points (to the team giving the walkover) | | Draw/Tie/no play | 1 Point (to each team) | | | | **Playing Area** | | | 17. | Cricket ground Sport Port Complex (MH) must be used only as directed and according to the rules of the tournament and the respective ground authorities. | | 18. | No one is allowed to enter the playing area unless necessary. The Captain may enter the field, upon umpire’s request, in settling disputes during play. It is common that 12th. Man enters the field for water or any gear replacement for the batsmen or the fielding team etc. | | 19. | Cricket team members must pick-up their garbage after the game is over. | | 20. | Cricket team members must behave with a disciplined gentlemanly attitude at all games and functions. They should keep in mind that a lot of other family members, kids and others witness our match and should set examples about the gentleman’s’ Game that Cricket is all about. | | **Protest/Complaint** | | | 21. | All claims, protest and complaints must be submitted to the Committee, in writing after the match either by the umpires or by the captains of that particular match. If the committee does not receive any report until 3 days after completion of the match, then the committee deems it to be an incident free match. | | **Tie Breaker** | | | 22. | If the game is not completed due to bad light or bad weather, the decision will be made using the run-rate of the 1st 15 overs of the inning. In case there is still a tie, the decision will be based on the number of wickets out. | | **Substitute Fielders / Bye runner / Retired hurt or Retired./ Keeper** | | | 23. | A substitute fielder can only field and there should be a valid reason to have a substitute fielder and duly accepted by the umpires and both the captains (playing the match). No matter what, a bye runner will not be allowed. A batsman can only retire on an injury and come back after all the other batsmen who are yet to play are done batting. If there are more than one retired batsmen, then the batsman who retired first will have to come before the batsman who retired later. In the instance of a batsman not doing so, he can no longer come in to bat. In case of a nature's call, a batman can retire but again has to come back in the order of retirement. Substitution can only done by team players within the particular team, outside players cannot substitute. However if the umpires and both captains agree for an outside substitution as per the situation, it’s okay. | | **Umpiring Absenteeism / Negligence:** | | | 24. | An umpire should arrive at the playing ground by the stipulated time he is supposed to. If for any reason the umpire is late or fails to attend without seeking prior approval of the same, then the particular team(that he represents) may loose the toss in their immediate match, the ruling to this accord will be done by the umpiring committee for which they will have to receive a written complaint of the same from either of the Captains of that particular game within 3 days after the game and they will check the facts of the complaint with the necessary individuals before the ruling.  If the same act (for the same team) happens again, then it’s the case of Double tag and the particular team will have to forego their points in their immediate next game by giving a walkover.   For ex: The morning matches start by 9:00 am, both the umpires should be at the venue by 8:45 am. The Toss can be taken at 8:50 am and the match should commence by 9:00 am (unless there is rain or the conditions of the ground are bad because of last night rain etc.) If one of the umpires comes at 8:45 am and the other communicates to The umpire on the ground that he’d be a few minutes late but can arrive before 9:00 am , that’s okay as the umpire on the ground can take up the toss formalities etc and get the game going, but if the umpires arrives after 9:00 am then his late arrival will be penalized as per the conditions given above. The same applies to the afternoon games as well. | | **Dead Ball** | | | 25. | If the ball is not pitched on the mat, then the umpire may call it a dead ball. In this case the ball will be bowled again by that bowler and there is no run in any perspective for such a ball. It is simply not counted by the umpire.   However in a different scenario…  A bowler has bowled a legitimate ball which is collected by the bowler himself or a fielder or the keeper. If they exchange(throw ) the ball to a another fielder after that and the if the fielder collects it cleanly and if no run was attempted until then, then even if there were subsequent misfields after the second iteration, the ball would be deemed dead and no further running is possible. This is dead ball in a different sense as the ball bowled by the bowler was legitimate. | | **Field Restrictions** | | | 26. | After the initial five overs of an innings, there should be a minimum of 4 fielders inside the 30-yard circle failing which the umpire might call a no ball. This applies even when a fielding team is playing with lesser number of players. No matter what there should be 4 players inside the 30-yard circle after the initial 5 overs. However during the first five overs, only a maximum of three fielders can be posted outside the 30-yard circle. | | **Player Replacement and Eligibility for Playoffs** | | | 27. | All the teams have to give their list of players to MHCL prior to start of the tournament. During the course of the tournament if they need to replace players because of genuine reasons (injuries / moving away from station because of job/family/health reasons etc.), The corresponding captain must send in a corresponding written information along with the replacement names to the Organizers of MHCL, who will check the genuinity and accordingly get the list updated on the MHCL Teams web page.  Eligibility for playoffs: For a Player to be eligible to play in playoff games, he would need to have played 50% of the league games. For rained out games, the teams have to send an email of the playing 11 by Thursday. If a game was played but washed out, then the list will be entered in the log book in the shed and will be updated via email by someone responsible. Note: Player List is different to score sheet. It will be tallied later. Any objections to the player list has to be raised within a week of the list being sent. The 50% rule will be strictly enforced and a captain will have no say. Worst case scenario, there will be a voting. | | **Uniform** | | | I. | Whites preferred | | II. | Will not wear spikes footwear when bowling and batting. | | **Captains** | | | I. | Will be conversant and proficient with the laws of Cricket. | | II. | Will follow the constitution, rules and regulation of MHCL. | | III. | Will control the behavior of all his team players. | | IV. | Will respect the umpires opinions and decisions. | | V. | Will be responsible to go over rules and regulations with their players & umpires from their team. | | VI. | Will put responsible persons to mark the score sheet and make sure that it is properly done. (dot balls for bowler/batsman, wides, no balls, byes, overs, runs , wickets, how out, total runs/wickets down at the end of each over, correct names as per the team list etc .) The scorer can ask the umpire/captain adhoc, if he has any doubts. | | VII. | Will give in a match report at the end of each match if he thinks its necessary. | | VIII. | Will select quality umpires from his team to represent the umpiring community for MHCL and make sure that they arrive at the cricket ground on time. | |