



2023 Meijer State Games of Michigan

T10 Game: Rules



1. Everything is same as T20 rules (**MCC rules except D/L calculations**) but divided by 2!
2. Super-sub allowed (11 can Bat, 12 can Bowl, 11 can field).
3. All matches must be played at the allotted time. If for any interruption, reduced over game must be played and completed in that same time. For a washed-out game, points will be split.
4. 10 overs must be completed within 45 minutes. For every minute after allocated 45 minutes, if the innings is not completed, an over may be docked (1 over to be complete within 4.5 minutes on average).
5. Power Play
 - a. For 10 over match - 3 overs with max 2 outside 30 yards, after 3 overs max 5 outside 30 yards.
 - b. For 5 over match - 1 over with max 2 outside 30 yards, after 1 over max 5 outside 30 yards.
6. Maximum 2 over per bowler and max 1 over in rain affected play (if 5 over match).
7. Win = 2 points, Tie = 1 point and Loss = 0 point (Super over only in Playoff matches).
8. If Tie happens in league games points will be divided, if tie happens in playoff (QF, SF, Final) there will be super over.
9. NRR will be used to rank if tie happens on the points too.
10. If there is rain prior to the game, teams will play 5 over match.
11. In case of disruption due to rain, if games get stopped, a game is valid only if both teams have played 5 over minimum. Target for the chasing team will be based on the linear run rate of the first innings. **No D/L will be used.**
12. If the entire match gets washed out due to rain, each team will split points like a "Tie".
13. No Drinks break in the innings but after the innings.
14. Each Team will use new balls for their innings.
15. Total Game duration
 - a. Innings break is 10 minutes.
 - b. Each innings (10 overs) to be completed in 45 minutes with max 4.5 minutes per over.
 - c. Total game duration 100 minutes (45+ 10 + 45).
16. White balls are used, wear color jersey (Try team to wear same color).
17. No White pads, need color pads/use color clads.
18. WMCC will not be providing uniforms.
19. All players in the playoff should have played at least **1** game in the league games.
20. **Toss will be 15 minutes before the start of a match.** If a team arrives late while other team is at the ground for start of the game, the team arriving late will be docked two overs while they bat. If both teams arrive later than schedule time, both teams will lose 2 overs for that match.
21. **Toss** (Home team's Captain will flip the coin and other team's captain will call for heads/tails).
22. Up to 15 people allowed in the roster.

Rain affected Game: Basic Rules (T10 reduced to T5 in case of rain)

1. Everything is same as T20 rules
2. Super-sub allowed (11 can bat, 12 can bowl, 11 can field)
3. Power Play - 1 over with max 2 outside 30 yards, after 1 over max 5 outside 30 yards
4. Maximum 1 over per bowler for 5 bowlers.
5. Win = 2 points, Tie = 1 point and Loss = 0 point (Super over only in Playoff matches).



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6. If Tie happens in league games points will be divided, if tie happens in playoff (SF, Final) there will be super over.
7. NRR will be used to rank if tie happens on the points too
8. In case of disruption due to rain, if games get stopped, a game is valid only if both teams have played 5 over minimum. Target for the chasing team will be based on the linear run rate of the first innings. **No D/L will be used.**
9. No Drinks break in the innings
10. Each Team will use new balls for their innings
11. Total Game duration
 - a. Innings break is 10 minutes
 - b. Each innings (5 overs) to be completed in 23 minutes with max 4.5 minutes per over
 - c. Total game duration 56 minutes (23+ 10 + 23)
12. White balls are used, wear color jersey (Try team to wear same color)
13. No White pads, need color pads/use color clads
14. WMCC will not be providing uniforms.
15. All players in the playoff should have played at least 1 game in the league games.
16. Up to 15 people allowed in the roster.

MCC updated laws of Cricket for the tournament

1. Saliva: Saliva cannot be used for shining the ball.
2. Run-out: Infamously known as “Mankading,” running out the non-striker batter has been moved from Law 41 (Unfair Play) to Law 38 (Run Out) and STILL REMAINS LEGAL WAY OF GETTING BATSMAN OUT.
3. No strike change: In the event of caught dismissal, new batters will be on strike even if the batter on strike had crossed before the dismissal unless the dismissal occurred on the last ball of the over.
4. Striking off-pitch ball: Batters can hit a ball that has landed off the pitch as long as they remain partly inside the pitch area.
5. Dead ball: If any team has suffered disadvantages from a person or animal or objects entering the field, it will be called a dead ball by the umpire.
6. Wide ball decision: (Law 22) The umpire will take all the positions of a batter stood during the bowler’s run-up and at release to decide the wide ball.
7. Unfair movement penalty: In case of unfair movement by the fielding side, they will be punished with penalty of 2 runs (in this tournament but ICC rules is 5 runs) and at the discretion of the umpire(s) instead of calling it a dead ball.
8. THIS RULE IS NOT FOLLOWED IN THIS TOURNAMENT AS WE ALREADY HAVE 12 PLAYERS (Any 11 can bat). THIS IS LISTED TO MENTION THAT THIS WILL NOT BE FOLLOWED. **Replacement players (Law 1): Replacement players will inherit any sanctions or dismissals from the player they replaced.**