Merrimack Cricket League 2020 Rules

Table of Contents

General Guidelines

1) Recreational play
2) Healthy competition only
3) No swearing in games
4) No smoking or peeing in non-designated places is permitted on the fields. Teams that are reported for violating this rule shall be barred from the tournament effective immediately.
5) Don't sledge opposition, encourage teammates
6) Availability - minimum 1 day per weekend
7) Proper and detailed scoring
8) Umpires - knowledgeable, fair & honest
9) Roster - approved players only
10) Venues and scheduling - be accommodating and understanding; help Venkat out, he has the most difficult job
11) No liability - Captains must get waiver signed
12) All on-ground conflicts (ideally it shouldn't reach this stage) must be resolved by JUST the captains

Rules

1) Unless otherwise mentioned below ICC T20 rules apply. Also, in case there is any confusion or dispute or argument during the game, try to apply ICC rules and be consistent for the period of the game. MCC rules are over here: https://www.lords.org/mcc/laws
2) Controversies, both resolved and unresolved, should be brought to the attention of the organizing committee by the captain(s). Organizing committee decision is binding. Please refrain from discussing controversies that arise during games on 'Merrimack 2020' whatsapp group. Please contact a committee member directly in such cases and the committee shall bring the issue to the discussion table and try their best to resolve it amicably.
3) MCL 2020 is being held at very unprecedented times with the Covid19 pandemic. Every single player playing the tournament has to sign the waiver, agree to and abide by all the rules given out in the waiver. Teams found not to be following these guidelines may be disbarred from MCL with immediate effect.
4) Team Rosters: Roster will be frozen on July 17. A maximum of 2 additions to the roster will be allowed till July 31 but those need to be

approved individually. The new players will need to comply with all the conditions accepted by the earlier players. Whether we have a Stage 2 or not, a player needs to have played at least 1 game for a team before being allowed participation in the knockout stage.

5) 20 over games

6) A win is 4 points and 1 bonus point is awarded for if the team wins with a run rate that is 1.25 times the other team. For example: If the team batting first scores 80 runs, and the team batting second scores 81 in 16 overs, they get 4 points for the win and 1 bonus point as their NRR 1.265 times (5.0625/4).

7) Equal points will be awarded to teams for tie games in league stage. Knockout games that end in ties will be decided by a super over following ICC rules. Rules specific to the super over are to be followed as per ICC T20 super over rules covered in appendix F here: https://resources.pulse.icc-cricket.com/ICC/document/2020/08/10/c9a4faed-76e1-4087-948c-80bda7342f31/ICC-Men-s-T20I-Playing-Conditions-August-2020.pdf Team batting second in the regular innings will bat first in the super over, i.e. no new toss for the super over. Tied super over will result in another super over. Bowlers who've already bowled and batsmen who've already batted in the previous super over cannot bowl or bat respectively in consequent super over.

8) Boundary has to be 175 ft. from the center of the pitch. If either of the sides don't permit on certain grounds (example: right handed batsman's off-side), the boundary should be at least 130ft. Only exception is behind the keeper as some grounds use baseball fields. In this case, ground rules apply with appropriate number of runs declared. Home team should make sure these rules are followed consistently and communicated effectively in case home team is not playing a game and two different teams are playing.

9) Other Ground Rules Apply in special cases

10) In case of confusion with regards to 4/6 or out/not-out when it comes to the boundary, a straight line is assumed between adjacent cones

11) 4 overs max per bowler

12) Teams can bring more than 11 players to a game. However,
   a. Exactly 11 players need to be entered in the scoring app

b. Players other than those 11 players, can only be fielding substitutes - not allowed to bat/bowl

c. Certain fields have Covid19 related restrictions on number of people on the field based on the permit. Please follow these rules.

13) Batsman can retire for injury and come back on fall of wicket. This injury should've been picked up during the course of the game. Also, runner is upon the discretion of the fielding team's captain.

14) If Batsman retires for any other reason or due to injury NOT picked up during the course of the game, they can come back after all the wickets have been claimed. Again, runner is upon the discretion of the fielding team captain.

15) App calculates all team and player rankings. Man of the match is decided fairly by the two captains. App rules for player points and ranking and included in the last chapter in the rule doc.

16) Height No-ball: Above waist full-toss is a no-ball. NO FREE HITS.

17) Over-stepping no-ball: Refer to the following figure for over-stepping no-balls

Red markers are for no-balls. The most important one to note is the one circled red. If the bowler's back-foot touches or crosses the return crease (4 ft 4 in/1.32 m OR approximately a bat and half from the middle stump). Please note that the back-foot has to LAND. If the foot stays in air and never actually crosses or touches the return crease, it's NOT a no-ball. The return crease is considered unlimited in length.

18) Ball will be called wide if it goes above the batsman's head after pitching. This means that if the batsman touches a ball above his head, it becomes a legal delivery and can stand the chance of getting out by all means possible.

We know this rule is quite different to ICC rules for height no-balls but in our experience, this has helped us simplify leg umpire's role and almost eliminate the biggest on-field controversy causing issues.

19) For rules 16 and 18, if the batsman advances, the leg umpire has to adjudicate based on batsman's normal standing position and not based on the new, advanced position

20) If the ball bounces more than twice before the batting crease, or rolls along the ground towards him, it will be called a no-ball and NOT a dead-ball.

21) Wide outside wide-marker but umpire's call if batsman moves PRIOR to ball bring delivered. Ball outside the line of leg stump is a wide. In case of a batsman attempting a switch hit, both sides are considered as "off-side" for wide adjudication purposes. Please see this video explaining the wide rules that MCL follows: https://youtu.be/A3a7EM8yOT0

22) Max 5 fielders on leg side. No powerplay

23) Rain Rules - If a league stage match is called off due to rain or other interruptions (with or without play having commenced, no matter how far the game has gone), captains have to reschedule within 24 hours and inform Venkat. Rescheduled game will be fresh starts including coin toss. Captains may also decide to split points.

    For the 2020 season knockout games that get affected by rain, here's the plan:

    a. QFs will be played on 8/29 and 8/30. Reserve weekend for QFs is 9/5, 9/6

    b. SFs will be held on 9/12 and Final on 9/13. No reserve weekend for SFs. Reserve day for Final 9/19.

    c. For interrupted games (rain or other reason), a game is deemed "complete" if both sides have played at least 7 overs. Winner is decided via the Duckworth-Lewis System. The MCL official DLS calculator is at http://www.boltoncricket.co.uk/DLcalc.html. The neutral umpire is in charge of this.

    d. If a game cannot be played at all on normal day or reserve day, higher seed goes through. In case of availability issue on reserve weekend, side that is available goes through.

    e. Every effort must be made to play a scheduled game. Rain affected games may start late altogether and try to play a 7-over game that can easily be finished in an hour. As far as the scoring app goes, this can be achieved by playing 7 overs and then retiring the rest of the side to start the second innings and repeating the same process.

f. Since these are knockout games, all decisions are made by the impartial, neutral umpire and need to be respected.

24) Run-out clarification: Based on the discussions on whatsapp group, some clarification is required for run-out rule:
   a. If both the bails are down, the fielder has to pull the wicket out of the ground with the ball in hand and under control, in order to affect a runout. In case of spring-loaded stumps, please pick the stumps up. A run-out can also be affected if the stump(s) get full uprooted via a direct-hit. In case of spring-loaded stumps, this doesn't apply - they have to be lifted.
   b. If one bail is down, run-out can be affected by taking the other bail off.

25) It is umpire's duty to ask bowler for a guard when he starts a new spell in case he hasn't informed. No guard necessary if bowler is continuing his spell from the same side of the stumps. If the bowler changes his guard, it is up to the bowler to inform the umpire. If he fails to do so, it will be called a no-ball.

26) No leg-byes. Also, no run out if ball hits the batsman's body (except the part touching the bat handle). Other modes of dismissal are still valid, i.e. bowled, stumping, leg-bat-caught, etc.

27) Please respect the umpire. Umpire's decision is final. Only team captains can ask umpire for clarification regarding a decision. No batsman shall try to influence umpire's decision. Neither team shall intervene if two umpires are discussing in order to give out a decision.

28) Batsman can appeal to the umpires if he thinks bowler's action is illegal. If (leg) umpire agrees, they will give the bowler one warning. Repeat offenses will be no-balls. No arguments here please even if bowler has been bowling for 'X' number of years.

29) Wicket Keeper's positioning: It is not mandatory for the keeper to inform the leg umpire before standing up or going back. Keepers generally do it for their own benefit so as to make sure leg umpire watches out for stumpings. The keeper is not allowed to have any significant movement once the bowler has started his run up. If the keeper does so, the ball will be called a dead-ball. While other fielders can take a start (2-3 steps) towards the striker or the striker's wickets, keeper's movement is restricted to 1 step if needed to get in to a crouching position but no drastic movements are allowed.

30) Stumping vs run out: If the ball without touching any part of the batsman's body goes to the keeper, and keeper distrusts the wickets with the ball, it's a stumping and not a run out. Also, stumpings are not valid on no-balls.

Game Start Time

1) Standard starting time is 7:30, i.e. this is when the first ball is bowled not when the teams arrive. Host team has to set up ground (pitch, stumps well before that time). Toss time is 7.15 a.m. or so. Minimum 7 players required to start a game. This is the official rule unless the 2 captains agree on with each other on waiting for all players to arrive and if ground is available till later.
Team(s) responsible for any start beyond 7:40 a.m. in the opinion of the neutral umpire gets docked 1 over out of their quote of 20 overs for every 5 minutes of delay caused.
2) Early/Late starts may be necessitated because of ground availability. Captains should establish the start time beforehand and are responsible for making sure team mates arrive on time.
3) Timely start means timely completion and low probability of game interruption. Many grounds are only available till a certain time.
4) If a team has only 7 players on the ground by the first delivery time, start with who you have. That is the official rule unless the 2 captains agree with each other and ground is available till later.
5) Games that started late for whatever reason and didn't complete due to some interruption will be looked at on a case-by-case by the organizing committee. Problematic late arrivals should be brought to the attention of the organizing committee.
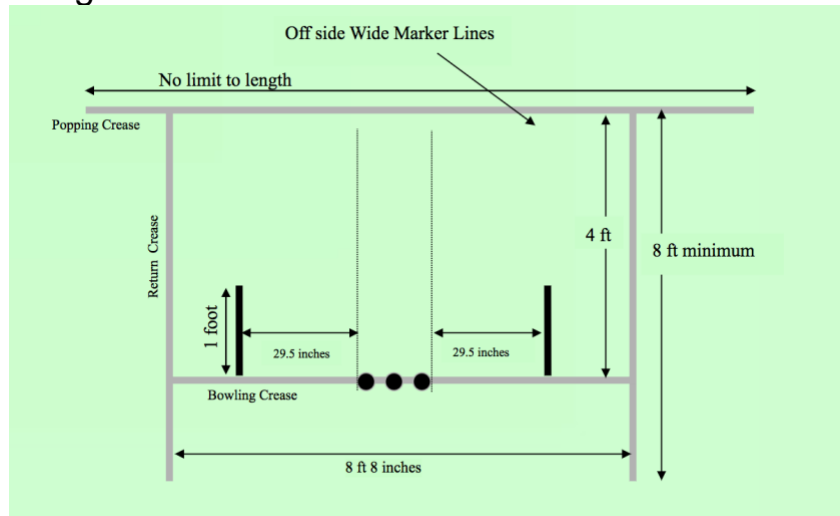
Pitch Dimensions

Wide lines (approximately one bat length from middle stump):
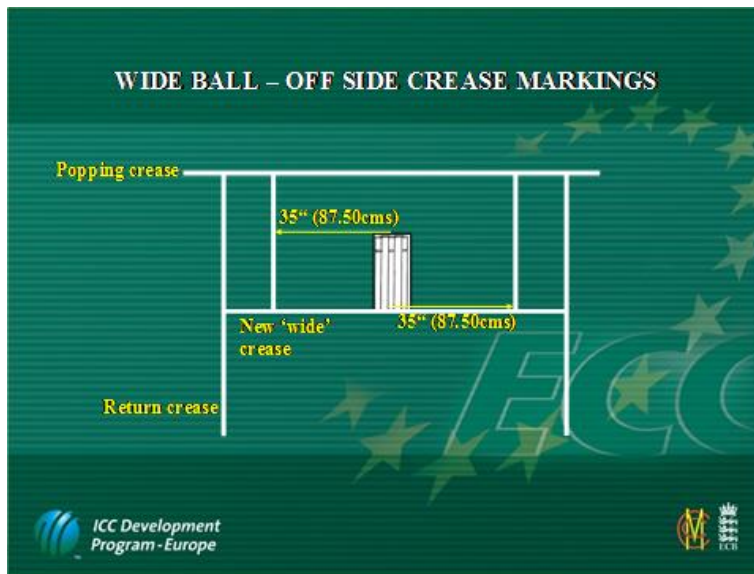
Return Crease Length:

Player Ranking and Points Rules
(from cricclubs):

Man of the Match	
Official Man of the Match	50 Points

Batting	
Run scored:	1 Points
Six runs (off one ball) bonus*:	2 Points
Four runs (off one ball) bonus*:	1 Points
Dismissed for duck:	-10 Points

Run rate bonus (for batsmen scoring 10 runs/10 balls or more)	
Between 0.00 and 49.99 runs per 100 balls:	-10 Points
Between 50.00 and 74.99 runs per 100 balls:	0 Points
Between 75.00 and 99.99 runs per 100 balls:	0 Points
Between 100.00 and 124.99 runs per 100 balls:	10 Points
Between 125.00 and 149.99 runs per 100 balls:	20 Points
Above 150.00 runs per 100 balls:	30 Points

Milestone bonus	
On reaching 10 runs :	10 Points
On reaching 20 runs :	20 Points
On reaching 30 runs :	30 Points
On reaching 40 runs :	40 Points
On reaching 50 runs :	50 Points
50 or more	runs scored (ex:55 + 55)

Bowling	
Wicket	20 Points
Maiden over:	40 Points
Run conceded:	0 Point

Economy rate bonus (for bowlers bowling 2 overs or more)	
Between 00.00 and 01.99 runs per over:	30 Points
Between 02.00 and 03.99 runs per over:	20 Points
Between 04.00 and 05.99 runs per over:	10 Points
Between 06.00 and 07.99 runs per over:	0 Points
Between 08.00 and 9.99 runs per over:	-10 Points
Between 10.00 and 11.99 runs per over:	-20 Points
Above 12.00 runs per over:	-30 Points

Milestone bonus	
On taking 2 wickets :	10 Points
On taking 3 wickets :	20 Points
On taking 4 wickets :	40 Points
On taking 5 wickets :	80 Points

Fielding	
Catch (Fielder):	10 Points
Catch (Wicketkeeper):	10 Points
Stumping:	10 Points
Run out (direct):	20 Points
Run out (indirect/per player):	10 Points