

Michigan Cricket Association



T20 Tournament Rules & Special Regulations -2020

Compiled by the Rules and Disciplinary Committee

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THE PREAMBLE – THE SPIRIT OF CRICKET (MCC Laws-of-Cricket-2017-Code-Final)

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the captains, but extends to all players, umpires and, especially in junior cricket, teachers, coaches and parents.

Respect is central to the Spirit of Cricket:

- Respect your captain, team-mates, opponents and the authority of the umpires.
- Play hard and play fair.
- Accept the umpire's decision.
- Create a positive atmosphere by your own conduct, and encourage others to do likewise.
- Show self-discipline, even when things go against you.
- Congratulate the opposition on their successes, and enjoy those of your own team.
- Thank the officials and your opposition at the end of the game, whatever the result.
- Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.
- The players, umpires and scorers in a game of cricket may be of any gender, and the Laws apply equally.

GENERAL

This document presents the twenty overs (T20) Tournament Rules and Special Regulations conducted by Mich-CA during the 2020 season.

1. The following will be the order of precedence (from highest to lowest) applicable to Mich-CA tournaments:
 - 1.1. Mich-CA T20 Tournament Rules and Special Regulations – 2020 (contained solely in this document) Official Copy will be the one posted on the Mich-CA Website
 - 1.2. ICC Men’s Twenty20 International Playing Conditions Effective 28th September 2017
 - 1.3. MCC Laws-of-Cricket-2017-Code-Final
2. The Mich-CA rules committee will be the sole authority for providing interpretations of and rulings on the rules, for the purposes of T20 tournament conducted by Mich-CA.
3. Wherever the terms “The League” or “Mich-CA” appear in this document, they shall stand for a majority of the members of the Mich-CA Governing Body
4. Teams that have paid the registration dues by the stipulated date shall only be permitted to participate in the tournament.
5. The Mich-CA rules committee reserves the right to interpret and/or change the rules and regulations given in this section subject to final approval by the Mich-CA GB. Such changes shall be notified to the registered teams participating in the tournament as soon as the changes are approved.

Sources:

MCC:

<https://www.lords.org/mcc/laws-of-cricket/introduction/>

ICC:

<https://www.icc-cricket.com/about/cricket/rules-and-regulations/playing-conditions>

ADDENDUM to 2020 Rules Document

Player Qualification & Scorecard

1. A player is required to have participated in at least 2 games in order to be considered as qualified for the playoffs.
2. Declaration sheets for all washed out, abandoned or canceled games must be sent to michigancricket2001@gmail.com before 6 pm on the day of originally scheduled game. All declaration sheets sent after 6 pm on the day of the originally scheduled game will not be entered into CricClubs.
3. Teams are no longer required to fill summary scorecards after the game. Any corrections to the scorecard must be sent to michigancricket2001@gmail.com by Friday following week.

COVID19 Special Rules

1. All clubs and players participating in 2020 cricket season must adhere to CDC, State of Michigan and Mich-CA USA guidelines and Mich-CA USA COVID19 Response Plan.
2. All players recommended to arrive 30 minutes prior to start time in order to go through COVID19 screening.
3. All players must do a temperature check on field and complete Mich-CA COVID19 Screening Form prior to participating in any game. Teams are recommended to bring contactless thermometers.
4. Any player developing any symptoms prior to game or during the game must not continue to participate in the game. He is required to inform his team's captain/vice-captain.
5. Umpires will no longer handle personal belongings of any player inside the field while umpiring the game.
6. Umpires are recommended not handle the ball after fall of wicket or during the drinks break.
7. All players must adhere to social distancing guidelines defined by the State of Michigan.
8. All players recommended to wear mask on game day, outside the playing area (boundary). Players are not required to wear mask while inside the field however it will be discretion of the player.
9. Players are not allowed to use saliva to maintain shine of the ball. Umpire will handout penalty of 1 run against the team violating this rule for each occurrence.
10. Club/teams are recommended to provide hand sanitizers, gloves, wipes for their team's use.
11. All players are recommended to use hand sanitizers each time prior to start of the game, during drinks break, innings break and after the game before leaving the venue.
12. Players recommended not to share water bottles.
13. If a player is tasked with Leg Umpiring, he must wear mask while on the field.
14. All personal trash will be responsibility of the player themselves to be cleaned up after the game.
15. Any sort of celebration at close proximity which will jeopardize social distancing rule is not allowed. Players can clap their hands and exchange words of encouragement to each other at a safe distance however, no huddles or gathering of any sort is allowed inside the playing area.

16. Waivers: All clubs must sign a waiver prior to participating in the league. All players must sign a waiver form prior to participating in each game.
17. All games will be played from one end only in each inning. The batting end will not be switched after every over. Bowling team shall pick the side from which they want to start in the beginning fo each inning.

Mich-CA RULES Highlights

Below are rules overview that have either changed or are identified as important to know.

Team and Game Day Reporting

1. Each team may consist of 12 declared players, out of which any 11 can bat, any 11 can field at a given point of time and any 12 can bowl.
 - 1.1. 12th player coming into field cannot bowl immediately.
 - 1.2. The 12th player, shall not be permitted to bowl in the game until he has been able to field for the total length of playing time for which he was absent
 - 1.3. The 12th player, shall be allowed to bat any time without waiting to serve the time spent outside the field of play as long as the player satisfies the "Ready to Play" condition in the rule book (including the time for late arrival). The MCC law "25.3 Restriction on batsman commencing an innings" **DOES NOT** apply.
2. All players listed on the declaration sheet should be at the ground and ready to play.
 - 2.1. Captains will notify the umpires of any player on declaration sheet (excluding substitute players) who may be arriving late. Failure to do so may result in player's ineligibility for the game.
 - 2.2. Players identified as late arrivals should be at the ground and read to play by the **end of the 7th over of the first innings** of the game or **30 minutes from the original schedule time** whichever is earlier irrespective of the actual start time of the game. All players arriving late must report to the umpire; any player who does not report to the umpire before the end of the eligible over/ will be ineligible to participate in the game.

No-Ball

3. Short Pitched Delivery
 - 3.1. One short-pitched delivery above the shoulder height of an Upright striker per over allowed.
 - 3.2. Any Subsequent such short-pitched deliveries will be called and signaled a "NOBALL".
4. For non-pitching deliveries, all deliveries, **irrespective of their speed, which would pass above waist height of the upright striker** are to trigger the No ball signal. This will also count as one short pitched delivery for the over.
5. It will be a No ball if the ball bounces more than once before reaching the popping crease, Furthermore, when a ball lands off the pitch or hits the edge of the turf.
6. If a bowler breaks the stumps during his bowling stride.

Wide or Not

7. Delivery over the head height of an **upright striker** is considered a WIDE delivery and will be called a WIDE **unless the batsman has played the delivery with his bat.** (Changed from No-Ball as of last year)
8. The umpire shall not adjudge a delivery as being a Wide, if the striker, by moving, either causes the ball to pass wide of him/her or brings the ball sufficiently within reach to be able to hit it by means of a normal cricket stroke.

Non-Striker leaving his/her ground early

9. If the non-striker is out of his/her ground from the moment the ball comes into play, (at the start of the bowlers run-up) to the instant when the bowler would normally have been expected to release the ball, (**just before the release of the ball** during the delivery stride) the bowler is permitted to attempt to run him/her out. Whether the attempt is successful or not, the ball shall not count as one in the over.
10. If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal dead ball as soon as possible.

BATSMAN OUT OF HIS GROUND

11. A batsman shall be considered to be out of his ground unless some part of his person or bat is grounded behind the popping crease at that end.
 - 11.1. However, a batsman shall **not be considered to be out** of his ground if, in running or diving towards his ground and beyond, and having grounded some part of his person or bat beyond the popping crease, **there is subsequent loss of contact**
 - 11.2. between the ground and any part of his person or bat, or between the bat and person,
 - 11.3. Provided that the batsman has continued movement in the same direction.

Runners and Substitute fielders

12. Substitute fielder may now act as a wicket-keeper if the wicketkeeper is seriously injured in the field of play.
13. Runner is allowed only if a **player sustains a serious injury in the field of play that affects his/her ability to run**.
14. 12th man and substitutes changes need to be informed to the umpire to help the umpire maintain time for the concerned player. Failure to inform the umpire will attract 5 runs penalty as soon as such player comes in contact with the ball during his fielding.
15. The declared **substitute players** (13, 14 or 15) can come into **replace a fielder only when a second instance of player getting injured** or need to be substituted for other acceptable reasons (example: bathroom emergencies) .
 - 15.1. Be aware to use the 12th player for the first injury scenario or for other acceptable reasons.
 - 15.2. Teams have to field with only 10 players if 12th player is not available at the ground for substitution needs

Bowling end

16. For T20, with 2 games/day - Overs to be bowled from only one end of the wicket and the respective fielding side captain is allowed to pick the side to start their bowling during their respective fielding sessions. Unless of course the pitch has a problem with one end where bowling or batting is not possible, then both teams will bowl from the possible end.

Ball thrown or delivered underarm – action by umpires

17. For a delivery to be fair in respect of the arm the ball must not be thrown.
18. A ball is fairly delivered in respect of the arm if, once the bowler's arm has reached the level of the shoulder in the delivery swing, the elbow joint is not straightened partially or completely from that instant until the ball has left the hand. This definition shall not debar a bowler from flexing or rotating the wrist in the delivery swing.
19. If, in the opinion of the main umpire, the ball has been blatantly thrown, the umpire shall call and signal No ball and, when the ball is dead continue with the below actions.
20. If in the opinion of the main umpire, there is a doubt about the action of any bowler, the umpire shall call and signal DEAD ball.
 - 20.1. The bowler's end umpire shall then warn the bowler, indicating that this is a first and final warning. This warning shall apply to that bowler throughout the innings.
 - 20.2. Inform the captain of the fielding side of the reason for this action.
 - 20.3. Inform the batsmen at the wicket of what has occurred.
 - 20.4. Submit a detailed report to the Mich-CA GB for further review.
21. If the same bowler is found guilty of either of the above two cases once again in the same innings, then the umpire shall call and signal appropriately as per the infringement (**NOBALL for blatant throw and DEAD ball for doubtful action**) and stop the bowler from bowling further in the innings. Another bowler needs to complete the over if the over is left incomplete

Other General Rules

1. Once the schedule is finalized, there will be no changes in venue/ground permitted.
2. A maximum of 4 Overs per bowler not exceeding 1/5th of the total Overs for an innings.
3. Interrupted games will follow a tournament specific customized power play table.
4. **Walkover/Forfeiture will incur GB imposed monetary penalty of \$150 per incident and also incur negative 1 point from the team's total points that is giving a walkover. (apart from the 2 points lost from the game forfeited)**
5. Best of the best awards will be decided based on stats up to the finals of the tournament.

PLAYER REGISTRATION

1. Please submit the initial player's roster by the league stated deadline and instructions.
2. For submitting "Initial Rosters", every team needs to use the "2020 Summer Mich-CA Team Roster Template" available in "Docs" section of the www.cricclubs.com/michcausa.
3. Once the Initial Rosters are submitted, if teams need to register anymore players, team captains will have access in cricclubs to register a player.
4. New players need to be registered prior to toss time for a particular game in which they are participating.
5. A player registered to one team is not allowed to play for another team.
6. The player registration list submitted by a team is only a provisional list. A player on that list becomes officially registered only when the player appears in the playing XI for a tournament game.

PLAYER TRANSFER

1. Transfers will be permitted within the first 4 (before 4th game) preliminary round games out of the total 8 games.
2. If a player seeks to transfer his registration from one team to another, he may email his request to the stats team, (michigancricket2001@gmail.com) and the transfer may be permitted provided:
 - 2.1. The team to which he transfer to has played the same number of games as the team he sought transfer from.
 - 2.2. The player should obtain a letter of relief (a certificate of no objection) from the secretary of the club of the team to which he is registered before the transfer is approved.
 - 2.3. In the event of a refusal by the team to grant the written release for any reason, the player concerned will make an appeal to the interim committee of Mich-CA for such a release
3. If a player seeks to transfer his registration within the teams affiliated to the same club, the club contact may email the stats team, (michigancricket2001@gmail.com) and the transfer may be permitted provided:
 - 3.1. The team to which he seeks transfer to has played the same number of games as the team he sought transfer from and within the first 4 (before 4th game) preliminary round games out of the total 8 games
4. The player/s who is thus permitted transfer will not be permitted to seek transfer again for the same tournament in the same season.
5. The Mich-CA GB may grant certain players exemption from eligibility/transfer rules under special circumstances, including but not limited to reasons such as serious injury or if player had to appear in Mich-CA games.

PLAYER ELIGIBILITY FOR PLAYOFFS

A player must have played in the playing twelve in at least **2 games** (1/3rd) in the 8 game first round for a team in the T20 tournament to qualify for nomination to the next round, quarter-final, semi-final or finals game for the team.

SCORING, TEAM DECLARATION, SUMMARY SHEETS & UMPIRE REPORTS

1. The league encourages the teams to start using CRICLUBS online scoring website or any new website published by the league and also use the standard scorebook scoring.
 - 1.1. Umpires are not expected to maintain scores. It is highly recommended to have a 12th man from each team to assist the scoring team and maintain the scores.
2. Even though teams do online scoring and submit/Upload the score card online, Team Declaration Sheets provided by league must be filled completely without fail.
3. Captains are responsible for the completion and accuracy of their teams batting, bowling and fielding statistics on the summary sheet.
4. Once signed, the scorecard cannot be modified.
 - 4.1. Any modifications after the scorecard has been signed should happen in presence of the umpire and initialed by the umpire.
 - 4.2. Any questions on statistics should be directed towards michigancricket2001@gmail.com ONLY. Communication from michigancricket2001@gmail.com is the ONLY official communication.
5. Umpire will be responsible for sending the completed declaration sheets to stats committee at michigancricket2001@gmail.com by 9:00pm game day
6. Captains will be responsible to provide feedback related to games and umpiring.
7. Weather Conditions
 - 7.1. Rainy Day
 - 7.1.1. Teams are encouraged to have their players at the ground as normal because there is Always a possibility of a shortened game.
 - 7.1.2. If the game is still washed out, the umpire is responsible to send the summary sheet as Well as the team declaration sheets to the stats committee (michigancricket2001@gmail.com) no later than 9 pm on the game day.

In extreme weather conditions (heavy rains or Temperatures below 45 °F) and the game is called off without needing to come to the ground, then it is the responsibility of both the captains to send in the team declaration sheet to the stats committee (michigancricket2001@gmail.com) with in 1 hour of call off.

1. Mich-CA T20 tournament will follow the below Power Play (PP) structure for an innings of 20 overs. The PP duration will be reduced according to the reduced innings PP table in case of a shortened game
2. If a team is fielding with less than 11 players, the number of fielders outside the 30 yards will still follow fielding restriction mentioned below

Normal Innings Power Play:

PowerPlay
1st to 6th over
2 fielders outside 30 yards

Reduced Innings Power Play Table:

Innings	Powerplay
20	6
19	6
18	5
17	5
16	4
15	4
14	4
13	4
12	3
11	3
10	3
9	2
8	2
7	2
6	1
5	1

Power Play/Field Restrictions

1. PP - only 2 fielders are allowed outside the 30-yard circle.
2. During the remaining non-power play overs, only 5 fielders are allowed outside the 30-yard circle
3. At any point in the game, there shall not be more than 5 fielders on the on-side (leg-side).
(Note: Bowler is not considered as a fielder)
4. No more than 2 fielders are allowed backward of square on the on-side (leg-side)
5. The umpire shall call a no-ball if any of the above are not met.

GAME DURATION & TIMINGS

1. All games will consist of one inning per side. Each innings will consist of 20 overs. A bowler will be allowed to bowl no more than 1/5th of the total allotted overs.
2. The captains and the umpires are instructed to follow these timings and ensure the game is completed within the stipulated times.

3. Timelines for 2 games in a day:

Game	Toss Time	1 st innings start	1 st innings completed	Innings Break	2nd innings start	2nd innings completed
Morning	10:15 AM	10:30 AM	12:00 PM	15 min	12:15 PM	1:45 PM
Afternoon	2:15 PM	2:30 PM	4:00 PM	15 min	4:15 PM	5:45 PM

4. These scheduled times may be altered only by the umpire in the case of delayed start or other interruptions (due to rain, injuries, etc). There is no grace time for T20 preliminary round games.
5. Mich-CA may publish different timings for playoffs.
6. Umpires should always keep 10 minutes buffer time while recalculating reduced overs during interrupted games.
7. Umpires, after restarting an interrupted game with reduced overs should ensure that the game is completed and a result is achieved.
8. For T20 tournament, each team will be required to bowl the allotted overs in no more than 90 minutes inclusive of one short drinks breaks, to be taken after the 12th over. To ensure that drinks breaks are completed on time, the players may be recommended to bring drinks onto the field.
9. The overrate for all Mich-CA tournament is 4.5 mins per over.
 - 9.1. If a team falls behind the overrate, then the slow overrate penalties defined in penalties section will apply.
10. In case of extremely hot weather (or for other reasons solely determined by the umpire) the umpire may relax the game timings and allow more frequent drinks breaks to ensure player safety. In all cases the umpire shall keep the captains continually informed of the game schedule.
11. Minimum overs per innings to constitute a game is 5 overs.

PENALTIES

Toss

1. The toss shall be conducted 15 minutes prior to the scheduled start time as determined by the umpire (including any delay of start).
2. At the time of the toss, if one of the teams is not 'ready to play', then the toss will be awarded to the team that is ready to play.
3. As soon as the toss is completed, the captain of the side winning the toss shall decide whether to bat or to field and shall notify the opposing captain and the umpires of this decision. Once notified, the decision cannot be changed

Delay of Game

1. After the toss is awarded, if the team is still not 'ready to play' within 20 minutes from the toss for delayed games
 - 1.1. The team not ready to play only shall lose an over for every 4.5-minute delay after the grace period of 5 minutes.
 - 1.2. If both teams are not 'ready to play' at the scheduled start time, the game will be reduced for both teams by 1 over for every 9-minute delay. The time available to the teams to complete their overs will be prorated according to that fraction of 40 overs that was lost. Umpire shall calculate this and inform the captains.
2. If one team is 'ready to play' and the second team is not 'ready to play' after 45 minutes from the scheduled time:
 - 2.1. The game will be awarded to team that is 'ready to play'. The official umpire will make the final decision regarding 'ready to play' and game awarding.
 - 2.2. If both teams are not 'ready to play' after 45 minutes the game will be counted as a loss for both teams, and no points will be awarded to either of the teams.
3. In case of the reduced over games (delayed start or rain affected D/L method) the umpire shall recalculate the total number of overs per team based the overrate of 4.5 minutes with a 10 minutes innings interval.
 - 3.1. If one of the captains does not agree with the umpire, the game will be awarded to the opponent team.
 - 3.2. If both teams disagree the umpire may call the game abandoned and both team will split points.
4. The umpire may take away the drinks break to facilitate completion of the game on time. In the case of a shortened game where each team innings lasted at least 5 overs, the game result will be determined by the DL method.
 - 4.1. Cutoff time for a minimum required 5 overs per innings game with no drinks break is 11 AM, 2:30 PM and 6 PM for the morning, Noon and Evening games respectively for 3 games a day.
 - 4.2. Cutoff time will be 12:30 PM and 4:30 PM respectively for morning and afternoon games for 2 games a day.
5. If either team innings is less than 5, the game will be abandoned and each team awarded 1 point.

Slow Overtime

1. The penalty for slow overtime is 5 runs per over.
2. Umpires should inform the start time to the fielding captain, the scorers and opponent captain.
3. Umpires should record any incidental delays caused by injuries for players, ball getting lost in the woods, change of ball and any other unforeseen delays and keep the fielding side captain informed if the team is falling behind.
4. Captains are encouraged to check with umpires and be aware of the overtime progress and make adjustments to conduct the game in a timely manner.
5. If the fielding side fails to start their last over of their allotted overs within the scheduled close of time (90 minutes) or any revised time for interrupted games.
 - 5.1. Umpire will inform the fielding side captain and the batsmen on the pitch about the penalty of 5 runs per number of overs that remains to be completed.
 - 5.2. The fielding side have to bowl the remaining number of overs and complete the full allotted quota of overs for the innings.
 - 5.3. Umpire will award the penalty runs for slow overtime at the end of the innings and revise the total number of runs to the batting side.
 - 5.4. The umpire shall shorten the break to a minimum of 5 minutes to make up for lost time
6. If a slow overtime violation occurs during the second innings,
 - 6.1. Umpire will inform the fielding captain and the batsmen on the pitch at the scheduled close of time about the number of overs that the team is behind the overtime and apply the penalty runs to the batting side.
 - 6.2. The fielding side may continue to bowl the allotted remaining number of overs
 - 6.3. if the target is still not achieved by the batting side after taking into consideration the penalty runs awarded by the umpire Or be declared winners at that point including the penalty runs.

Other Penalties

The monetary penalties below should be paid by the concerned player or team within 5 days and if not done so may incur further action by GB up to not allowing the player or team to play their next game.

Description	Penalty	Reporting Authority
Late registration of players after the previous day midnight deadline.	\$25 per instance per player	Umpire/captain/League
Driving cars to the field and violating the rules of the parks	Every instance \$100	Umpire/captains
Forfeiture/Walkover	Every instance \$200	
Use of alcoholic beverages during the games	Every instance \$100	Umpire/captains
There may be additional legal issues from the park/city authorities.		
Indecent exposure at the field (including urinating outside the provided bathroom facilities)	Every instance \$100	Umpire/captains
There may be additional legal issues from the park/city authorities.		
Uniforms – Any player not wearing team jersey or team’s similar color clothing.	Every instance \$20/player	Umpire
Trash cleanup – team failing to cleanup sitting area or properly disposing their trash from anywhere in the cricket field. Teams are required to carry trash bag to all fields.	Every instance \$50	Umpire/other teams
Missed umpiring fees – all teams are required to pay the umpire on the field before the umpire leaves the ground. For F40 each team pays \$50 to the umpire and for T20 each team pays \$25. If a game is rained out, teams pay the amount directly to MichCA prior to their next game. If a team does not pay the umpire on the field, a penalty will be added along with the umpiring fees.	Every instance \$10/team	Umpire
Illegal substance usage or intoxication	Season Ban	Umpire

READY TO PLAY

1. A team shall be considered 'ready to play' if they have seven (7) players present inside the field of play, properly dressed and are accountable for the Umpire.
2. T-20 League is played in color uniforms and white cricket ball.
3. Mich-CA understand that there will be new teams and new players every season and hence do not penalize any player for not wearing team uniforms but strongly recommend to get their own new uniforms in a few weeks of the tournament start date.
4. Mich-CA expects all players to be in their team uniforms for the playoff games.
5. In addition, to be considered 'ready to play'
 - 5.1. A team assigned as the home team is responsible to get the ground ready, including marking the creases (if the league failed to mark creases), setting up the stumps, marking the 30 yard cones and boundary cones.
 - 5.2. The home team is the team that is shown first on the schedule.
6. The teams are recommended to keep a boundary measuring tape in their possession and use the center of the pitch to mark the circular boundary to a minimum of 65 yards wherever possible.
7. Both team captains must submit a duly signed TEAM DECLARATION sheet to the umpire for any scheduled game before the toss is made. No alterations will be allowed once the toss is completed.

FITNESS OF PLAY

Suspension of play in dangerous or unreasonable conditions

The safety of all persons within the ground is of paramount importance to Mich-CA. In the event that any threatening circumstance, whether actual or perceived, comes to the attention of any umpire, then players and officials should be immediately asked to leave the field of play in a safe and orderly manner and to relocate to a secure and safe area.

1. The umpire shall be the final judges of the fitness of the ground, weather and light for play.
2. If at any time the umpire decided that the conditions of ground, weather and light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire
 - 2.1. Umpire shall immediately suspend play
 - 2.2. Or not allow play to commence or restart.
3. When there is any suspension of play, it is the responsibility of the umpires to monitor the conditions.
 - 3.1. They shall make inspections as often as appropriate. Immediately the umpires together agree that conditions are suitable for play they shall call upon the players to resume the game.
4. No team or player is permitted to modify the original state of the ground. The umpires should not permit use of any substance like rubber or wooden mulch on the field of play
 - 4.1. In the event of rain the players or team may volunteer to dry the pitch and surrounding areas using cotton rugs.
 - 4.2. Saw dust can be used for stabilizing the bowlers run-up area only

Dangerous or unreasonable conditions

1. Following are the criteria's that can warrant as dangerous or unreasonable conditions
 - 1.1. If the bowler is deprived of a reasonable foothold,
 - 1.2. Or fielders the power of free movement,
 - 1.3. or the batsman of the ability to play their strokes or to run between the wickets
2. The umpires shall disregard any shadow on the pitch from the stadium or from any permanent object on the ground.

Free Hits awarded to all types of no-balls

1. Free hits awarded to all types of no-balls.
 - 1.1. Free Hit will be awarded on the delivery immediately after, on which batsmen can't be ruled out in any dismissal mode other than run out handled the ball and obstructing the field
 - 1.2. Field changes are not permitted for free hit deliveries unless:
 - 1.2.1. There is a change of striker
 - 1.2.2. The No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.
 - 1.2.3. Wicket keeper can change his standing up position to more conventional position regardless of the batsmen changing ends or not.
 - 1.3. If the Free Hit delivery is a Wide or another No Ball (any kind) then the Free Hit carries over to the next delivery as well.

PROTEST & COMPLAINTS

All protests and complaints regarding game disputes must follow the procedure described below.

Team Protest Guidelines

1. Protests must be submitted by the team captain or club representative by email to the Mich-CA secretary by no later than Monday 9pm following the weekend of the game in question.
2. The secretary to review the protest and notify the opposing team of the protest and request any relevant information by the next day (Tuesday) 9pm.
3. The opposing team will then need to submit their explanation by Wednesday 9pm following the weekend of the game in question.
4. The secretary will then forward the entire protest/complaint of each team, and the umpires report to the rules/disciplinary committee by Wednesday at 10 pm following the weekend of the game in question.
5. The disciplinary committee head will then take consensus from his team on the final ruling by Friday at 9 pm following the weekend of the game in question and send it to the MICH-CA governing body. The secretary will then communicate the final ruling via email or phone to the teams, and umpires involved.
6. The Disciplinary Committee's decision will be final.

Other related incidents:

1. Reports related to player code of conduct or other on field incidents including players, captains or umpires shall be submitted to the secretary of Mich-CA in email within 48 hours of the incident.
2. Disciplinary Committee will review the case and announce the decision within 48 hours of receiving the report.
3. **Any player, captain or team representative can report an incident.**

PLAYERS CODE OF CONDUCT

Guideline to Yellow Card Offences

- Willfully mistreating any part of the cricket ground, equipment or implements used in the game
- Showing dissent at an Umpire's decision by word or action
- Using language that, in the circumstances, is obscene, offensive or insulting
- Making an obscene gesture towards any player, umpire, team official or spectator
- Appealing Excessively
- Advancing towards an umpire in an aggressive manner when appealing
- Throwing the ball at a player, umpire or another person in an inappropriate and dangerous manner.
- Public criticism of, or inappropriate comment on a game related incident or game official.
- Any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Yellow card offence.

Offence	Player Level	Team Level	Consequences
1 st Offence	Yellow Card	-	Warning to the player and entire team
2 nd Offence	Yellow Card	5 run penalty	5 run penalty against the team's score
3 rd Offence	Yellow Card = Red Card	5 run penalty	Player suspended from the game

Guideline to Red Card Offences

- Making inappropriate and deliberate physical contact with another player, umpire or any other person.
- Intimidation of an umpire whether by language or conduct.
- Threatening to assault a player, umpire or any other person.
- Physically assaulting a player, umpire or any other person.
- Committing any other act of violence.
- Using language or gestures that offends, insults, humiliates, intimidates, threatens, disparages or vilifies another person on the basis of that person's race, religion, gender, color, descent or national or ethnic origin

Offence	Player Level	Team Level	Consequences
1 st Offence	Red Card	5 run penalty	Player suspended from the game and warning to the entire team.

****These are guidelines where an umpire can pull out a yellow/red card. Umpires will have the authority to make the judgement to pull out cards as per their discretion.***

If a player receives 6 Yellow cards or 3 Red cards during the season, the player will serve a 1 game ban. Additional fines and suspensions maybe imposed on the player by the rules committee. If a player receives 5 Red cards, the player will be banned from participating any further in the season.

APPENDIX A – TEAMS, TOURNAMENT FORMAT and POOLS

PREMIER LEAGUE	
	TEAMS
1	Greater Detroit CC Panthers
2	Greater Detroit CC Greens
3	United Cricket Club
4	Macomb CC Titans
5	Bangladesh Tigers Cricket Club
6	FSUH Cricket Club
7	Troy CA Champions
8	Royal Knights CC Terminators
9	Michigan Vikings CC
10	Greater Troy Tigers CC
11	Brownstown Cricket Club
12	Metro Toledo Cricket Club
13	Rockers Cricket Club

- Round 1: Each team plays 8 games within the pool.
- Round 2: Rank 1 –Rank 8 plays one round within pool qualifies for the quarterfinal.
- A Reserve Day is assigned for Quarterfinals, Semifinals and Final. Reserve Days are scheduled the next day (for example: QF scheduled on Saturday is washed out, QF will be rescheduled next day Sunday. Timings and Venue may change on a reserve day).
- If game scheduled on reserve day is washed out, higher rank team will move forward to the next round.
- If a final is washed out on a reserve day, title will be shared between two teams.

QUARTERS	
QF 1	P1 P8
QF 2	P2 P7
QF 3	P3 P6
QF 4	P4 P5

SEMI FINALS	
SF 1	QF 1 QF 4
SF 2	QF 2 QF 3
FINAL	
FINALS	SF 1 SF 2

APPENDIX B – Super Over

The following procedure will apply should the provision for a Super Over be adopted in any game.

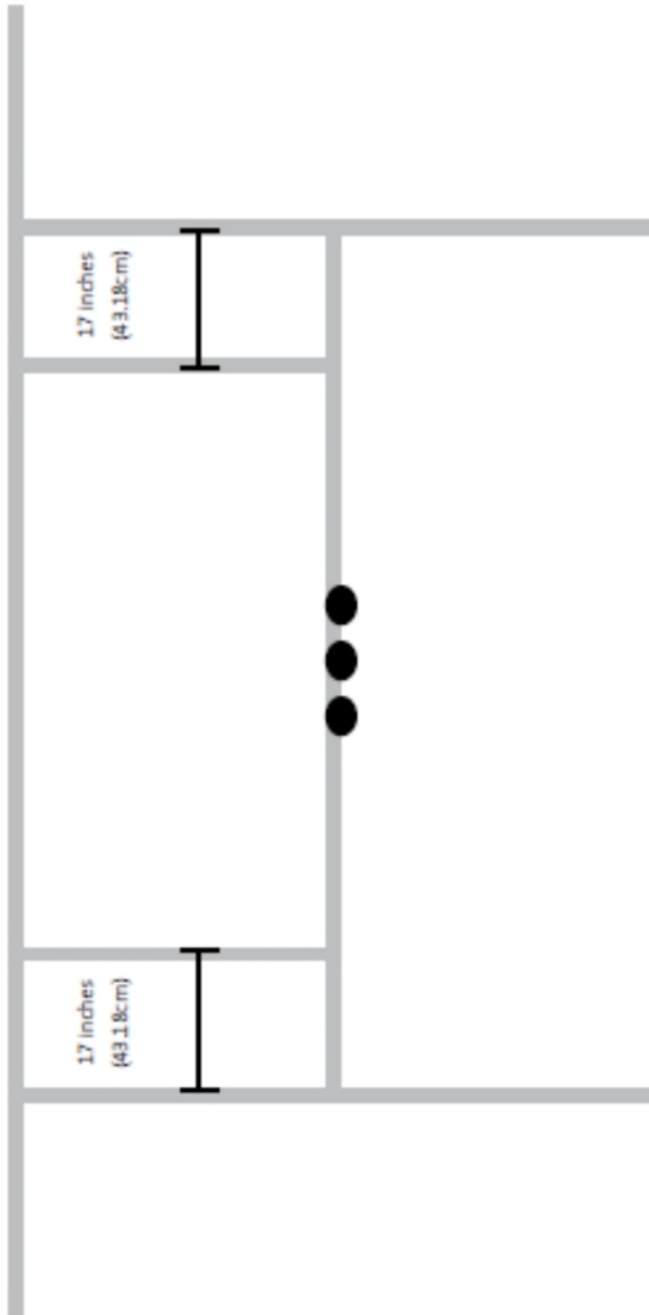
1. Subject to weather conditions, the Super Over will take place on the scheduled day of the game at a time to be determined by the Umpire. In normal circumstances it shall commence within 15 minutes after the conclusion of the game.
2. The Super Over will take place on the pitch allocated for the game (the designated pitch)
3. The two captains/nominees shall nominate the three batsmen and the one bowler participating in the Super Over prior to the start of the Super Over. Only players from the main game may participate in the Super Over.
4. The umpires shall stand at the same end as that in which they finished the game.
5. In both innings of the Super Over, the fielding side shall choose from which end to bowl.
6. Each team's over is played with the same fielding restrictions as apply for the last over in a normal T20 game.
7. The team batting second in the game will bat first in the Super Over.
8. The fielding captain or his nominee shall select the ball with which he wishes to bowl his over in the Super Over from the box of spare balls provided by the umpires. Such box to include the balls used in the main game, but no new balls. The team fielding first in the Super Over shall have first choice of ball. The team fielding second may choose to use the same ball as chosen by the team bowling first.
9. The loss of two wickets in the over ends the team's one over innings.
10. In the event of the teams having the same score after the Super Over has been completed, the winner is determined by the following order:
 - 10.1 The team whose batsmen hit the most number of boundaries (4s and 6s put together) combined from its two innings in both the main game and the Super Over shall be the winner.
 - 10.2 The team whose batsmen scored more boundaries (4s and 6s put together) during its innings in the main game (ignoring the Super Over) shall be the winner.
 - 10.3 If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any unbowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from wides, no ball or penalty runs.

Example:

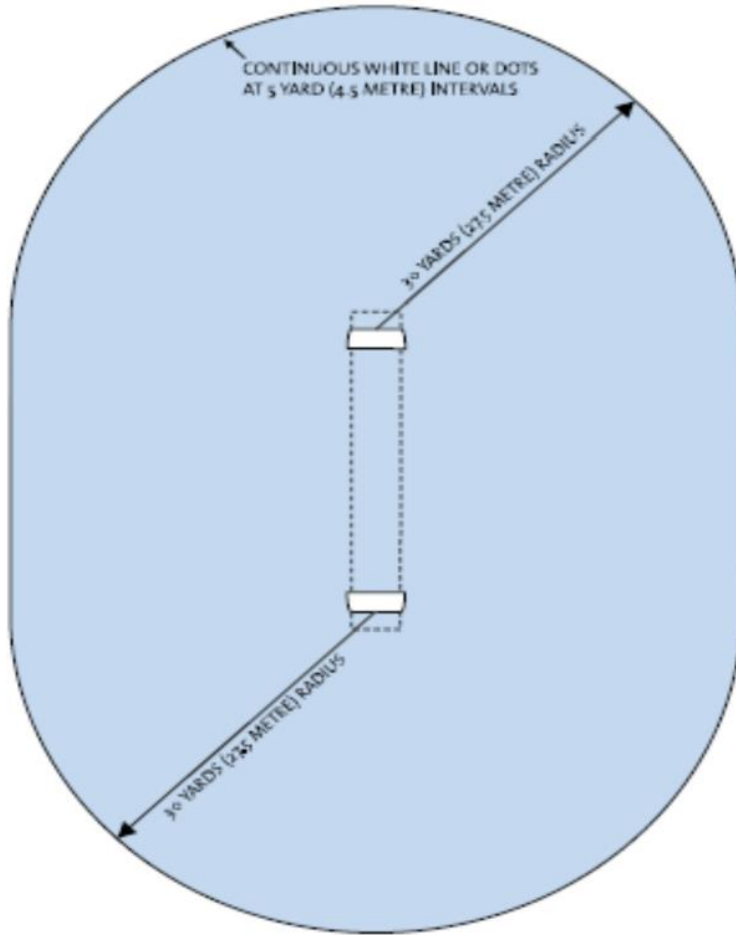
Runs Scored from	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However team 1 scored 2 runs from its 4th ball while team 2 scored a single so team 1 is the winner.

APPENDIX C – CREASE MARKINGS



APPENDIX D – RESTRICTION OF PLACEMENT OF FIELDSMAN



APPENDIX E – D/L Method

In the version of D/L most commonly in use in international and [first class](#) games (the 'Professional Edition'), the target for the team batting second ('Team 2') is adjusted up or down from the total the team batting first ('Team 1') scored, in proportion to the two teams' resources (combination of overs and wickets available), i.e.

$$\text{Team 2's par score} = \text{Team 1's score} \times \frac{\text{Team 2's resources}}{\text{Team 1's resources}}.$$

If, as usually occurs, this 'par score' is a non-[integer](#) number of runs, then Team 2's target to win is this number rounded up to the next integer, and the score to [tie](#) (also called the par score), is this number rounded down to the preceding integer. For example, if a rain delay means that Team 2 only has 90% of the resources that were available to Team 1, and Team 1 scored 254, then $254 \times 90\% = 228.6$, so Team 2's target is 229, and the score to tie is 228. The actual resource values used in the Professional Edition are not publicly available,^[11] so a computer must be used which has the software loaded.

If it's a 40-over game and Team 1 completed its innings uninterrupted, then they had 100% resource available to them, so the formula simplifies to:

$$\text{Team 2's par score} = \text{Team 1's score} \times \text{Team 2's resources}.$$

Summary of impact on Team 2's target[\[edit\]](#)

1. If there is a delay before the first innings starts, so that the numbers of overs in the two innings are reduced (but still the same as each other), then D/L will make no change to the target score. This is because both sides will be in the same position of having the same number of overs and 10 wickets available, and they will know this throughout their innings, thus having the same amount of resource available.
2. Team 2's target score is first calculated once Team 1's innings has finished.
3. If there were interruption(s) during Team 1's innings, or Team 1's innings was cut short, so the numbers of overs in the two innings are reduced (but still the same as each other), then (in the Professional Edition) D/L will adjust Team 2's target score as described above.
4. The adjustment to Team 2's target after interruptions in Team 1's innings is often an increase, implying that Team 2 has more resource available than Team 1 had.

Although both teams have 10 wickets and the same (reduced) number of overs available, an increase is fair as, for some of their innings, Team 1 thought they would have more overs available than they actually ended up having.

1. If Team 1 had known that their innings was going to be shorter, they would have batted less conservatively, and scored more runs at the expense of more wickets. They saved some wicket

resource to use up in the overs that ended up being cancelled, which Team 2 doesn't need to do, therefore Team 2 has more resource to use in the same number of overs. Therefore, increasing Team 2's target score compensates Team 1 for the denial of some of the overs they thought they would get to bat.

2. If there are interruption(s) to Team 2's innings, either before it starts, during, or it's cut short, then D/L will reduce Team 2's target score from the initial target set at the end of Team 1's innings, in proportion to the reduction in Team 2's resources. If there are multiple interruptions in the second innings, the target will be adjusted downwards each time.
3. If there are interruptions which both increase and decrease the target score, then the net effect on the target could be either an increase or decrease, depending on which interruptions were bigger.

