

**MINNESOTA**  
**CRICKET**  
ASSOCIATION



## **40 Overs Rule Book**

**Revised 2009**

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## **MCA 40 OVERS LEAGUE 2007 PLAYING CONDITIONS Divisions I & II**

Except as varied hereunder the Laws of Cricket (2000 Code 2nd Edition - 2003) and ICC ODI Playing Conditions shall apply.

**Note:** All references to "Governing Body" within the Laws of Cricket refers to the Minnesota Cricket Association or "MCA".

### **LAW 1 - THE PLAYERS**

#### **1.1 Law 1.2** Nomination of players

**Law 1.2** shall be replaced by the following:

Each club must register a team with board approval and by following the MCA constitution and by laws before the season schedule is approved by the board.

Additional players may be added to the team's list by forwarding these names to the Secretary and /or Web Master /VP of MCA. Such players must be registered one week prior to participation in an MCA match.

No player shall play for more than one team in the MCA tournaments during the same season. However, an application to register players from a defunct team can be made to and approved by the MCA Executive Board.

A player, who has not played in a previously scheduled match, shall not be eligible to play in a match which can decide the champion of the tournaments.

Players who have not played in the regular season matches are ineligible to play in the Play offs.

Each team manager or captain shall provide a list of the names of the 11 players and the nominated 12th man in writing on the team-sheet provided by the MCA for this purpose to the scheduled Umpire one-half hour prior to the start of play. **The Captain's name must be preceded by a \* and a wicket Keeper's name must be preceded by a +.**

Players shall wear long white/cream pants, white/cream shirt and white shoes, boots or sneakers. **Absolutely no spiked footwear** shall be permitted on the mat, and it is forbidden for wicketkeepers, batsmen and bowlers to wear such.

A team shall be entitled to change its players at any time prior to the call of time provided it is done so in writing to the umpire.

Immediately prior to the toss and, at 15 minutes prior to the scheduled start, the umpire shall check with both team captains that the players nominated on the team sheets are correct and present at the ground.

The toss shall not be done unless there are a minimum of 8 players present at the ground. Any registered team player shall count as a player whether included in the 12 nominated players or not.

No player may be changed after the call of time.

#### **1.3 Vice Captain**

The following shall apply in addition to Law 1.3 (a): The deputy must be one of the nominated players.

#### **1.4 Player Transfer**

A player that is registered with a registered team or club may request a transfer using the MCA Transfer Form available on the MCA website. The following rules will apply.

Transfer request form must be sent to the departing team and MCA. MCA must respond to receipt of request within 5 days.

No player can request a transfer after having played 2 scheduled regular season matches. The meaning of played in the contest of this rule means – the transferring player was in the roster of 11 players for up to 2 scheduled regular season matches.

No player may request a transfer after 4th scheduled 40 Over tournament weekend.

Departing team must respond to MCA on issues within 3 day of receipt of request. MCA may intervene in decision making on a case by case basis to ensure fairness of decisions.

Transferring player must wait out 1 scheduled match after the transfer request is approved by MCA.

The transferring player must resolve all financial/other matters with the departed team and/or MCA.

## LAW 2 - SUBSTITUTES AND RUNNERS

**2.1 Substitutes and Runners** – shall be replaced, as applicable, by the following:

Any registered player of a club may act as substitute for another player of that club, without permission of the opposing team. Substitute shall be allowed for any reason at the end of the over, or as permitted by 2003 Code.

No player, except the fielding eleven, is allowed onto the field of play (no more than 20 yards) unless with umpire permission. Such intrusion shall result in fines as shown in Fines Appendix. Continued incursion may result in a warning and final ejection.

If the player is absent from the field for longer than **8 minutes**:

**2.1.1** the player shall not be permitted to bowl in that innings after his return until he has been on the field for at least that length of playing time for which he was absent.

**2.1.2** the player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his side's innings has been in progress for at least that length of playing time for which he has been absent or, if earlier, when his side has lost **five wickets**.

The restriction in Clauses 2.1.1 and 2.1.2 above shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and consequently been forced to leave the field. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness).

In the event of a fieldsman already being off the field at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, he shall be allowed to count any such stoppage time as playing time, provided that he personally informs the umpires when he is fit enough to take the field had play been in progress.

### **Law 2.2 Fielder absent or leaving the field**

Law 2.5 shall be replaced by the following:

If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play, the umpire shall be informed of the reason for his absence, and he shall not thereafter come on to the field during a session of play without the consent of the umpire. (See Law 2.6 as modified). The umpire shall give such consent as soon as practicable.

## LAW 3 - THE UMPIRES

### 3.1 Law 3.1 Appointment and attendance

The following shall apply in place of Law 3.1:

3.1.1 MCA shall appoint a Head Umpire and Umpire Committee, whose responsibility is to train, certify, maintain the umpire panel (with available alternate pool) and appoint the umpires for all on-field duties. See 2007 List.

Teams are responsible to provide umpires as assigned by the MCA.

Each club shall have a minimum of two certified umpires

Only certified umpires are allowed to officiate at MCA sanctioned matches.

(April 11, 2009 - amend):

- a. Teams can arrange their own umpires for their scheduled dates
- b. If teams are unable to arrange for umpires by the Wednesday before the match, they can have the head umpire make the arrangement
  - i. The cost for the head umpire to arrange the change is \$25.00
  - ii. The alternate umpire will be awarded an extra \$25 to be paid by the MCA
  - iii. Head umpire will send invoice to Treasurer with payment info
- c. In event that the offending team does not arrange, does not notify the head umpire, the team will be fined \$100.00
  - i. If team is arranging an alternate umpire and the alternate umpire failed to show up, original team will be responsible to pay the fine of \$100.00
- d. If team is arranging an alternate umpire, they need to notify the head umpire as soon as the switching is made.

(April 11, 2009 – amend end)

3.1.2 Neither team will have a right of objection to an umpire's appointment.

3.1.3 The umpires shall be present at the ground at least 30 minutes before the scheduled start of play.

3.2 Third Umpires / TV Replays - does not apply.

3.3 Change of Umpire

The following shall apply in place of and in addition to, Law 3.2:

3.3.1 An umpire shall not be changed during the match, other than in exceptional circumstances, unless he is injured or ill or for totally acceptable reasons.

(April 11, 2009 amend):

3.3.2 In the dreaded event that only one umpire is available, resulting in batting side player acting as square leg umpire need to be approved by the umpire in the game and captains of the both team. Certified umpire is preferred but not necessary.

(April 11, 2009 amend end)

Umpires are to dressed in dark pants and white shirt with collar and/or white coat.

3.4 Law 3.4 To inform captains and scorers & MCA

In addition to Law 3.4 (i)

The umpire shall go to the wickets 5 minutes before the start of a session.

Umpires are to ensure the scorebooks agree and make corrections appropriate times.

Umpires are to inform both captains of the Number of Overs Allowed and the Consolidated Scores prior to the start of the session or inning.

Umpires are to complete the appropriate section of the Match Report and sign the score books, at the end of the match.

Umpires shall notify the MCA, in writing, within 72 hours of any reportable offences, such as violence, misconduct by players, team or spectators.

3.5 Law 3.5 The wickets, creases and Boundaries

Before the toss and during the match, the umpires shall satisfy themselves that the mat is well pitched, creases are correctly marked and boundary flags or markings are well established.

3.6 Law 3.8 Fitness of Ground, Weather and Light

Law 3.9 Suspension of play for adverse conditions of ground, weather or light

Laws 3.8 and 3.9 shall apply subject to the following:

**A 40 over match is OFFICIAL when a minimum of 18 overs are bowled in each innings.**

In the event of inclement weather:

Fitness for play

a. All decisions concerning the fitness of the pitch, ground, weather and light for play shall be in the hands of the umpires.

b. In the event of inclement weather / conditions:

c. If play has not started, both captains must agree that play is impossible before umpires can abandon match. The umpires shall consult on whether play is possible.

d. After it becomes evident that time will not permit the legal number of overs to be completed, the umpires may abandon the match.

e. Once play has started and there is a possibility that the match might be completed, the umpires shall remain at the field for the scheduled time.

f. **A weather impacted 40 over match may start at any time such that 18 overs can be bowled at the rate of 5 minutes per over time calculation. This decision must be made by the umpires.**

3.6.1 If conditions during a rain stoppage improve and the rain is reduced to

drizzle, the umpires must consider if they would have suspended play in the first place under similar conditions. If both on-field umpires agree that the current drizzle would not have caused a stoppage, then play shall resume immediately.

In these circumstances the provisions of Laws 3.9 (b) (i) and 3.9 (c) (i) shall not apply.

3.6.2 The umpires shall disregard any shadow on the pitch from the trees or from any permanent object on the ground.

3.6.3 If a shadow from the fielder falls across the strikers half of the pitch, the fielder must remain stationary from the time the bowler commences his run up until the striker has received the ball. In the event of a fielder moving before the striker receives the ball, the umpire shall call and signal 'dead ball' if he considers the striker has been disadvantaged by the action.

### 3.7 Law 3.10 Exceptional Circumstances.

The following shall apply in addition to Law 3.10:

#### 3.7.1 Non Participation due to Safety and Security Concerns

3.7.1.1 In the event that a team refuses to play in a scheduled match by reason of safety or security concerns then, where notice of such refusal takes place the toss, but before commencement of play, on the day of the scheduled match, the MCA Umpires appointed to such match, shall take into account whether or not the defaulting team or teams conduct is based on legitimate and immediate safety or security concerns.

If the umpires, after consultation with the relevant MCA authority, or the police considers in his sole discretion that the concerns are justified, then the match shall be considered to be abandoned and the MCA shall decide on whether the match can be replayed within the existing tournament schedule. Unless the MCA determine that the match can be rescheduled the match shall be declared a no result.

If the umpires shall determine that the concerns are unjustified, the provisions of Law 21.3 (a) (ii) shall be applied and the umpires shall award the match to the other side. For the avoidance of doubt, where the umpires shall determine that the concerns are unjustified and where both teams refuse to play, the result shall in such circumstances be declared a loss for both teams.

If a Competitor does not agree with the match result and the allocation of points then they may invoke the dispute process in Clause 3.6.1.2. Any such dispute will be confined to determining the match result and allocation of points only.

Any disputes relating to a decision of the umpires made in accordance with paragraph 3.6.1.1 shall be resolved in accordance with the MCA Grievance Committee Terms of Reference, as amended from time to time.

Where a match has already commenced play may be suspended due to safety and security concerns by the Umpires on the advice of the police and the MCA.

3.7.2 Where play is suspended under Clause 3.6.2 above the decision to abandon or resume play shall be the responsibility of the MCA appointed umpire who shall act only after consultation with the head of ground security or the police and the MCA. Where the referee's decision is to resume play any subsequent refusal to play shall be dealt with in accordance with Law 21.3.

3.7.3 For the avoidance of doubt, where a match has already commenced and is delayed or interrupted due to safety and security concerns the provisions of Clauses 12.4.2 , 21.2, 21.3 and 21.9.4 of these playing conditions shall apply and there shall be no right of appeal against the referee's decisions.

3.7.4 Light Meters shall be replaced with:

(a) Once the umpires have judged the light to be unfit for play, the umpires shall offer the light to the batting side and immediately.

3.8 Day and Day Night matches - does not apply

3.9 Third Umpires/No Ball – the Feet - does not apply

## LAW 4 - THE SCORERS

4.1 Correctness of scores - Attention is drawn to Clause 21.

In addition, the following shall apply:

The Head Umpire may conduct a training session for scoring. Each club shall present at least one member to the MCA scorers' training sessions.

- 4.1.1 Scorers must follow MCA accepted scoring protocol.
- 4.1.2 Scorers from both teams must sit together.
- 4.1.3 The batting side must update the scoreboard at the end of each over.
- 4.1.4 Total score after each over must be recorded. If scorers have an unresolved discrepancy, the umpire must be notified immediately. The matter shall be resolved at once and loss time shall be added to the batting side as warranted.
- 4.1.5 Score sheets must be tallied and in agreed-upon before signed by the umpires.

Note: it is no longer necessary for umpires to sign the books at the 20th over since scores will be recorded after each over and win is determined by runs divided by total overs.

#### 4.2 Score Sheets and Reporting

- 4.2.1 Copies of Score sheets and Completed match reports (re-formatted for 2002 season) must be mailed to the Head Umpire by the Thursday following the match.
- 4.2.2 Refer to Score Sheets and Match Report Fines for fines.

#### 4.3 Match Report

- 4.3.1 To assist in the quick updates on the website, teams must complete the Match report (re-formatted for 2007 season), and submit with the copy of the score sheet to the Head Umpire by the Thursday following the match.

Penalties will apply, if a team fails to comply with the stipulated format/delivery time. Refer to Score Sheets and Match Report Fines for fines.

#### 4.4 Score Reporting

All teams must obtain training on updating the website. Teams must contact the Vice President for this information.

Teams must update Website within two days of the completion of the match.

Score Sheet and Match Report fines – Refer to Appendix on Fines

The following table describes the possible infringements and the resulting fines relating to Score reporting and Match reports. All fines must be paid in full, within a week's time. The Secretary will notify clubs of the appropriate fines. All payments must be sent to the Treasurer, MCA.

## LAW 5 - THE BALL

Law 5 shall apply subject to the following:

#### 5.1 Law 5.2 Approval and control of balls

Law 5.2 shall be replaced by the following: All matches are to be played by MCA Approved balls.

Spare used balls for changing during a match, which shall also be of the same brand, will be supplied by hosting team. The fielding captain or his nominee may select the ball with which he wishes to bowl from the supply on hand.

The umpires shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place. During play umpires shall periodically and irregularly inspect the condition of the ball and shall retain possession of it at the fall of a wicket, a drinks interval, or any other disruption in play.

Each fielding team shall have one new ball for its innings.

#### 5.2 Law 5.4 New ball in match of more than one day's duration

Law 5.4 shall not apply.

#### 5.3 Law 5.5 Ball lost or becoming unfit for play

Law 5.5 shall be replaced by the following:

In the event of a ball during play being lost or in the opinion of the umpires, being unfit for play through normal use, the umpires shall allow it to be replaced by one that in their opinion has had a similar amount of wear.

In the event of the ball becoming wet and soggy as a result of play continuing in inclement weather or it being affected by dew, and in the opinion of the umpires being unfit for play, the ball may be replaced for a ball that has similar amount of wear, even though it has not gone out of shape.

If the ball is to be replaced, the umpire shall inform the batsman. Either batsman or bowler may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise will be final.

Both the teams involved in a match must provide MCA approved sample used balls to the umpires as needed. Umpires will decide the replacement ball if and when needed.

5.4 Law 5.6 Specifications - Law 5.6 shall not apply.

## LAW 6 - THE BAT

6.1 Law 6.1 Width and length shall apply

The following shall apply in addition to Law 6.1: The blade of the bat shall have a conventional "flat" face.

## LAW 7 - THE PITCH

Law 7 shall apply subject to the following:

7.1 Law 7.3 Selection and preparation

Grounds

MCA shall designate the host team and all grounds upon which matches will be played.

- The host team shall prepare the grounds to the satisfaction of the umpires. This includes: watering and rolling the pitch, laying the mat, installing the wickets and bails, setting the boundary markers, providing the score board, marking all creases and removing all obstacles from the field area.
- The host team shall cover the pitch immediately in the event the play is interrupted by rain.
- The host team is responsible for MCA equipment and to return all equipment to storage. Host team is responsible to provide stumps and bails.

(April 11, 2009 amend);

All Umpires will insist that play is stopped and mats covered anytime there is a drizzle. This is umpires duty and not an option for the teams.

(April 11, 2009 amend end);

The following will apply in addition to Law 7.3:

7.1.1 The Host team is responsible for preparing the ground at least 15 minutes prior to the scheduled start or shall lose the toss. This includes watering and rolling the pitch, laying the mat, installing the wickets and bails, completing all crease markings, 30 yard circle markers, setting boundary flags providing the score board, and removing all obstacles from the field area.. Failure to complete the above to the satisfaction of the umpire at the call of time shall result in loss of the match.

7.1.2 Absolutely no spiked footwear shall be permitted on the mat, and is forbidden for wicketkeepers, batsmen and bowlers to wear such.

7.1.3 In the event of any dispute, the MCA appointed umpire will rule and his ruling will be final.

7.2 Law 7.4 Changing the pitch

Law 7.4 shall be replaced by the following:

7.2.1 In the event of a pitch being considered too dangerous or unsuitable for play to continue in the estimation of the on-field umpires, they shall stop play and immediately advise the MCA. 7.2.2 The on-field umpires shall consult with both captains.

7.2.3 If the captains agree to continue, play shall resume.

7.2.4 If the decision is not to resume play, the on-field umpires shall consider one of the options in the following sequence:

- (a) whether the existing pitch can be repaired.
- (b) whether the alternative pitch can be used;
- (c) whether the match has to be abandoned.

7.2.5 When such a decision is made, the hosting team shall make a public announcement as soon as possible following that decision.

7.2.6 In the event of a decision being taken in favour of Clauses 7.2.4 (a) or 7.2.4 (b) above, the supervision of the remedial or new preparatory work shall be the responsibility of the on-field umpires and the representatives of the hosting team.

7.2.7 The rescheduled starting time and the rescheduled cessation time, together with any make-up procedures herein provided, shall be the responsibility of the on-field umpires.

7.2.8 In the event that the existing pitch can be made playable after suitable remedial work in Clause 7.2.4 (a) above, or if a new pitch is prepared as in clause 7.2.4 (b) above, the match shall continue from the point stopped.

7.2.9 If the decision is to abandon the match as in Clause 7.2.4 (c) above, the shall be declared a no decision.

7.3 Non-turf pitches - Law 7.3 shall not apply.

(April 11, 2009 amend):

7.4 Mark on Pitch for off side Wides: This will be 17 inches from the return crease. It will be marked by hosting teams but replenished by umpires during the game. (April 11, 2009 amend end)

## **LAW 8 - THE WICKETS - Shall apply**

## **LAW 9 - THE BOWLING, POPPING AND RETURN CREASES**

Law 9 shall apply subject to the following:

9.1 Law 9.3 The Popping Crease

Law 9.3 shall apply, except that the reference to "a minimum of 6 ft" shall be replaced by "a minimum of 15 yards (13.71 metres)".

9.2 Additional Crease Markings

The following shall apply in addition to Law 9:

As a guideline to the umpires for the calling of wides on the offside the crease markings detailed in Appendix D may be marked in white at each end of the pitch.

9.3 Thirty Yard Circle

Two semi circles shall be drawn on the field of play. The semi circles have as their center the middle stump at either end of the pitch. The radius of each of the semi circles is 30 yards and connected by a straight line drawn on the field on either side of the pitch. The filed restricted area should be marked by continuous painted white lines or dots / collapsible flags, at five yard intervals. It is the host team to ensure that the semi circles are clearly marked.

## **LAW 10 - PREPARATION AND MAINTENANCE OF THE PLAYING AREA**

10.1 Rolling

The following shall apply in addition to Law 10.1:

10.1.1 Prior to tossing for choice of innings the artificial drying of the pitch and outfield shall be at the discretion of the host team. Thereafter and throughout the match the drying of the outfield may be undertaken at any time by the host team, but the drying of the affected area of the pitch shall be carried out only on the instructions and under the supervision of the umpires. The umpires shall be empowered to have the pitch dried without reference to the captains at any time they are of the opinion that it is unfit for play.

10.1.2 The umpires may instruct the host team to use any available equipment, including any roller for the purpose of drying the pitch and making it fit for play.

10.1.3 An absorbent roller may be used to remove water from the covers including the cover on the match pitch.

10.2 Law 10.6 Maintenance of footholes

The following shall apply in addition to Law 10.6:

The umpires shall see that wherever possible and whenever it is considered necessary, action is taken during all intervals in play to do whatever is practicable to improve the bowler's foot holes.

## **LAW 11 - COVERING THE PITCH**

11.1 Law 11.1 Before the match

The following shall apply in addition to Law 11.1:

The pitch shall be entirely protected against rain up to commencement of play. It is the responsibility of the host team to have the plastic covers available and to cover the mat and run-up area as directed by the umpires. The plastic covers are to be secured so as not to be tossed by the wind.

11.2 Law 11.2 During the match

Law 11.2 shall be replaced by the following:

The pitch shall be entirely protected against rain up to the commencement of play and for MCA 40 OVERS LEAGUE 2007 PLAYING CONDITIONS Divisions I & II the duration of the period of the match.

The covers must totally protect the pitch and also the pitch surroundings, a minimum 5 metres either side of the pitch and any worn or soft areas in the outfield, if such covers are available.

11.3 Law 11.3 Covering bowlers' run ups

Law 11.3 shall be replaced by the following:

The bowler's run-ups shall be covered to a distance of at least 10 x 10 metres, covers are available

11.4 Law 11.4 Removal of covers

Law 11.4 shall be replaced by the following: Attention is drawn to Clause 3.5.

## LAW 12 - INNINGS

Law 12 shall apply subject to the following (See also clauses 15 and 16 below):

12.1 Law 12.1 Number of innings

Law 12.1 shall be replaced by the following:

All matches will consist of one innings per side, each innings being limited to a maximum of 40 overs.

Matches shall be of normally scheduled duration starting at 12 noon to 7:05 pm, and ending approximately 7:25pm - Refer to Law 15.1g.

12.2 Law 12.2 Alternate innings - Law 12.2 shall not apply.

12.3 Law 12.3 Completed innings Laws 12.3 (c), (d) and (e) (ii) shall not apply.

12.4 Length of innings

### PLAYING CONDITIONS

The MCA tournaments follow the laws as stipulated by ICC 2000 code. Refer to Section 11, Laws of Cricket, 2000 Code below. The following details few rules as stipulated by MCA.

#### A. Duration

o The matches will consist of one inning per team and each inning will be limited to FORTY (40) overs.

o The matches are scheduled for 6 hours and 40 minutes of playing time. The team batting first shall be allowed a maximum of three hours & twenty minutes, or half the scheduled time.

o In the event of delays, 5 minutes per over of delay shall be deducted from the total overs (80), Also, loss of time shall be deducted from the total time, and half the time from the team batting first.

i. Example: Half hour delay implies  $(80-6) = 74$  total overs or each team allowed 37 overs; the team batting first is allowed a maximum of 3 hrs and 5 minutes. Also, refer to Sub-Section I below for maximum overs allowed for each bowler.

o The team batting second shall be allotted the same number of overs as the first team or until the match has been decided. However, if the first team is bowled out in less than the allotted number of overs, the team batting second is entitled to the maximum allowed overs, with no time constraints.

Note: A team that has bowled the maximum number of overs to the first team is allowed the maximum overs without time constraints.

A. Minimum of eighteen (18) overs must be played by each side, unless the team is all out, to constitute a legal match.

#### B. Hours of Play

• Normal playing hours of play will be as scheduled by the MCA. **The first ball for all 40 over matches must be bowled at Noon** unless the MCA executives and/or umpires change this for strictly a playoff match.

• The match shall continue to conclusion as stipulated by Section 7: Playing Conditions, Sub-Section A: Duration and item: above.

• Matches shall start on time, promptly at the time specified by MCA tournament committee. No grace period is allowed. A team that is late forfeits the match. Teams and umpires shall be on the field at 5 minutes before the scheduled start, so that the first ball may be bowled on time.

#### C. The Toss

• The toss shall be done at least 15 minutes before scheduled match time and team winning the toss shall have 5 minutes to decide whether to bat or field.

• A team that is not available to spin the toss fifteen minutes before the scheduled time, shall automatically lose the toss.

**Note:** This rule is interpreted as follows: each team has (8) eight players physically present and the host team has prepared the wicket to the satisfaction of the umpires.

- If the host team has not prepared the wicket to the umpire's satisfaction by the time of toss (i.e. 15 minutes prior to the start of the game), then the umpires shall award the toss to the visiting team.

**Note:** This rule is interpreted as follows: host team must prepare the wicket to the satisfaction of the umpires by the time of toss (15 minutes prior to the scheduled start of a match). Otherwise, the host team will be penalized with an automatic forfeiture of toss. i.e. the visiting team automatically is considered as winners of the toss.

#### D. Intervals

- The fielding team is permitted one 10 minute break at the conclusion of 20<sup>th</sup> over.
- Water may be brought onto the field at any time providing this is done between overs or at a stoppage (fall of wicket etc.) and does not interrupt the match. Umpire permission is required.
- There shall be an interval of not more than fifteen (15) minutes between innings. Captains may mutually agree to shorten that time by notifying the umpires.
- A batsman shall be judged out, upon appeal, if he takes more than two (2) minutes to reach the batting crease.

#### 12.4.1 Uninterrupted Matches

- a) Each team shall bat for 40 overs unless all out earlier.
- b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall stop at the scheduled cessation. The team batting second is allowed the same number of overs, and overs with restriction as team who batted first.
- c) If the team batting first is dismissed in less than 40 or the allowed overs, the team batting second shall be entitled to bat for 40 overs or previously scheduled complement.
- d) The match will end when the team fielding second has completed the allowed number of overs. The hours of play shall be extended until the required number of overs has been bowled or a result achieved.
- e) Umpires shall report to MCA via the Match Report incidents of slow over-rates, if overs are not completed in the allotted time.

#### 12.4.2 Delayed or Interrupted Matches

Any revision of the number of overs that may be necessary due to a delayed start or one or more interruptions in play as a result of adverse ground, weather or light conditions or any other reason, shall only be made prior to the start of the innings of the team batting second. No further adjustment is to be made except as allowed by Law 15.1g.

- a) Delay or interruptions to the innings of the team batting first (see Appendix B).
  - i) When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 5 minutes per over which is exclusive of the provision of drinks intervals, in the total remaining time available for play.
  - ii) The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 18 overs have to be bowled to the side batting second, subject to the innings not being completed earlier.
  - iii) A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 5 minutes per over. When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and intervals, excluding those for drinks, will be taken into consideration. This calculation must not cause the match to finish earlier than the original time for cessation of play.
- iv) If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until a minimum of 18 overs has been bowled or the innings is completed.
- v) Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored.
- vi) Team batting second is allowed the same number of overs and overs with restrictions as the team who batted first.
- vii) The match shall continue until a result is achieved or the number of allowed overs are bowled.
- b) Delay or interruptions to the innings of the team batting second (see Appendix C)
  - i) No adjustment in the number of overs or the overs with restrictions shall be made in the innings of the team batting second, unless as specified by Law 15.1g. Play will end at an outright win, or the number of allotted overs are bowled.
  - ii) When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, the winner shall be declared based on the highest run rate of all overs received. If the team batting second has received less than 18 overs a No Decision shall be the result.
  - iii) To constitute a match, a minimum of 18 overs have to be bowled to the team batting second subject to the innings not being completed earlier.

- iv) The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
- vi) If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved.

#### 12.5 Number of Overs per Bowler

No bowler shall bowl more than 8 overs in an innings.

In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.

Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

The scoreboard shall show the total number of overs, totals runs and wickets

## **LAW 13 - THE FOLLOW – ON - Law 13 shall not apply.**

## **LAW 14 - DECLARATION AND FORFEITURE Law 14 shall not apply.**

## **LAW 15 - INTERVALS**

Law 15 shall apply subject to the following:

### 15.1 Hours of Play

a) The scheduled hours of play will be 12 noon to 7:15 pm also see 15.1c,g below. If injury time of 10 minutes per innings is required, the time may be adjusted by the umpires.

c) If there is a delayed start or one or more interruptions in play, no extra playing time shall be allowed save as allowed under Law 15.1g .

d) There will normally be two sessions of play of 3 hours and 20 minutes each, separated by

a 10 minute break at the conclusion of 20<sup>th</sup> over during an inning for each team

an interval of 15 minutes at the end of an innings (innings break).

e) See also clause 12.4

f) There shall be a 10 minute water break per inning to be taken after the conclusion of the 20<sup>th</sup> Over, or at the 18<sup>th</sup> over for matches of less than the full complement of overs. Captains may dispense with the break by mutual consent and agreement from the umpires.

g) Umpires may extend any inning by a maximum of 10 minutes to compensate for injury or other uncontrollable situation. This is totally at the umpires' discretion.

### 15.2 Law 15.5 Changing agreed times for intervals - Interval between Innings

If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately.

Where the innings of the side batting first is delayed or interrupted the umpires may reduce the length of the interval:

In the event of time being lost is more than 60 minutes the duration of the interval shall be of 10 minutes duration. In the event of disagreement, the interval shall be of 15 minutes duration.

Note: Refer also to Clause 12.4

### 15.3 Law 15.9 Intervals for drinks

One drinks breaks per session shall be permitted, each at the conclusion of 20th over. The provisions of Law 15.9 shall be strictly observed except that under conditions of extreme heat the umpires may permit extra intervals for drinks. In the event the number of overs allowed are less than 30 overs, no established break shall be allowed.

An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire.

## **LAW 16 - START OF PLAY; CESSATION OF PLAY**

Law 16 shall apply subject to the provisions of clauses 15 and 12.4 above.

## **LAW 17 - PRACTICE ON THE FIELD**

17.1 Law 17.1 Practice on the field The following shall apply in addition to Law 17.1:  
The use of the square for practice on any day of any match will be restricted to any netted practice area on the square set aside for that purpose.

## **LAW 18 - SCORING RUNS - Law 18 shall apply.**

## **LAW 19 - BOUNDARIES**

Law 19 shall apply subject to the following:

19.1 Law 19.1 The boundaries of the field of play

19.1.1 Grounds shall be as provided or approved by the MCA. Mats must be approved by the MCA

19.1.2 Sightscreens shall be provided at both ends of all grounds whenever possible.

19.2 Law 19.2 Defining the boundary – boundary marking

The following shall apply in addition to Law 19.2:

All boundaries must be designated by markings or flags as authorised by the MCA from time to time.

19.3 The following shall apply in addition to Law 19.3:

If an unauthorized person enters the playing arena and handles the ball, the umpire at the bowler's end shall be the sole judge of whether the boundary allowance should be scored or the ball be treated as still in play or called dead ball if a batsman is liable to be out as a result of the unauthorized person handling the ball. See also Law 19.1 (c).

## **LAW 20 - LOST BALL - Law 20 shall apply.**

## **LAW 21 - THE RESULT**

Law 21 shall apply subject to the following:

21.1 Law 21.1 A win – two innings match - Law 21.1 shall not apply.

21.2 Law 21.2 A win – one innings match

Law 21.2 shall apply in addition to the following:

A. Team records shall be designated as W (wins), T (ties), L (losses), ND (no decisions).

Winner of the match shall be determined as follows:

- i. Higher score in a completed match.
- ii. Higher score in a match where the maximum overs have been bowled.
- iii. Higher run rate in a shortened match where both teams have batted a minimum of 18 overs
- iv. Forefeiture:
  - Team is late, i.e. less than eight (8) players physically at the field at the scheduled time. No grace period is allowed.
  - In the opinion of the umpires, one of the playing teams refuses to play
  - If an umpire considers that an action by any player or players might constitute a refusal by either side to play, then the umpires together shall ascertain the cause of the action. If they then decide together

that this action does constitute a refusal to play by one side, they shall so inform the captain of that side. If the captain persists in the action, the umpires shall award the match to the other team.

2. Tie

The result of a match shall be a Tie when the scores are equal at the conclusion of play, but only if the side batting last has completed its innings.

Note: This law can be interpreted as both teams have completed their innings for the same score (i.e. both teams batted and were all out for the same score, irrespective of the number of overs faced by each team), the result should be declared as a tie, and each team shall be rewarded a T or one point.

3. No Decision

Matches where one team has not completed twenty (20) overs, and there is no result, shall be recorded as a ND, and shall be awarded one point.

4. The Points system:

- Win - 2 Points
- ND - 1 Point
- Tie - 1 Point

5. The tie Breakers for league standings:

In the event that teams are equal in points at the end of the tournament, the rules for tie breaker are as follows:

- i. Winner of Head to Head match
- ii. Team with higher points resulting from a T compared to ND
- iii. Higher Cumulative Net Run rate (See Sub-Section N. Definition of Net Run Rate below).
- iv. Winner versus the same opponents – Highest, then next highest etc. In the points standings
- v. MCA President, Vice President, Match Umpires, Head Umpire

Definition of Cumulative Net Run Rate

A team's cumulative net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition.

Note: In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

Ex 1: Calculation of Net Runrate of Team 1 from 2 games

Game 1: (Team 1 Vs Team 2)

Against (Team2 batting first): 250/7 in 40 overs (calculated on 40 overs): Run Rate: 5.55 For (Chasing): 251/6 in 41 overs (calculated on 41 overs): Run Rate: 6.13 Net Run Rate (for game 1) 0.57 Net Run Rate:

Cumulative: +0.57

Game 2: (Team 1 Vs Team 3)

For (Team1 batting first): 143/10 in 38.4 overs(calculated on 40 overs): RunRate:3.18 Against(Team 3 chasing): 144/9 in 39.1 overs(calculated on 39.1 overs):RunRate 3.68Net Run Rate (for game 2) - 0.50

Net Run Rate: Cumulative: (0.57 (of Game 1) – 0.50 of Game 2) = + 0.07

21.3 Law 21.3 Umpires awarding a match MCA 40 OVERS LEAGUE 2007 PLAYING CONDITIONS Divisions I & II

Law 21.3 shall apply and in addition:

In the event that a team refuses to play and the umpires awarding the match to the other side in accordance with this Law, the calculation of the defaulting team's run rate shall be affected in the manner as determined according to the provisions of 21.9.4 below.

21.7 Correctness of result

Subject to the provisions of clause 3.6 above, any query on the result of the match as defined in Laws 21.2, 21.3, 21.4, 21.8 and 21.10 (as modified by these regulations) shall be resolved as soon as possible and a final decision made by the umpires at close of play.

21.8 Competition Format

The MCA shall set forth prior to the season the teams for Division I and Division II.

In the league matches each team will play 8 matches and other team within its division once.

At the end of the league matches the top 4 teams from each division will progress to the semi finals of each division. The schedule of the play-offs shall be team in position 1 plays team in position 4 while team in position 2 plays team in position 3.

In the event there is a tie at any position, positions will be determined using cumulative net run rate (NRR) for all matches played by the team/s for whom the position needs to be determined.

The winners of the Division-I and Division-II semi-finals will contest for MCA Champions and MCA Division-II Champions RESPECTIVELY.

21.9 Points

The following points system will apply to the Pool Matches:

Win 2pts Tie or No Result 1pt Loss 0 pts

21.9.1 League and Play Off Matches

The word Matches means – Matches that produced a result. Incomplete matches will not be considered in the calculations below.

In the event of teams finishing on equal points within their respective Pool, the order of finishing will be determined as follows:

- a) The team with the most number of wins in the Pool Matches will be placed in the higher position.
- b) If there are teams with equal points and equal wins in the Pool Matches then in such case the team with the higher cumulative net run rate in all the league Matches will be placed in the higher position.
- c) If following the cumulative net run rate calculation above there are teams which are still equal, then the team with the higher number of wickets taken per balls bowled in the League Matches in which results were achieved will be placed in the higher position.
- d) In the highly unlikely event that teams cannot be separated by the above this will be done by drawing lots.

21.9.2 Semi-final

If a Semi-Final is tied or there is no result, the team with the highest cumulative net run rate in the league matches including semi finals shall proceed to the Final. If both teams have equal net run rates then the team with the higher number of wickets taken per balls bowled in the all league and semi final matches in which results were achieved shall proceed to the Final. If still equal, the Finalist shall be determined by the drawing of lots.

21.9.3 Final

**In the event of a Tied Final or there is No Result, the teams will be declared joint winners.**

21.9.4 Cumulative Net Run Rate

A team's cumulative net run rate is calculated by deducting from the average runs per over scored by that team throughout the relevant portion of the competition, the average runs per over scored against that team throughout the relevant portion of the competition.

In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

Only those matches where results are achieved will count for the purpose of net run rate calculations.

## LAW 22 - THE OVER

Law 22 shall apply subject to the addition of the following to Law 22.5:

22.1 Law 22.5 Umpire miscounting

Whenever possible the umpires shall liaise with the scorers if an over has been miscounted. MCA 40 OVERS LEAGUE 2007 PLAYING CONDITIONS Divisions I & II

23. LAW 23 DEAD BALL - Law 23 shall apply.

24. NO BALL

Law 24 shall apply subject to the following:

24.1 Law 24.1 (b) Mode of delivery

Law 24.1 (b) shall be replaced by the following:

The bowler may not deliver the ball underarm. If a bowler bowls a ball underarm the umpire shall call and signal no ball, and the ball is to be re-bowled overarm.

24.2 Law 24.3 Fair Delivery – the Feet - shall apply

24.4 Free Hit – As a result of “No Ball” with foot fault ONLY. Enforced in all matches.

If the umpire indicates that a delivery is a No Ball as a result of foot fault, the subsequent delivery shall be a FREE HIT delivery. A batsman cannot be called OUT on a FREE HIT delivery, except for a RUN OUT. The FREE HIT delivery is counted as a legal delivery of the over unless it is declared a No Ball by the umpire. FREE HIT rule does not apply to any other No Ball, except for No Ball with foot fault.

## LAW 25 - WIDE BALL

25.1 Law 25.1 Judging a Wide

Law 25 shall apply with the following addition to Law 25.1:

Umpires are instructed to apply very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

Any offside or legside delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a wide.

A penalty of one run for a wide shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded. All runs, which are run or result from a wide ball, which is not a no ball, shall be scored wide balls.

(April 11, 2009 amend):

Auto wide off mat: only dead if hit pin or strap or edge – danger issue (April 11, 2009 amend end)

**LAW 26 - BYE AND LEG BYE - Law 26 shall apply.**

**LAW 27 - APPEALS - Law 27 shall apply.**

**LAW 28 - THE WICKET IS DOWN - Law 28 shall apply.**

**LAW 29 - BATSMAN OUT OF HIS GROUND - Law 29 shall apply.**

**LAW 30 - BOWLED - Law 30 shall apply.**

**LAW 31 - TIMED OUT – Law 31 shall apply.**

with the following modification:

The incoming Batsman must be at the crease and ready to receive within two minutes or shall be judged out Timed Out.

**LAW 32 - CAUGHT - Law 32 shall apply.**

**LAW 33 - HANDLED THE BALL - Law 33 shall apply.**

**LAW 34 - HIT THE BALL TWICE - Law 34 shall apply.**

**LAW 35 - HIT WICKET - Law 35 shall apply.**

**LAW 36 - LEG BEFORE WICKET - Law 36 shall apply.**

**LAW 37 - OBSTRUCTING THE FIELD - Law 37 shall apply.**

**LAW 38 - RUN OUT - Law 38 shall apply.**

**LAW 39 - STUMPED - Law 39 shall apply.**

**LAW 40 - THE WICKET-KEEPER - Law 40 shall apply.**

**LAW 41 - THE FIELDER - Law 41 shall apply subject to the following:**

**41.1 Law 41.1 Protective equipment**

The following shall apply in addition to Law 41.1:

The exchanging of protective equipment between members of the fielding side on the field shall be permitted provided that the umpires do not consider that it constitutes a waste of playing time.

**41.2 Restriction of the Placement of Fieldsmen**

**41.2.1** Two semi circles shall be drawn on the field of play. The semi circles have as their centre the middle stump at either end of the pitch. The radius of each of the semi circles is 30 yards (27.43 metres) by a straight line drawn on the field on the same side of the pitch. The field restriction area should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18cm) in diameter.

**41.2.2 MCA 2005 – 40 over Tournament Rule Change - 30-Yard Circle Restriction**

- For reference within the MCA tournament and text below, the 30-yard circle restriction will be labeled as rule MCA-30-XX, where XX are sub-rules within the rule MCA-30.
- MCA-30-01: 30-yard circle - fielding restrictions will be in effect for all 40 over matches.
- MCA-30-02: The number of overs with fielding restrictions must be determined using the following table for all 40 over matches:
- MCA-30-03: The number of overs with fielding restriction must be adjusted before an innings or during an innings, in case of play being halted due to unforeseen circumstances (rain, bad light, extended injury time, ground availability, equipment availability, etc.), using the above table.
- MCA-30-04: Once the number of overs with fielding restriction are bowled or completed, no further over restriction changes will be made to the remaining overs due to play being halted under unforeseen circumstances.
- MCA-30-05: Hosting teams are required to ensure that a 30-yard circle is clearly visible on their ground for all matches.
- MCA-30-06: During the overs with fielding restrictions, only two fielders (not counting the wicket keeper) are allowed to be outside the 30-yard circle at the time that the ball is delivered.
- MCA-30-07: After the overs with fielding restrictions, there must be at least four fielders (not counting the wicket keeper) inside the 30-yard circle.
- MCA-30-08: There can be no more than five fielders on the leg side at any time.
- MCA-30-09: There can be no more than two fielders behind the batsman on the leg side at any time.

Total Number of Overs	Number of Overs with Field Restrictions
15-16	4
17-19	5
20-23	6
24-26	7
27-29	8
30-33	9
34-36	10
37-39	11

- MCA-30-10: The umpire will call a no-ball on any infraction of the above rules MCA-30-06 through MCA-30-09.
- 41.2.7 In the event of an infringement of any of the above fielding restrictions, the square leg umpires shall call and signal 'No Ball'.

## LAW 42 - FAIR AND UNFAIR PLAY

- 42.1 Law 42.3 The Match Ball – changing its condition  
Law 42.3 shall apply, subject to the following:
- 42.1.1 Law 42.3 (e) (ii) shall be replaced with the following:
- (a) Inform the captain of the fielding side of the reason for the action taken.
- 42.1.2 And in addition to Law 42.3:
- (a) The Umpires shall report the incident to the MCA under the ICC Code of Conduct.
  - (b) In the event that a ball has been interfered with and requires replacement the batsman at the wicket shall choose the replacement ball from a selection of six other balls of various degrees of usage (including a new ball) and of the same brand as the ball in use prior to the contravention.
- 42.2 Law 42.4 Deliberate attempt to distract striker  
Law 42.4 shall apply, subject to the following:
- 42.2.1 In addition, the umpires shall report the incident to the MCA under the ICC Code of Conduct.
- 42.3 Law 42.5 Deliberate distraction or obstruction of batsman  
Law 42.5 shall apply subject to the following:
- 42.3.1 In addition, the umpire shall report the incident to the MCA appointed umpire under the ICC Code of Conduct.
- 42.4 Law 42.6 Dangerous and Unfair Bowling
- 42.4.1 Law 42.6 (a) The Bowling of Fast Short Pitched Balls  
Law 42.6 (a) shall be replaced by the following:
- (a) A bowler shall be limited to one fast short-pitched delivery per over.
  - (b) A fast short-pitched ball is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the crease.
  - (c) The umpire at the bowlers end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.
  - (d) In addition, for the purpose of this regulation and subject to Clause 42.4.1 (f) below, a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a wide.
  - (e) For the avoidance of doubt any fast short pitched delivery that is called a wide under this playing condition shall also count as the allowable short pitched delivery in that over
  - (f) In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined in Clause 42.4.1 (b) above, the umpire at the bowlers end shall call and signal no ball on each occasion. A differential signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal "no ball" and then tap the head with the other hand.
  - (g) If a bowler delivers a second fast short pitched ball in an over, the umpire, after the call of no ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings. (h) If there is a second instance of the bowler being no balled in the innings for bowling more than one fast short pitched delivery in an over, the umpire shall advise the bowler that this is his final warning for the innings.
  - (i) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
  - (j) The bowler thus taken off shall not be allowed to bowl again in that innings.
  - (k) The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.
  - (l) The umpires will then report the matter to the MCA appointed umpire who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play – Responsibility of the Captains.)
- The above is not a substitute for Clause 42.5 below which umpires are able to apply at any time.
- 42.4.2 Law 42.6 (b) Bowling of High Full Pitched Balls  
Law 42.6 (b) shall be replaced by the following:
- (a) Any delivery, other than a slow paced one, which passes or would have passed on the full above waist height of the striker standing upright at the crease is deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker.

- (b) A slow delivery, which passes or would have passed on the full above shoulder height of the striker standing upright at the crease, is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker.
  - (c) In the event of a bowler bowling a high full pitched ball as defined in Clauses 42.4.2 (a) and 42.4.2 (b) above (i.e. a beamer), the umpire at the bowler's end shall, in the first instance, call and signal no ball and when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.
  - (d) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
  - (e) The bowler thus taken off shall not be allowed to bowl again in that innings.
  - (f) The umpire will report the occurrence to the other umpire, the batsman at the wicket and as soon as possible to the captain of the batting side.
  - (g) The umpires will then report the matter to the MCA appointed umpire who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play – Responsibility of the Captains.)
- 42.5 Law 42.7 Dangerous and Unfair Bowling – Action by the umpire  
Law 42.7 shall be replaced by the following:  
Regardless of any action taken by the umpire as a result of a breach of Clauses 42.4.1, 42.4.2 and 42.6 the following shall apply at any time during the match.
- 42.5.1 The bowling of fast short pitched balls is unfair if in the opinion of the umpire at the bowler's end he considers that by their repetition and taking into account their length, height and direction, they are likely to inflict physical injury on the striker, irrespective of the protective clothing and equipment he may be wearing. The relative skill of the striker shall also be taken into consideration.
- 42.5.2 In the event of such unfair bowling, the umpire at the bowler's end shall adopt the following procedure:
- (a) In the first instance the umpire shall call and signal no ball, caution the bowler and inform the other umpire, the captain of the fielding side and the batsmen of what has occurred.
  - (b) If this caution is ineffective, he shall repeat the above procedure and indicate to the bowler that this is a final warning.
  - (c) Both the above caution and final warning shall continue to apply even though the bowler may later change ends.
  - (d) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof. See Law 22.8. (Bowler Incapacitated or Suspended during an Over).
  - (e) The bowler thus taken off shall not be able to bowl again in that innings.
  - (f) The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.
  - (g) The umpires will then report the matter to the MCA appointed umpire who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play – Responsibility of the captains.)
- 42.6 Law 42.8 Deliberate bowling of High Full Pitched Balls  
Law 42.8 shall be replaced by the following:  
If the umpire considers that a high full pitch, which is deemed dangerous and unfair as defined in Clause 42.4.2 was deliberately bowled, then the caution and warning process shall be dispensed with.  
The umpire at the bowlers end shall:
- 42.6.1 Call and signal no ball.
- 42.6.2 When the ball is dead, direct the captain to take the bowler off forthwith.
- 42.6.3 Not allow the bowler to bowl again in that innings.
- 42.6.4 Ensure that the over is completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.
- 42.6.5 Report the occurrence to the other umpire, to the captain of the batting side and the MCA appointed umpire who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play – Responsibility of the Captains).
- 42.7 Action by the umpires for dangerous and unfair Bowling  
Should the umpires initiate the caution and warning procedures set out in Clauses 42.4.1, 42.4.2 42.5 and 42.6 such cautions and warnings are not to be cumulative.
- 42.8 Law 42.9 Time Wasting by the Fielding Side  
Law 42.9 shall apply subject to Law 42.9 (b) being replaced by the following:
- 42.8.1 If there is any further waste of time in that innings, by any member of the fielding side the umpire shall:
- (a) Call and signal dead ball if necessary, and;
  - (b) Award 5 penalty runs to the batting side (see Law 42.17).
  - (c) Inform the other umpire, the batsmen at the wicket and as soon as possible the captain of the batting side of what has occurred.

- (d) Report the occurrence to the MCA appointed umpire who shall take such action as is considered appropriate against the captain and the team concerned under the ICC Code of Conduct.
- 42.9 Law 42.10 Batsman Wasting Time  
Law 42.10 shall apply, subject to the following:
- 42.9.1 In addition, the umpires will report the incident to the MCA appointed umpire under the ICC Code of Conduct.
- 42.10 Use of Electronic Communications Equipment

The use of electronic communication devices and equipment of any kind to communicate with players on field of play shall not be permitted.

## Fines and Forfeiture

### Fines

- Refer to MCA website at [www.minnesotacricket.com](http://www.minnesotacricket.com) for a detailed list of penalties and fines
- Team Captain and Vice Captain absent from Captain's and Vice Captain's meeting called by The President of MCA \$50 per absentee

### Umpire Fees

- Teams shall pay umpires at the conclusion or termination of the match
- All fines must be paid in full, within a week's time. The Secretary will notify clubs of the appropriate fines.
- All payments must be sent to the Secretary, MCA.

All fines will be vigorously enforced.

### Forfeiture of scheduled match

Reasons include;

- Less than eight players physically present when play is called
- Refusal to play by a team \$150 per occurrence.
- Batting team players and extras (including Captain) for being more than 10 Yards on the field and/or running onto field to argue with umpire \$10 per person per incidence

**NOTE: Where there is a contradiction or ambiguity in interpretations of these laws, contact MCA Executives for a clarification. It is the shared responsibility of everyone in MCA to continuously check and rectify any erroneous or contradictions herein.**