

MINNESOTA CRICKET ASSOCIATION

BASIC RULES



T40 POWER PLAY

- Power Play Overs in a reduced game

Innings duration	Mandatory Power play	Batting Power play	Total
18-24	4	2	6
25-29	5	2	7
30-34	6	3	9
34-38	7	3	10
39-40	8	4	12

RULES

- Fielding restrictions (ICC)
 - Power Play:
 - For the mandatory power play, only 2 fielders are permitted outside 30 yard
 - Non Power Play:
 - Outside 30 yard: 4 fielders – **Changed as per 2015 rules**
 - If the field restrictions are violated, Lead Umpire and Leg Umpire (It is really the duty of the square leg umpire) both can call a No Ball

RULES CONT..

- **Power play**

- 1 Mandatory (8 Overs)
- 1 Batting Power Play (4 Overs)

- 1-8 Overs => Mandatory
- Batting Power Play (4 Overs)
 - Batting power play can be taken any time after the first 8 over mandatory power play, prior to the completion of the 30th over, If not taken a batting power play is enforced for overs 31 through 34 by the umpires

T20 GAME TIMINGS

- **Game Timings**

- Existing : 80 mins + 10 mins grace + 10 mins break
- Approved: 100 mins + 10 mins break (no grace period)
 - 5 mins per Over
 - Game timings:
 - First game: 12pm – 3.30pm
 - 1st innings: 12 – 1.40pm
 - 2nd innings : 1.50pm – 3.30pm
 - Second game: 4:00 – 7:30pm
 - 1st innings: 4:00pm – 5:40pm
 - 2nd innings : 5:50pm – 7.30pm

T20 POWER PLAY

- Power Play Overs

Power Play Overs	
Overs Bowled	Overs
19-20	6
15-18	5
12-14	4
9-11	3
5-8	2

POWER PLAY RESTRICTIONS

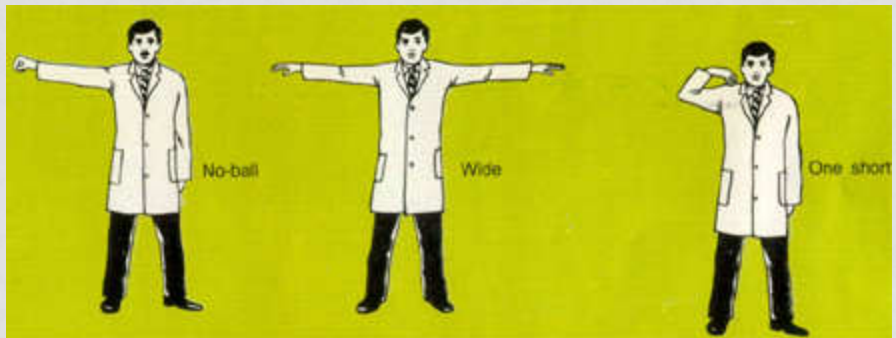
- Fielding restrictions (ICC)
 - Power Play:
 - For the mandatory power play,
 - 15 Yard : 2 fielders
 - Outside 30 yard : 2 fielders
 - Batting Power Play:
 - Outside 30 yard: 3 fielders
 - Non Power Play:
 - Outside 30 yard: 4 fielders – **Changed as per 2015 rules**
 - If the field restrictions are violated, Lead Umpire and Leg Umpire (It is really the duty of the square leg umpire) both can call a No Ball

FIELD SIZE

- Boundaries (Boundary markings - Field size) **CANNOT** be adjusted during the match or between the innings of the same game once the game has started.
- Irrespective of the boundary size used in prior matches at a given ground, Boundaries can be adjusted for the second match or any other match played later in the given ground (Prior to the match start), If both captains and the umpires agree that the boundaries used for prior match are not in line with MCA regulation size for that ground.

MCA UMPIRING

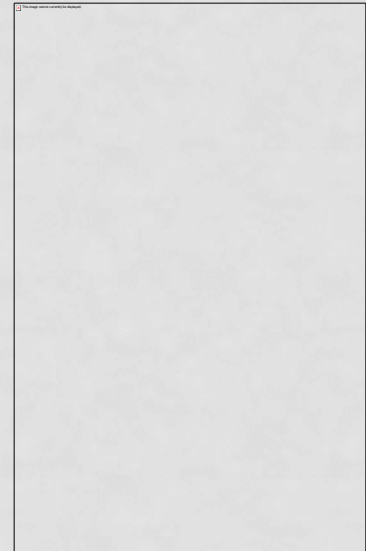
The basic Umpiring signals:



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CONT..

- No ball
 - Bowling without informing the side and arm
 - Bowler overstepping the popping crease
 - Bowler's back foot not within/touching the Return crease
 - More than 3 fielders behind Square leg umpire
 - Fielders encroaching the batsman, without his knowledge



The Laws of Cricket - No Ball.mp4

MCA UMPIRING

CONT..

- No ball (cont..)
 - A ball bouncing over the batsman In his **upright stance** (not normal stance)
 - A ball above batsman's **shoulder height in his upright stance** for a slow bowler (not above the waist)
 - A ball bouncing more than twice before reaching the striker
 - A ball that stops before reaching the striker
 - Call a no ball followed by a dead ball
 - Striker does not get a free hit
 - Chucking/Throwing by a bowler
 - Either umpire can make the call
 - Fielders using objects (such as a cap) to take a catch/field

MCA UMPIRING

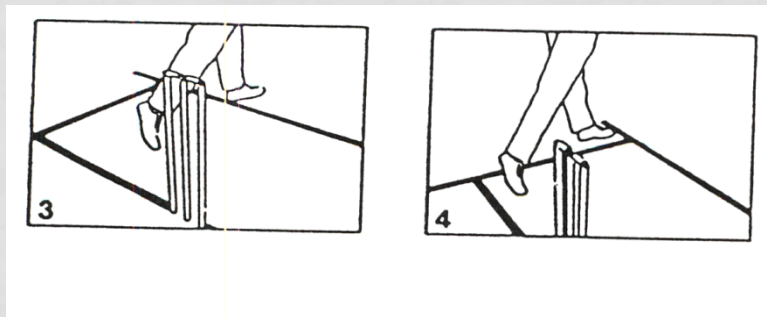
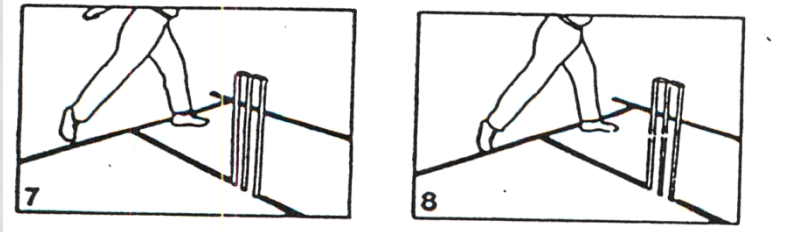
CONT..

- No ball (cont'd....)
 - Out from a no ball
 - Hit the ball twice (Striker only)
 - Run out (either batsman)
 - Handled the ball (Striker only)
 - Obstructing the field (either batsman)
 - Runs from a no ball
 - One run penalty for a no ball
 - That ball does not count
 - Any runs scored off a no ball will be added to the no ball
 - Ex1: 4 byes off a no ball: 5 no balls against the bowler
 - Ex2: 4 runs hit by striker off no ball: 4 runs to the striker and one no ball penalty to the bowler (total of 5)

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CONT..

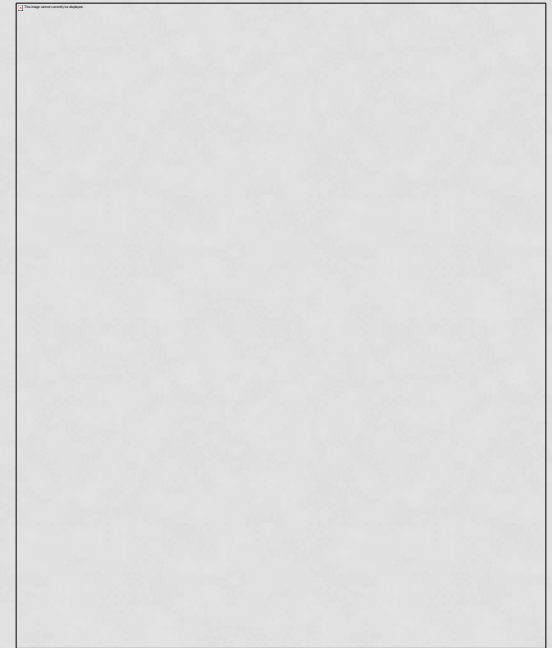
- Teaser!!!
 - Identify No-Balls from the following pictures:



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CONT..

- Wide ball
 - The ball is out of reach of the striker
 - Judge by where the ball is landing and deviation
 - **DONOT** judge by where the keeper is collecting the ball
 - If the batsman moves away from a ball, it is not a wide
 - If the ball touches the bat or person of the striker, it is not a wide ball



The Laws of Cricket - Wide Ball.mp4

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CONT..

- Wide ball (Cont'd....)
 - **Runs from a wide ball**
 - One run penalty for wide ball
 - The ball does not count
 - Any runs off a wide ball are extra
 - Ex: Four byes off a wide ball – total of 5 wides
 - Signal: Wide ball followed by Bye followed by four
 - **Out from a wide ball**
 - Handled the ball
 - Hit Wicket
 - Obstructing the field
 - Run out
 - Stumped
 - **Teaser!!!**
 - Can a batsman be out “Hit Wicket” off a no ball?

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CONT..

- Dead ball
 - When the batsmen and the fielders cease to regard the ball as in play
 - If the ball is trapped in batsman's gear
 - If the ball is lodged in umpire's clothing
 - If the ball is lodged in the helmet of a fielder
 - When lost ball is called
 - When an Over is called
 - **No runs off a dead ball**
 - **Teaser!!!**
 - A fielder hits the square leg umpire while throwing the ball back to WK. Is it a dead ball?



MCA UMPIRING

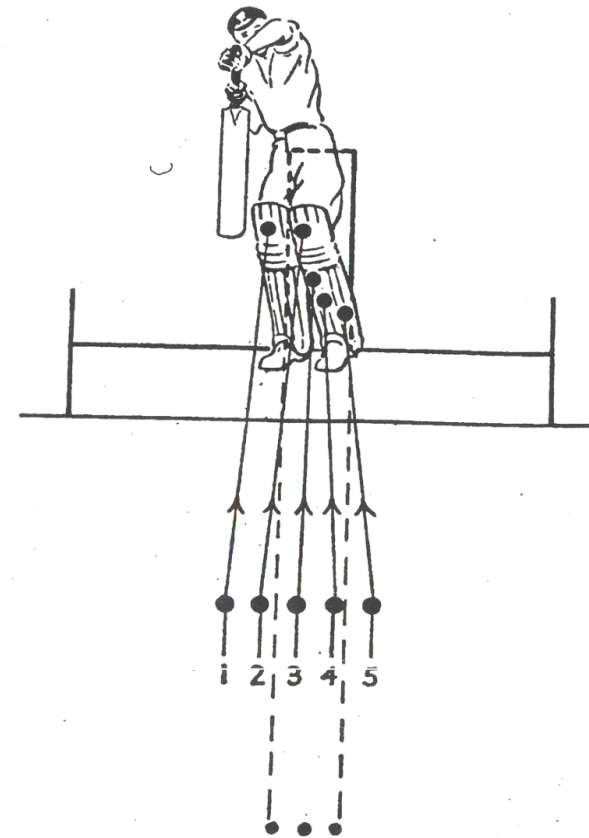
CONT..

- LBW

- Look at the picture:
- 1. Not Out – The point of impact is outside the line of off-stump
- 2. Out – The ball would have hit the stumps
- 3. Out – The ball would have hit the stumps
- 4. Out – The ball pitched between Wkt to Wkt
- 5. Teaser!!! Is it Out?? Why?



The Laws of Cricket - LBW.mp4



MCA UMPIRING

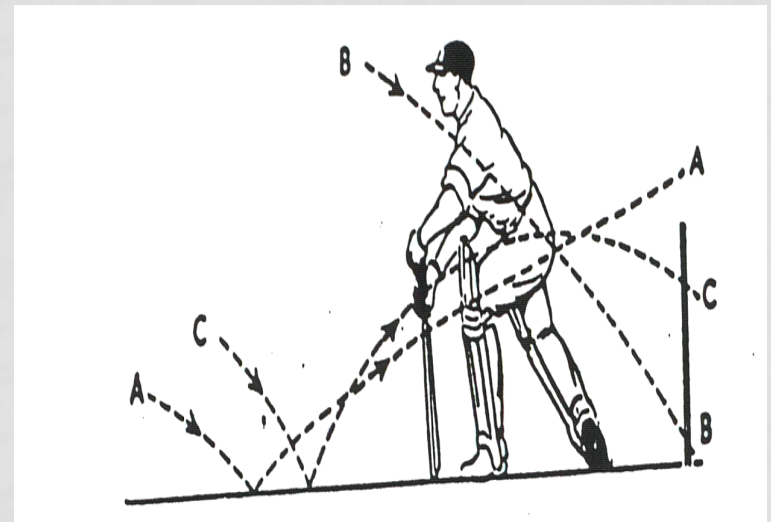
CONT..

- LBW (Cont'd...)
- Four things to remember for LBW:
 1. Look for **Point of impact**
 2. Look for **the line of the ball**
 3. Judge the bounce of the ball
 4. Ask yourself: “Would it be a hit or a miss?”
If HIT, batsman is OUT.
- Golden rules of LBW:
 - Ball pitching outside off-stump
 - Batsman not out, if and only if he is offering a stroke. I.e. he is trying to play the ball
 - Ball pitching outside Leg-stump
 - Batsman is NOT OUT – irrespective of the type of bowler

MCA UMPIRING

CONT..

- LBW (Cont'd...)
 - Look at the picture:
 - A: Not Out: Lifting ball. Would have passed over the stumps
 - B: Out: Dropping Ball. Would have hit the stumps.
 - C: Teaser!!!!
 - Is the batsman out?
 - Why?
 - **When in doubt, the Benefit of doubt goes to batsman**

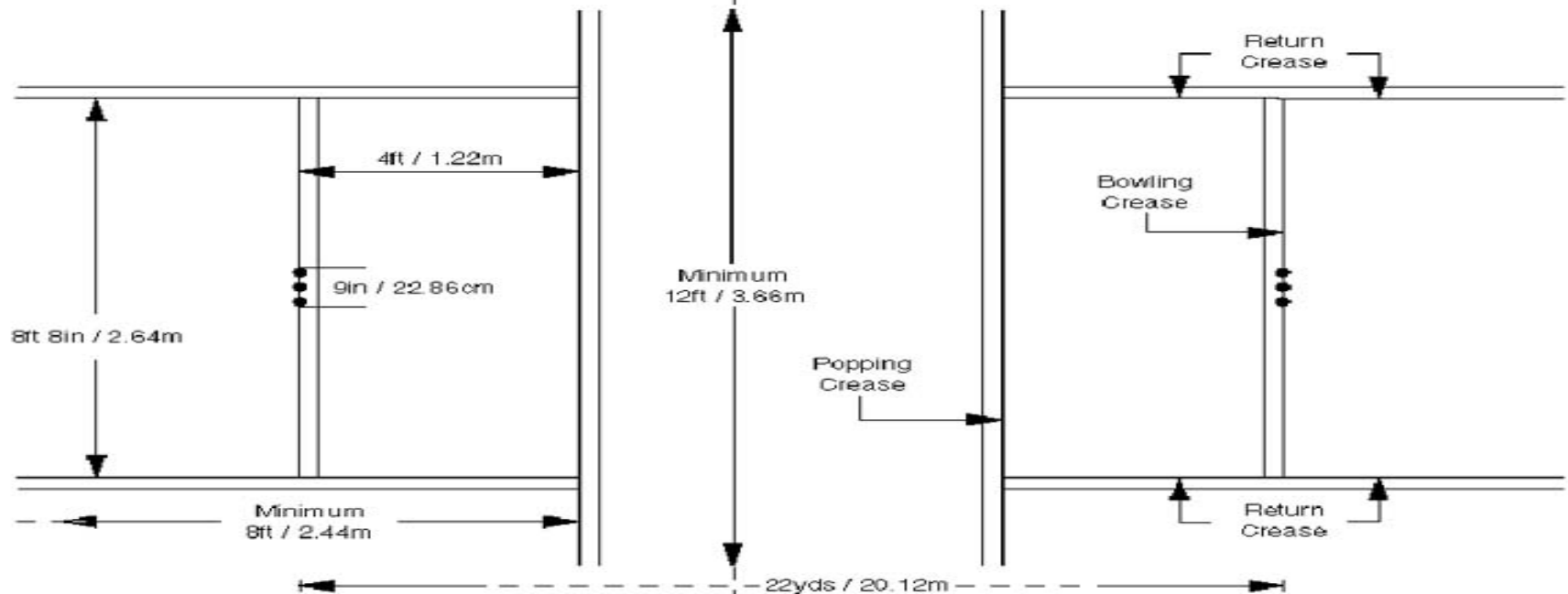


MCA UMPIRING

CONT..

- Dimensions
 - The Cricket pitch dimensions:

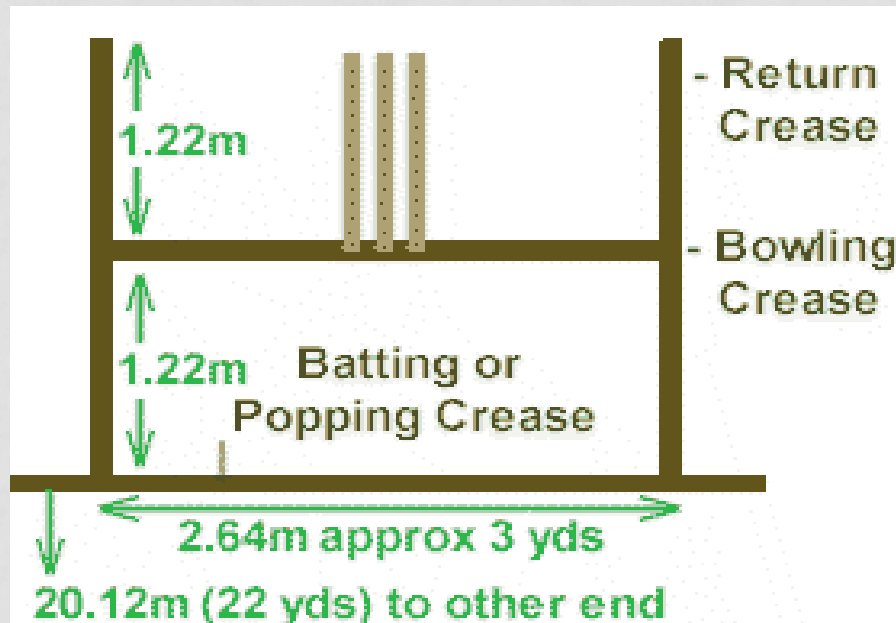
APPENDIX B
Laws 7 (The pitch) and 9 (The bowling, popping and return creases)



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CONT..

- Dimensions (Cont'd...)
 - The distance between outer edge of off-stump to outer edge of leg-stump is 9 inches.
 - The creases and such



MCA UMPIRING

CONT..

Q & A