

## MCA 20/20 TOURNAMENT ATTIRE

- Colored attire, White Ball (Base and Secondary colors must approved by MCA, White pin stripes on shirt/trousers not allowed)
- Use of colored batting pads or batting pad covers is mandatory. Color should be non-white/ cream.
- Each registered team in 20/20 tournament must abide by the attire regulations. Absolutely no white clothing allowed.

## MCA 20/20 SCHEDULE LOGISTICS

Each team will play 6 round robin matches on Saturday and Sunday based on random draw, as approved by the Board.  
**Please refer to the schedule for accurate match timings and umpiring assignments.**

## MCA 20/20 RULES & REGULATIONS

### A. Tournament Format:

The MCA 20/20 cricket competition will be played in a round robin format in the first round and then in a knockout format during playoff matches.

All MCA registered team/s will be participating.

- Teams are divided into 5 pools based on previous year T20 rankings. From 25 Teams top 10 teams are divided into pool A and pool B with five teams in each pool, next 10 teams are divided into pool C, D and E with five teams in each pool.
- For each match Both teams are hosts
- Each team will play a board approved number of matches within and across the groups during the round robin phase. Pool A and B play 4 matches within in the pool and 2 matches across the pool. Pool C, D and E play 4 matches within in the pool and 2 matches across the pools.
- Top 2 teams from each Pool A and Pool B qualifies for Quarterfinals. Top team in each of Pool C, D and E qualifies for Quarterfinals. Eighth team for the Quarterfinals is based on wild card system: Teams are ranked 1-15 (from Pools C, D, E). Teams that qualified C1, D1 and E1 automatically qualify for QF. The top team outside of C1, D1, E1 will qualify.
- Quarterfinal winners advance to semi finals. **The highest rank based on Qtr. Final win/loss record in the 20/20 tournament and/or higher cumulative Net Run Rate including Qtr. Finals** will play the corresponding lowest rank (1/4, 2/3, etc.)
- Players under the age of 18 shall have the consent letter signed by parents or legal guardians. Forms shall be available on MCA website. A copy of the letter must be filed to the MCA Secretary before the first game of U-18 Player. Captain shall possess the consent letter at the time of toss and umpires shall be provided a copy of the form. Captains shall notify in the roster about the players under the age of 18. It is mandatory for the player under the age of 18 to wear a helmet while he bats.
- The round-robin rainout matches will not be re-played. Teams will be awarded 1 point each for rainouts, 0 points for losses, and 2 points for a win. Play-off matches (Qtr. Final, Semi Final, Final) that cannot be completed despite following tournament rules may be rescheduled as per MCA grounds availability as soon as possible. **All efforts to play reduced over matches during weather impact, based on tournament rules are in effect.**

## PLAYING CONDITIONS

- All other MCA and/or ICC regulations apply as necessary.

### 1. Duration:

The matches will consist of one innings per side, each innings being limited to a maximum of 20 overs. **The playing time for each innings is 100 minutes.** There will be a 10-minute break at the end of an innings. There will NOT be any grace period. Rain interruption will mean 5 minutes per over deduction of time. Duration of each innings and match is **NON NEGOTIABLE.** Playing time is limited to 100 minutes per innings. Each match must start at the stipulated time and end on the stipulated time

### 2. Hours of Play and Intervals:

For the scheduled start and cessation times please refer to the schedule. **All matches must start and end at the stipulated time as listed on the schedule. This rule will be rigorously enforced. All teams for all matches must be ready to play ON TIME, with hosting duties completed. Here are the details:**

- First game: 12pm – 3.30pm
  - 1st innings: 12 – 1.40pm
  - 2nd innings: 1.50pm – 3.30pm
- Second game: 3:45 – 7:15pm
  - 1st innings: 3:45pm – 5:25pm
  - 2nd innings: 5:35pm – 7.15p5

2.1 Intervals for Drinks only after umpire approval at the end of an over.

- a. Teams are responsible for nominating their names based on 20 Over Schedule

### 3. Reserve days

The reserve day will be used to replay ONLY playoff matches in its entirety (not continue the match) should there be no result possible in the originally scheduled match. The VP will stipulate the date and time for makeup matches as necessary.

### 4. Length of Innings:

**4.1** Umpires must control the elapsed time and provide time usage updates to the fielding side Captain and the batsmen at the end of every 2 overs.

**4.2** Umpires must try their best to complete 20 overs in 100 minutes for every innings.

**4.3** Umpires may reduce the number of overs per innings based on 5minutes per over if time is wasted. The innings MUST complete within 100 minutes of playing time. An innings must STOP as soon as 100 minutes have been used

**4.4** Both teams will get the same number of overs to bat. For example if the first innings was limited to 18 overs due to 10 minutes of time wastage, then both teams will get 18 overs to bat, unless a batting

Team is all out earlier.

## 5. Delayed or interrupted matches

**5.1** 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 be made on the originally scheduled day of the match (**with a minimum of five overs per team constituting a match**). If a complete match is not possible using these criteria, then the round robin match will be called a “draw” and teams will be awarded 1 point each for round robin matches. The reserve day will ONLY be assigned to playoff matches and the same criteria used should there be one or more interruptions in play as outlined above.

**5.2** Delay or interruptions to the innings of the team batting first.

- (a) If time is lost due to unavoidable situations, umpires should reduce an innings at 5 minutes per over.
- (b) A minimum of 5 overs constitutes a match. Umpires must make sure that the teams are aware that they need to wait until at least 5 overs are completed. Round Robin matches will not be rescheduled and if a match cannot be completed, each team will be awarded 1 point. The status of an incomplete match will be called a DRAW.
- (c) The number of overs can be revised at any instance during a match when unavoidable situations arise. **Both teams must be allocated same number of overs unless a team is all out in lesser number of overs that allocated. A team batting second cannot be allocated more overs.**
- (d) Despite interruptions and/or not completing total number of overs, a match must complete in the allocated time. The subsequent matches must start ON TIME as stipulated above.
- (e) Duckworth-Lewis method shall be implemented to decide the result of any interrupted match (interruption occurred in first or second or both innings). Umpires shall carry the prescribed app on their smartphones or call an “on-call” member of the umpiring committee.
- (f) In case of interruption during the game, number of overs and power play overs shall be adjusted per the following table.

Number of Overs in Innings	Power Play Overs
19-20	6
15-18	5
12-14	4
9-11	3
5-8	2

**5.3** Any team that forfeits any match will be fined \$150.00. The opposing team will be awarded 2 points and a Positive +0.25 for Cumulative NRR at the end of the 20-20 season. A team that forfeits may not be allowed to play in future 20- 20 Tournaments (Executive and/or Board approval may be necessary to address a re-appeal)

## 6. The Ball:

One new white ball as approved by MCA shall be used for each innings. Umpires may replace an unplayable ball at any time i.e., 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.

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.

## 7. The Result:

**7.1** When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner.

**7.2** If any Twenty 20 match (round-robin or playoff) ends in a tie (Same number of overs and runs for both teams, # of wickets lost does not matter), the outcome is decided by a super over. The rules for the super over are as below. Each innings of super over shall be of 5 minutes and 5 minutes of break shall be awarded at the end of 2<sup>nd</sup> innings of the match and 1<sup>st</sup> innings of the super over.

Rules of super over:

1. Each team decides a bowler to bowl and three batsmen to bat during one over named as the super over. The same ball used in the match will be used in super over.
2. The team batting second in the match will bat first in the super over.
3. Team A will score some runs in the first over and team B needs to chase it successfully to win the match. In case, it is unable to chase, team A wins.
4. In case scores are level, the team hitting maximum sixes in the match will win. If it's also same, the teams with maximum fours win the match.
5. In case two wickets fell, it is counted as all-out and the total made before losing the wicket is final.
6. About field restrictions: No field restrictions are used which means the field setting are same as the non-power play overs. So, 5 fielders are allowed outside the 30-yard circle. Fielder in catching position is not required.

**7.3** If a round robin match is abandoned before it has been played to a conclusion and before the team batting second has received its allotted number of overs, the match will be declared as a "draw" and each team will be awarded 1 point. Only the Play-off matches that cannot be played to conclusion will be rescheduled.

### 7.4 Cumulative Net Run Rate for any match is calculated as follows:

- Number of runs divided by Number of overs that a team bats is called – For NRR
- Number of runs divided by Number of overs that the opposing team bats is called Against NRR
- Cumulative Net Run Rate for a match equals For NRR minus Against NRR (this can be a positive or a negative number)

## 8. Restrictions on the Placement of Fieldsmen:

**8.1** At the instant of delivery there shall not be more than five fieldsmen on the leg side.

**8.2** For the first 6 overs only of each innings, only two fieldsmen are permitted to be outside an area bounded by two semi-circles centered on each middle stump (each with a radius of 30 yards) and joined by a parallel line on each side of the pitch (the fielding circle). The fielding circle will be marked by MCA. **The number of overs with restriction can be reduced only at the beginning of a match if the match is impacted by unavoidable situations (Weather, Ground Condition, etc.).** Use the table below for reduction in the number of restricted overs when required:

Innings duration	Power play Overs
19-20	6
15-18	5
12-14	4
9-11	3
5-8	2

## **MCA 20/20 Tournament Rules and Format**

**8.3** For the remaining overs of each innings only five fieldsmen are permitted to be outside the fielding circle at the instant of delivery.

**8.4** Overs reduction

**8.4.1** The umpires must stipulate the number of overs with 30-yard restriction before a match starts. This number cannot be changed for the entire match even if there is further interruption and applies to both the teams.

**8.4.2** Umpires must reduce the match time based on 5 minutes per over if the match is interrupted by bad weather or other unforeseen circumstances (Ground not available, Umpire no show, Prolonged injury time).

**8.5** Team batting second will have the same restrictions and the number of overs as the team batting first in case of all uninterrupted matches.

**8.6** In the event of an infringement of any of the above fielding restrictions, the strikers end Umpire shall call and signal No Ball.

### **9. Number of Overs Per Bowler:**

No bowler may bowl more than four overs, however in a delayed start or interrupted match, where the overs are reduced for both sides or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance. - E.g. after 8 overs, rain interrupts play and the innings is reduced to 12 overs. Both opening bowlers have bowled 4 overs. Two bowlers can bowl 3 overs and three bowlers can bowl 2. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (3 as opposed to 2) and so any other bowlers are limited to 2 overs. When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.

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

The number of overs bowled by each individual bowler shall be indicated on the scoreboard from the commencement of an innings.

### **10. Declarations:**

Law 14 will not apply in this competition. The captain of the batting side may not declare his innings closed at any time during the course of a match.

### **11. No Ball - Penalty:**

For any kind of a no ball, the penalty is 1 run. In addition, any runs scored off the delivery will be counted towards the team's total. In case of the ball being a front foot no ball, a free hit is awarded to the batsman. (All free-hit rules apply)

A no ball is also called, if a bowler runs in to stumps at the non-strikers end, during the delivery of the ball. There will not be a free hit for this No Ball, An Extra ball and a Run will be awarded to the batting team.

#### **11.1 Free Hit after a No Ball:**

The delivery after every No Ball is a FREE HIT DELIVERY. The batsman can be dismissed as run out on this delivery but no other criteria for dismissal of a batsman applies.

No extra ball needs to be bowled after a no ball except for a free hit delivery. (Change from 2007)

If the immediate next delivery following a front-foot no ball is another no ball (not necessarily a front foot no ball) or **wide**, then the free-hit carries over to the next ball also.

Field changes are permitted for free hit deliveries.

### **11.2 Short pitch ball (bouncer):**

#### **11.2.1** Short pitch ball (bouncer) above shoulder height of the striker but not above the head

- In the same Over
  - First one: Allowed
  - Second One: No Ball with first warning
  - Third One: No Ball with Final warning for that innings
  - Fourth One: No ball and bowler will be pulled out of bowling for that innings
- In any subsequent Over if bowler has already accumulated 2 warnings earlier
  - First One: Allowed
  - Second One: Bowler will be pulled Out of bowling for that innings
- Short Pitch ball (bouncer) above head of the striker Called a wide, Rules for “Warnings” are same as 11.2.1

### **12. Law 25 - Wide Ball:**

In addition to Law 25, the following will apply:

Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket. A penalty of one run shall be scored. This penalty shall stand in addition to any other runs, which are scored or awarded.

### **13. Clothing, equipment and sightscreens:**

- In all matches, players shall wear colored clothing and equipment approved by MCA executive committee. Use of colored batting pads or batting pad covers is mandatory. Color should be non-white/ cream.

### **14. Adjustments to boundary (Field size) between matches**

- 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.