

**MINNESOTA**  
**CRICKET**  
ASSOCIATION



## T20 Rule Book

Except as varied hereunder, [standard TWENTY20 International match playing conditions](#) shall apply (revised on 1<sup>st</sup> March 2017). For laws of cricket refer to the [Laws of Cricket \(2000 code 5<sup>th</sup> Edition – 2013\)](#).

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# Revision History

Date	Version	Description	Author
03/07/2017	2017_01	Revised Version of T20 rules	Ramesh Ailaveni

## **MCA T20 LEAGUE PLAYING CONDITIONS**

Except as varied here under the [Laws of Cricket \(2000 Code 5<sup>th</sup> Edition - 2013\)](#) and [TWENTY20 Playing Conditions shall apply](#).

**Note:** All references to “Governing Body” within the Laws of Cricket refer to the Minnesota Cricket Association or “MCA”.

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

#### **1.1 Law 1.1 – Number of Players**

Law 1.1 shall be replaced by the following:

- A match is played between two sides. Each side shall consist of 11 players, one of whom shall be captain.
- A match is legal when both teams have a minimum of 8 players.

#### **1.2 Law 1.2 – Nomination of Players**

Law 1.2 shall apply as per MCA standard rules. Refer to 40 overs rule book for more info.

#### **1.3 Law 1.3 – Captain**

The following shall apply in addition to Law 1.3 (a):

The deputy must be one of the nominated players.

### **LAW 2 - SUBSTITUTES AND RUNNERS, BATSMAN OR FIELDER LEAVING THE FIELD, BATSMAN RETIRING, BATSMAN COMMENCING INNINGS**

#### **2.1 Law 2.1 - Substitutes and Runners**

Law 2.1 (a) (ii), 2.7 and 2.8 shall not apply. A runner for a batsman when batting is not permitted.

A retired hurt batsman can come back at any time after fall of a wicket.

Law 2.1 (b) shall be amended as follows:

The umpires shall have discretion to allow, for other wholly acceptable reasons, a substitute fielder to act for a nominated player, at the start of the match or at any subsequent time.

#### **2.2 Law 2.5 Fielder absent or leaving the field**

Law 2.5 shall be replaced by standard MCA rule:

### **LAW 3 - THE UMPIRES**

Law 3.1 shall apply as per standard MCA rule.

#### **3.1 Appointment and attendance**

Law 3.1 shall replace the standard MCA rule:

#### **3.2 Third Umpires / TV Replays**

Law 3.2 shall not apply

#### **3.3 Change of Umpire**

Law 3.3 shall be replaced by the standard MCA rule:

#### **3.4 To inform captains and scorers & MCA**

Law 3.4 shall be replaced by the standard MCA rule:

#### **3.5 Law 3.8 Fitness of Ground, Weather and Light, Law 3.9 – Suspension of play for adverse conditions of ground, weather or light**

*A T20 match is OFFICIAL when a minimum of 5 overs is bowled in each innings.*

In addition Law 3.8 shall be replaced by the standard MCA rule:

#### **3.6 Law 3.6 Light Meters** Law 3.6 shall not apply.

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**3.7 Law 3.7 Use of artificial Lights**

Law 3.7 shall not apply.

**3.8 Law 3.8 Day Night Matches**

Law 3.8 shall not apply.

**3.9 Law 3.9 Advertising on grounds, perimeter boards and sightscreens**

Law 3.9 shall not apply.

**LAW 4 - THE SCORERS**

Law 4 shall apply.

**LAW 5 - THE BALL**

Law 5 shall apply and replaced by standard MCA rule:

**LAW 6 - THE BAT**

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 7.3 shall apply and replaced by the standard MCA rule:

**LAW 8 - THE WICKETS**

Law 8 shall apply

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

Law 9 shall apply and replaced by the standard MCA rule:

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

Law 10 shall apply and replaced by the standard MCA rule:

**LAW 11 - COVERING THE PITCH**

Law 11 shall apply and replaced by the standard MCA rule:

**LAW 12 – INNINGS**

Law 12 shall apply and subject to the following:

**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 20 overs.

All matches shall be of one day's scheduled duration.

**12.2 Law 12.2 – Alternate Innings**

Law 12.2 shall not apply.

**12.3 Law 12.3 – Completed Innings**

Law 12.3 shall not apply.

**12.4 Length of innings**

- Each team shall bat for 20 overs unless all out earlier.
- Each innings shall be limited to a maximum of 20 overs.
- The first ball shall be bowled at noon. Only exception is when rain delays the game at noon or start time is before noon.
- The playing time for each innings is 100 minutes.
- A 10 minute break shall apply at end of innings.
- Umpires may reduce the number of overs per innings based on 5 minutes per over if

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time is wasted. The innings must complete within 100 minutes of play time. An innings must come to end at 100 minutes.

- Both teams get to bat same number of overs.  
**Example:** If 1<sup>st</sup> innings is reduced to 18 overs due to delay of time then the team batting 2<sup>nd</sup> will bat 18 overs unless a batting team is all out earlier.

#### 12.4.1 Uninterrupted Matches

Law 12.4 shall apply (refer above)

#### 12.4.2 Delayed or Interrupted Matches

- a) Delay or Interruption to the Innings of the Team Batting First
  1. 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 (12 overs per hour) in the total remaining time available for play.
  2. 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 5 overs have to be bowled to the side batting second, subject to a result not being achieved earlier.
  3. As soon as the total minutes of playing time remaining is less than the completed overs faced by Team 1 multiplied by 4, then the first innings is terminated and the provisions of 12.4.2 b) below take effect.
  4. 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 15 overs per hour. 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 the interval will be taken into consideration. This calculation must not cause the match to finish earlier than the original or rescheduled time for cessation of play on the final scheduled day for play. If required the original time shall be extended to allow for one extra over for each team.
  5. If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required numbers of overs have been bowled or the innings is completed.
- b) Delay or Interruption to the Innings of the Team Batting
  1. 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 or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 12 overs per hour in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.
  2. In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.
  3. To constitute a match, a minimum of 5 overs have to be bowled to the team batting second subject to a result not being achieved earlier.
  4. 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.
  5. A fixed time will be specified for the close of play by applying a rate of 15 overs per hour. The timing and duration of all relative delays, extensions in playing hours and interruptions in play, will be taken into consideration in specifying this time.
  6. 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.

**c) In addition to the 12.4.2 a && 12.4.2 b, the below shall apply:**

1. Despite of interruptions and not completing overs in stipulated time, the match must stop at 100 minute mark from start time of noon. The subsequent matches shall start immediately.
2. 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.
3. In a interrupted game, the number of overs and power plays shall be adjusted as below:

<b>NUMBER OF OVERS IN INNINGS</b>	<b>POWER PLAY OVERS</b>
<b>19-20</b>	<b>6</b>
<b>15-18</b>	<b>5</b>
<b>12-14</b>	<b>4</b>
<b>9-11</b>	<b>3</b>
<b>5-8</b>	<b>2</b>

4. Team that forfeits a match is fined \$150 and the opposing team will be awarded 2 points and a +0.25 for cumulative NRR at the end of 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)

**12.5 Extra time**

Law 12.5 shall not apply

**12.6 Number of Over per Bowler**

- No bowler shall bowl more than 4 overs in an innings. 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.
- **Example:** 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 the 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 in middle of an 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.

**12.7 Law 12.4 The Toss**

Law 12.4 shall apply and replaced by standard MCA rule:

**LAW 13 - THE FOLLOW – ON**

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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:

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:

### **15.1 Hours of Play**

Law 12.1 shall apply

- ❖ 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

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

Law 15.5 shall apply subject to umpire’s approval. No more than 10 mins interval is allowed in between innings.

### **15.3 Law 15.9 Intervals for drinks**

No drinks intervals shall be permitted

- 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
- Interval for drinks is allowed at the end of an over and is subject to umpire’s approval.
- If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately.

## **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**

Law 17 shall apply and no team is allowed to practice on the field of play on game day.

## **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**

The following shall apply and replaced by standard MCA rule.

### **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 a cone or flag or similar object as authorized by the MCA.

### **19.3 Law 19.3 Scoring a boundary**

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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:

- Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Law 21.3), a result can be achieved only if both teams have had the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs.
- Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Law 21.3), all matches in which both teams have not had an opportunity of batting for a minimum of 5 overs, shall be declared no result.

### **21.3 Law 21.3 – Umpire (MCA Match Referee) awarding a match**

Law 21.3 shall apply in addition to the following:

- a) A match shall be lost by a side which either
  - a) Conceded defeat
  - b) In the opinion of MCA umpire refuses to play and the umpire shall award the match to other side.
- b) 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 inform the MCA executive committee of this fact. The MCA executive committee shall together with the umpires ascertain the cause of the action.  
If the MCA executive committee, after due consultation with the umpires, then decides that this action does constitute a refusal to play by one side, he shall so inform the captain of that side. If the captain persists in the action the MCA executive committee shall award the match in accordance with (a)(2) above.\*
- c) If action as in (b) above takes place after play has started and does not constitute a refusal to play the delay or interruption in play shall be dealt with in the same manner as provided for in clause 12.4.2 above.

\* N/B In addition to the consequences of any refusal to play prescribed under this clause, any such refusal, whether temporary or final, may result in disciplinary action being taken against the captain and team responsible under the MCA Code of Conduct.

### **21.4 Law 21.4 – Matches in which there is an agreement under law 12.1(b)**

Law 21.4 shall not apply.

### **21.5 Law 21.5 (a) – A Tie**

The following shall apply in addition to law 21.5(a)

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- If the scores are equal, the result will be a tie and no account shall be taken of the number of wickets which have fallen. In the event of a tied match the teams shall compete in a super over to determine the winner. Refer super over rules.

**21.6 Law 21.5(b) – A Draw**  
Law 21.5(b) shall not apply

**21.7 Interrupted or Prematurely Terminated Matches – Calculation of the Target Score**

- a) Interrupted Matches - Calculation of the Target Score  
*If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 5 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current Duckworth/Lewis method. The target set will always be a whole number and one run less will constitute a Tie. (Refer Duckworth/ Lewis Regulations).*
- b) Prematurely Terminated Matches  
*If the innings of the side batting second is suspended (with at least 5 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the D/L 'Par Score' determined at the instant of the suspension by the Duckworth/Lewis method (Refer Duckworth/Lewis Regulations). If the score is equal to the par score, the match is a Tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.*

**21.8 Correctness of result**

Any query on the result of the match as defined in Laws 21.2, 21.3, 21.5, 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.

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.

**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.

**LAW 23 - DEAD BALL**

Law 23 shall apply

**LAW 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 Free Hit**

- In addition to the above, the delivery following a no ball called (all modes of a no ball)

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shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of a no ball or a wide ball) then the next delivery will become a free hit for whichever batsman is facing it.

- For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.
- Field changes are not permitted for free hit deliveries unless there is a change of striker.
- The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

**24.3 Fair Delivery – the Feet**

Law 24.3 shall apply

**24.4 Bowler run into stumps**

A no ball is called if a bowler runs in to stumps at the non-strikers end, during the delivery of the ball.

**24.5 Free Hit After a No Ball**

The delivery after every NO ball is a free hit. If the immediate delivery is a NO ball or wide, then the free hit carries over to the next ball also.

**LAW 25 - WIDE BALL**

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

- a) Auto wide off mat: only dead if hit pin or strap or edge – danger issue.

**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.

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## **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** At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.

**41.2.2** The following shall apply:

In addition to the restriction contained in clause 41.2.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay overs) are set out in the following paragraphs.

- Subject to 41.2.3 below these additional fielding restrictions shall apply to the first 6 overs of each innings (Powerplay overs).
- Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their center the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 meters). The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer attached Appendix 5). These fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 meters) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.
- During the Powerplay overs only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.
- During the non Powerplay overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area referred to in clause 41.2.2 (b) above.

**41.2.3** In circumstances when the number of overs of the batting team is reduced, the number of power play overs shall be reduced in accordance with the table above. For the sake of clarity,

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it should be noted that the table shall apply for both the 1<sup>st</sup> and 2<sup>nd</sup> innings of the match.

- 41.2.4** If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of Powerplay overs has already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.
- 41.2.5** In the event of an infringement of any of the above fielding restrictions, the square leg umpire 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:

Law 42.3 (d) and (e) shall be replaced with the following:

If the umpires together agree that the deterioration of the ball is inconsistent with the use it has received, they shall consider that there has been a contravention of this Law. They shall then decide together whether they can identify the player(s) responsible for such conduct.

#### **42.1.1** If it is possible to do identify the player(s) responsible:

- a) Change the ball forthwith. 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. additionally the bowler's end umpire shall:
- b) Award 5 penalty runs to the batting side.
- c) Inform the captain of the fielding side of the reason for the action taken.
- d) Inform the captain of the batting side as soon as practicable of what has occurred.
- e) Together with the other umpire report the incident to the MCA Executive committee or head umpire who shall take action as is appropriate against the player(s) responsible for the conduct under the ICC Code of Conduct.

#### **42.1.2** If it is not possible to do identify the player(s) responsible:

- a) Change the ball forthwith. The umpires shall choose the replacement ball for one of similar wear and of the same brand as the ball in use prior to the contravention.
- b) The bowler's end umpire shall issue the captain with a first and final warning, and
- c) Advise him that should there be any further incident by that team during the remainder of the match or series, steps 42.1.1
  - to e) above will be adopted, with the captain deemed under
  - e) To be the player responsible.

### **42.2 Law 42.4 – Deliberate attempt to distract striker**

Law 42.4 shall apply subject to the following:

In addition, the umpires shall report the incident to head umpire under MCA code of conduct.

### **42.3 Law 42.5 – Deliberate distraction or obstruction of batsman**

Law 42.5 shall apply subject to the following:

In addition, the umpires shall report the incident to head umpire under MCA code of conduct.

### **42.4 Law 42.6 Dangerous and Unfair Bowling**

#### **42.4.1 Law 42.6 (a) - The following of fast 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 delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the popping crease.
- c) The umpire at the bowler's 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.

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 which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is deemed unfair, whether or not it is likely to inflict physical injury on the striker.
- b) In the event of a bowler bowling a high full pitched ball as defined in clause 42.4.2 (a) above, the umpire at the bowler's end shall call and signal no ball.  
If, in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batsman, the umpire at the bowler's end shall, in addition to calling and Signalling no ball, 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.
- c) Should there be any further instance (where a high full pitched ball is bowled and is considered likely to inflict physical injury on the batsman) by the same bowler in that innings, the umpire shall, in addition to calling and Signalling no ball, 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.
  - d) The bowler thus taken off shall not be allowed to bowl again in that innings.
  - e) 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.
  - f) The umpires will then report the matter to the MCA executive committee 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 umpires 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 bowlers 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.

#### **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 delivery which is deemed 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 bowler's 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.

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#### **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.

#### **Law 42.6 (b) Chucking:**

Chucking rules apply and both umpires will consult match referee for clarifications and review. Umpires will notify respective team captains and what needs to be done if a bowler is identified chucking.

- a) On first instance, call a no ball and tell the captain and bowler of his illegal action. This will be the first warning.
- b) On second instance at any point during the match, call no ball and advice captain and bowler of his illegal action. This will be the second and final warning.
- c) On third instance at any point during the match, Call no ball and pull him out of bowling and report it to MCA.

#### **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 and subject to the following:

If either umpire considers that there is any further waste of time by any batsman in that innings, the umpire concerned shall:

- 42.10.1 Call and signal dead ball if necessary, and;
- 42.10.2 Award 5 penalty runs to the fielding side (see Law 42.17).
- 42.10.3 Inform the other umpire, the other batsman and as soon as possible the captain of the fielding side of what has occurred.
- 42.10.4 In addition, if the umpires believe that the act of time wasting was deemed

#### **42.10 Law 42.14 Batsman damaging the pitch**

Law 42.14 shall apply, subject to the following:  
See also clause 37 above.

#### **42.11 Law 42.15 – Bowler attempting to run out non-striker before deliver**

Law 42.15 shall be replaced by the following:

The bowler is permitted, before releasing the ball and provided he has not completed his usual delivery swing, to attempt to run out the non-striker. Whether the attempt is successful or not, the ball shall not count as one of the over. If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal Dead ball as soon possible.

#### **42.12 Use of Electronic Communications Equipment**

Law 42.12 shall not apply.



## **Appendix:**

### **Procedure for the Super Over:**

The following procedure will apply should the provision for a super over be adopted in any match.

- 1) The Super shall commence 5 minutes after the conclusion of the match and same pitch.
- 2) The umpires shall stand at the same end as that in which they finished the match.
- 3) In both innings of the Super Over, the fielding side shall choose from which end to bowl.
- 4) Only nominated players in the main match may participate in the Super Over.
- 5) Each team's over is played with the same fielding restrictions as apply for the last over in a normal T20 International match.
- 6) The team batting second in the match will bat first in the Super Over.
- 7) The fielding captain shall bowl his over in the Super Over with the balls used in the main match, but no new balls.
- 8) Field restrictions don't apply and shall be same as last over of main match. (5 fielders allowed outside 30 yard)
- 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, if the original match was a tie under the D/L method, clause 14 immediately applies. Otherwise, the team whose batsmen hit the most number of boundaries combined from its two innings in both the main match and the Super Over shall be the winner.
- 11) If the number of boundaries hit by both teams is equal, the team whose batsmen scored more boundaries during its innings in the main match (ignoring the Super Over) shall be the winner.
- 12) 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:**

<b>RUNS SCORED FROM:</b>	<b>TEAM 1</b>	<b>TEAM 2</b>
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.

#### **What games are considered as playoffs?**

- a. For a T20, matches from quarter finals are considered as playoffs.

## **MCA T20 TOURNAMENT ATTIRE**

1. No white colored uniform is allowed. (Base and secondary colors must be approved by MCA, white pin stripes on jersey or trouser is not allowed).
2. Use of colored batting pads or pad covers is mandatory. Any color is accepted other than white/cream.

## **SUBSTITUTE and RUNNERS**

This law shall not apply for T20 tournament.

## **FINES – UMPIRE / FORFEITURE**

1. Cost for the head umpire to arrange substitute is \$25.00
2. In event that the offending team does not arrange and umpire or does not notify the head umpire, the team will be fined \$100.00.
3. Compensation for rain affected games is as follows:
  - Match abandoned without a ball bowled T20 – \$20
  - Match abandoned without a ball bowled after waiting period T20 – \$40
  - 1 umpire present – both teams to pay \$30 for T20
4. Forfeiture fines are as below:
  - Per occurrence - \$150

## **PLAY OFFS**

- Top 4 teams will be seeded will be seeded by points and head-to-head result (CNRR tie breaker if required).
- Semifinal match-ups are done by seeding as follows: #1 vs. #4 (SF1), #2 vs. #3 (SF2).
- Final match-up is between the winners of each semifinal.
- In case of a tie during play-offs, winner is decided by playing Super Over.

**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.**