

MINNESOTA
CRICKET
ASSOCIATION



40 Overs Rule Book

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

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All revisions require prior approval from MCA Board.

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Revision History

Date	Version	Description	Author
03/01/2017	2017_01	Initial draft of MCA rules	Ramesh Ailaveni

MCA 40 OVERS LEAGUE PLAYING CONDITIONS

Except as varied here under the [Laws of Cricket \(2000 Code 5th Edition - 2013\)](#) and [ICC ODI 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.

If there is shortage of players, by agreement a match may be played between sides with at least 8 players each side.

1.2 Law 1.2 – Nomination of Players

Law 1.2 shall be replaced by the following:

- 1.2.1** Each club must register a team with board approval and by following the MCA constitution. According to MCA constitution, this should happen before the season schedule is approved by board.
- 1.2.2** New players (*who never played for any team in MCA or registered with a team in current season*) must be added to the teams list by forwarding the player profile to the Secretary of MCA. Such players must be registered at least 15 minutes prior to participation in an MCA match.
 - a)** A player, who hasn't played in league matches are not eligible for play offs. Restrictions apply for T40 and T20.
- 1.2.3** Each captain shall nominate 11 players plus a maximum of 4 substitute fielders in writing to MCA umpire before the toss. The captain's name must be preceded by a *, and a wicket keeper's name by +.
- 1.2.4** Players shall wear whites for T40 and colored uniforms for T20. Absolutely no spiked footwear shall be permitted on the mat, it is forbidden for wicketkeepers, batsmen, and bowlers to wear such.
- 1.2.5** A team shall be entitled to change its players at any time prior to start of the game and it is done so in writing to the umpire.
 - a)** Immediately prior to the toss and, 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.
 - b)** No player shall be changed after the start of the game.

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.

1.4 Player Transfer

A player registered with a club may request transfer using the MCA transfer form available on the MCA website or by sending an email to the secretary of MCA. The following rules shall apply.

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

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- b) Departing team must respond to MCA on any issues within 3 days of receipt of request. MCA may intervene in decision making on a case-by-case basis to ensure fairness.
- c) Transferring player must wait out 1 scheduled match after the transfer request is approved. The transferring player must resolve all financial/other matters with the departed team.
- d) No player can request a transfer after having played at least 4 T20 games or 3 40 overs games, whichever comes first. The meaning of played in the contest of this rule means – the transferring player was in the roster of playing 11.
- e) No player transfer can be requested during playoffs (whichever comes first T20/T40).

1.5 Age Limit

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.

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

2.1 Law 2.1 - Substitutes and Runners

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.

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 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.

If the player is absent from the field for longer than **8 minutes**, the following restrictions shall apply to their future participation in the match:

2.2.1 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.

2.2.2 The player shall not be permitted to bat in the match until his team's batting innings has been in progress for the length of playing. However, once his side has lost five wickets in its batting innings, he may bat immediately.

For the purposes of 2.2.1 and 2.2.2, playing time shall comprise the time play is in progress excluding intervals, intervals between innings and official drinks intervals.

However, in the event of a batsman or 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 umpire when he is fit enough to take the field had play been in progress.

Similarly, if at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, a player is on the field but still has some

unexpired penalty time remaining from a previous absence, he shall automatically be allowed to count any such stoppage time as playing time, provided he returns to the field of play immediately after the interruption.

The restriction in Clauses 2.2.1 and 2.2.2 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).

- 2.2.3** Substitute fielders shall only be permitted in cases of injury, illness or other wholly acceptable reasons. 'Wholly acceptable reasons' should be limited to extreme circumstances and should not include what is commonly referred to as a 'comfort break'.

Note: Squad members of the fielding team who are not playing in the match and who are not acting as substitute fielders shall be required to wear a team training bib whilst on the playing area (including the area between the boundary and the perimeter fencing).

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** The umpires shall control the game as required by the laws, with absolute impartiality and shall be present at the ground 30 mins before the scheduled start of play.
- 3.1.2** Only certified umpires are allowed to officiate at MCA sanctioned matches.
- 3.1.3** It is the responsibility of teams to send in an umpire for assigned game.
- 3.1.4** The umpire shall not be from the same club as the participating team.
- 3.1.5** Neither team will have a right of objection to an umpire's or match referee's appointment.
- 3.1.6** Umpires are to be dressed in black trouser and white shirt with collar and/or white coat.

3.2 Third Umpires / TV Replays (DRS)

Law 3.2 shall not apply

3.3 Change of Umpire

Law 3.2 shall be replaced by the following:

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

In absence of any assigned umpire, the batting team shall provide square leg umpire for the duration of innings.

3.4 Law 3.4 - To inform captains and scorers & MCA

The following shall apply in addition to Law 3.4 (i):

- 3.4.1** The umpire shall go to the wickets 5 minutes before the start of a session.
- 3.4.2** Umpires are to ensure the scorebooks agree and make corrections at appropriate times.

- 3.4.3** 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.
- 3.4.4** Umpires are to complete the appropriate section of the match report and sign the scorebooks at the end of the match.
- 3.4.5** 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 3.8 Fitness for play and Law 3.9 – Suspension of play in dangerous or unreasonable conditions

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

3.5.1 The safety of all persons within the ground is of paramount importance to the MCA. In the event that any threatening circumstance, whether actual or perceived, comes to the attention of any umpire (including for example weather, pitch invasions, act of God, etc. See also clauses 3.5.4 and 3.5.5 below), then the players and officials should immediately be asked to leave the field of play in a safe and orderly manner and to relocate to a secure and safe area (depending on each particular threat) pending the satisfactory passing or resolution of such threat or risk to the reasonable satisfaction of the umpires, MCA Match Referee, the head of the relevant ground authority, the head of ground security and/or the police as the circumstances may require.

Laws 3.8 & 3.9 shall be replaced by:

3.5.2 The umpires shall be the final judges of the fitness of the ground, weather and light for play. See clause 3.5.3 below and Law 7.2 (Fitness of the pitch for play).

3.5.3 Suspension of play for adverse conditions of ground, weather or light

- a) All references to ground include the pitch. See Law 7.1 (Area of pitch).
- b) If at any time the umpires together agree that the conditions of ground, weather or light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place, then they shall immediately suspend play, or not allow play to commence or to restart. The decision as to whether conditions are so bad as to warrant such action is one for the umpires alone to make, following consultation with the ICC Match Referee.

The fact that the grass and the ball are wet and slippery does not warrant the ground conditions being regarded as unreasonable or dangerous. If the umpires consider the ground is so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders of the power of free movement, or the batsmen of the ability to play their strokes or to run between the wickets, then these conditions shall be regarded as so bad that it would be unreasonable for play to take place.

If circumstances are warranted, the umpires shall stop play and instruct the teams to take whatever action they can and use whatever equipment is necessary to remove as much dew as possible from the outfield when conditions become unreasonable or dangerous. The umpires may also instruct the teams to take such action during scheduled and unscheduled breaks in play.

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

- c) When there is a suspension of play it is the responsibility of the umpires to monitor the conditions. They shall make inspections as often as appropriate. Immediately the umpires together agree that conditions are suitable for play they shall call upon the players to resume the game.

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- d) If play is in progress up to the start of an agreed interval then it will resume after the interval unless the umpires together agree that the conditions of ground, weather or light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place.

3.5.4 Play may be suspended due to safety and security concerns by the umpires.

3.5.5 Where play is suspended under Clause 3.5.4 above the decision to abandon or resume play shall be the responsibility of the MCA Match Referee who shall act only after consultation with the MCA executives.

3.6 Light Meters

Law 3.6 shall not apply.

3.7 Use of artificial Lights

Law 3.7 shall not apply.

3.8 Day Night matches

Law 3.8 shall not apply.

3.9 Advertising on grounds, perimeter boards and sightscreens

Law 3.9 shall not apply.

LAW 4 - THE SCORERS

Law 4 shall apply.

4.1 Score sheets and reporting

4.1.1 Copies of score sheets and completed match reports must be mailed to the head umpire by the Tuesday following the match.

4.1.2 All teams must obtain training on updating the website. Teams must contact the Secretary or Vice President for this information. Teams must update website within two days of the completion of the match. Delayed score sheet and match report fines will incur fines.

4.2 Correctness of scores:

In addition, the following shall apply:

4.2.1 Scorers must follow MCA accepted scoring protocol.

4.2.2 The batting side must update the scoreboard at the end of each over.

4.2.3 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.

4.2.4 Score sheets must be tallied and in agreed-upon before signed by the umpires.

4.3 Match Report

4.3.1 To assist in the quick updates on the website, teams must complete the match report, and submit with the copy of the score sheet to the head umpire by Tuesday following the match. Penalties will apply, if a team fails to comply with the stipulated format/delivery time.

LAW 5 - THE BALL

5.1 Law 5.2 Approval and control of balls

Law 5.2 shall be replaced by the following:

5.1.1 All matches are to be played by MCA Approved balls.

5.1.2 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.

5.1.4 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:

5.3.1 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.

5.3.2 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.

5.3.3 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.

5.4 Law 5.6 Specifications

Law 5.6 shall not apply.

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

7.1 Law 7.3 - Selection and preparation

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

- a) The host team shall prepare the grounds at least 15 mins prior to the scheduled start of the game and to the satisfaction of the umpires. This includes: laying the mat, installing the wickets, setting the boundary markers, providing the score board, marking all creases, and removing all obstacles from the field area.
- b) The host team shall cover the pitch immediately when play is interrupted by rain.
- c) Host team is responsible for restoration of equipment back to storage.

7.1.1 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 favor 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 match shall be declared a no decision.

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

LAW 8 - THE WICKETS

Law 8 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 meters)".

9.2 Additional Crease Markings

The following shall apply in addition to Law 9:

As a guideline to the umpires for the calling of wide 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 field 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 Law 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

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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 foot holes

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 covers available to protect MCA equipment. 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 the duration of the period of the match.

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

11.3 Law 11.3 Covering bowler's run ups

Law 11.3 shall be replaced by the following:

The bowler's run-ups shall be covered in inclement weather, in order to keep them dry, to a distance of at least 10 x 10 meters.

11.4 Law 11.4 Removal of covers

Law 11.4 shall apply

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 shall consist of one innings per side, each innings being limited to maximum of 40 overs.

All MCA T40 games are scheduled for 7 hours 20 mins which includes drinks break as well. The only exception to extend the game time is when uncontrollable activities take place (injuries, security concern etc.). This shall be totally at umpire's discretion.

However, in the case of interruptions due to weather, if there is enough day light to extend play beyond 7

hours 20 mins then every attempt should be made by the umpires to extend the play so that a legal game of 18 overs can be accommodated (18 overs for T40 and 5 overs for T20). The captains shall be notified by the umpires about the potential end time to the game.

Example: If there is rain during second innings that clears by 7th hour or before and umpires deem that there is enough light to get minimum number of overs then play shall be extended to get a result.

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

- The matches are scheduled for 6 hours and 40 minutes of playing time. The team batting first shall be allowed a maximum of 3 hours & 20 minutes (5 minutes per over)
- 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.
 - 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 hours and 5 minutes. Also, refer to Sub-Section i below for maximum overs allowed for each bowler.
- 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.

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

C. Hours of Play

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

D. The Toss

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

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- i. 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.
- ii. 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.

E. Intervals

- a. The fielding team is permitted a 10 minute break at the conclusion of 20 overs.
- b. 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.
- c. 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.
- d. 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 because 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 must be bowled to the side batting second, subject to the innings not being completed earlier.

- iii) Fixed time will be specified for the commencement of the interval, and 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) In case of delayed start due to interruption, umpires shall notify team captains 30 minutes before the desired start and shall conduct toss 15 minutes before the desired start. IN this case, 12.4.2.a.i, 12.4.2.a.ii, 12.4.2.a.iii shall be applicable. CLARIFICATION – However, for resuming a game interrupted by rain there need not be a 30 minutes’ notice.
- b) 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.
- c) In case of interruption during the game, number of overs and power play overs shall be adjusted per the following table. Refer to Law 41 for each power play definition in the table below:

Innings Duration	Power Play 1	Power Play 2	Power Play 3
18	4	11	3
19	4	12	3
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8

- i) 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.
- ii) Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored.
- iii) The match shall continue until a result is achieved or minimum number of allowed overs is bowled.
- d) 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 is bowled.

- ii) If the team batting second has received less than 18 overs a No Decision shall be the result.
- iii) 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 minimum overs have been bowled or a result achieved.

12.5 Extra time

Extra time is allowed only when the game is interrupted and only to accommodate the minimum overs to get a result.

12.6 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 are 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, 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 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:

Hours of Play

Law 12.1 shall apply

- I. The scheduled time per innings is 3 hours and 20 mins. An exception of extra 10 mins is given per innings due to uncontrollable activities (injuries etc.)
- II. If there is a delayed start or one or more interruptions in play, no extra playing time shall be allowed.
- III. Each innings will have a 10 minute break at the conclusion of 20th over and a break of 15 minutes at the end of an innings (innings break).
- IV. When there are interruptions before or during the innings then D/L is implemented and overs are reduced as per the table defined above.

15.1 - 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.

If up to 10 minutes of actual playing time is lost (total playing time lost less any extra time provided), then the interval will be reduced by the amount of actual playing time lost.

15.2 Law 15.9 Intervals for drinks

One drinks break per session shall be permitted at the end 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.

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

The first ball is to be bowled at 12pm and each innings is scheduled for 3hrs 20 mins with a 15 minute interval between innings.

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

The following shall apply in addition to Law 19.1:

The playing area shall be a minimum of 150 yards (137.16 meters) from boundary to boundary square of the pitch, with the shorter of the two square boundaries being a minimum 65 yards (59.43 meters). The straight boundary at both ends of the pitch shall be a minimum of 70 yards (64.00 meters). Distances shall be measured from the center of the pitch to be used.

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

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:

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

Winner of the match shall be determined as follows:

- Higher score in a completed match.
- Higher score in a match where the maximum overs have been bowled.
- Higher run rate in a shortened match where both teams have batted a minimum of 18 overs

Forfeiture:

- Team is late, i.e. less than eight (8) players physically on 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.

Tie:

If the scores are equal, the result shall be a tie. In case of tie, each team is awarded 1 point.

No Decision:

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

Definition of Cumulative Net Run Rate:

A team's cumulative net run rate is calculated as (Total runs scored by the team across all matches/Total overs played by the team) – (Total runs scored against the team / Total overs played against the team)

In case of forfeitures (refer to Law 21.2 point IV for definition of Forfeiture), the winning team will be awarded a +1.0 to the run rate for that match by adding 40 runs (if the forfeited match is a 40 over match and 20 runs for 20 over matches to the total runs scored by the winning team.

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: Calculation of Net Run rate of Team 1 from 2 games

Game 1: (Team 1 Vs. Team 2): Team1 Scored: 200/7 in 40 overs, Team 2 were all out for 100 chasing
Team 1 NRR at the end of first match is = $200/40 - 100/40 = +2.5$

Game 2: (Team 1 Vs. Team 3): Team3 batting first: 160/10 in 38.4 overs

(Calculated on 40 overs), Team 1 scored 161/4 in 32 overs (Calculated on 32 overs)

Cumulative Net Run Rate of Team 1 after 2 matches= $(200+161)/(40+32) - (100+160)/40+40 = 361/72 - 260/80 = +1.763889$

21.3 Law 21.3 Umpires awarding a match

Law 21.3 shall apply and in addition:

- a) A match shall be lost by a side which either
 - i) Concedes defeat or
 - ii) In the opinion of the ICC Match Referee refuses to play and the ICC Match Referee shall award the match to the other side.

21.4 Points

- A. Win - 2 Points
- B. ND - 1 Point
- C. Tie – 1 point

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21.4.1 League and Play Off Matches

The word matches mean – game 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 head to head rule is implemented.
- 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 the above cannot separate teams drawing lots will do this.

21.4.2 Semi-final

If a semi-final is tied or there is no result then the game shall be played on a reserve day.

21.4.3 Final

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

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) 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.

Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:

- a) There is a change of striker (the provisions of clause 41.2 shall apply),
- Or
- b) The No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.

The umpire will signal a free hit by (after the normal No Ball signal) extending one arm straight upward and moving it in a circular motion.

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24.3 Law 24.3 Fair Delivery – the Feet - shall apply

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

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 leg side delivery that 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.

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.

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. For the avoidance of doubt, if an umpire feels that a batsman, in running between the wickets, has significantly changed his direction without probable cause and thereby obstructed a fielder's attempt to affect a run out, the batsman should, on appeal, be given out, obstructing the field. It shall not be relevant whether a run out would have occurred or not.

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 Fieldsman

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

41.2.2 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 are set out in the following paragraphs.

41.2.3 The following fielding restrictions shall apply:

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 (27.43 meters) by a straight line drawn on the field on the same side of the pitch. Continuous painted white lines or "dots" should mark the field restriction area 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 (18cm) in diameter.

At the instant of delivery:

- a) Powerplay 1 – no more than two (2) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 1 to 8 inclusive.
- b) Powerplay 2 – no more than four (4) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 9 to 32 inclusive.
- c) Powerplay 3 – no more than five (5) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 33 to 40 inclusive.

41.2.4 In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings Duration	Power Play 1	Power Play 2	Power Play 3
18	4	11	3
19	4	12	3
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8

41.2.5 If play is interrupted during an innings and the table in 41.2.4 applies, the Powerplay take immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

Illustrations of 41.2.5

A 50 over inning is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore the middle phase fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final phase begins after 26 overs have been bowled.

A 40 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new phases are 5+13+4. When play resumes, the final phase fielding restrictions apply for the remaining 3.1 overs.

LAW 42- FAIR AND UNFAIR PLAY

42.1 Fair and unfair play – responsibility of captains:

42.2 Fair and unfair play – responsibility of umpires

42.3 Law 42.3 The Match Ball – changing its condition

Law 42.3 shall apply, subject to the following:

42.3.1 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.

42.3.2 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

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balls of various degrees of usage (including a new ball) and of the same brand as the ball in use prior to the contravention.

42.4 Law 42.4 Deliberate attempt to distract striker

Law 42.4 shall apply, subject to the following:

42.4.1 In addition, the umpires shall report the incident to the MCA under the ICC Code of Conduct.

42.5 Law 42.5 Deliberate distraction or obstruction of batsman

Law 42.5 shall apply subject to the following:

42.5.1 In addition, the umpire shall report the incident to the MCA appointed umpire under the ICC Code of Conduct.

42.6 Law 42.6 Dangerous and Unfair Bowling

42.6.1 Law 42.6 (a) shall be replaced by the following:

- a. A bowler shall be limited to two fast short-pitched deliveries 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 one of the allowable short pitched deliveries in that over.
- f. In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in Clause 42.4.1 (b) above, the umpire at the bowler's 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 third 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 two fast short pitched deliveries 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 may then report the matter to the head 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 42.7 below which umpires are able to apply at any time.

42.6.2 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.

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

42.6.3 Law 42.6 (b) Bowling of High Full Pitched Balls

Law 42.6 (b) shall be replaced by the following:

- 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.
- 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.
- 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, another bowler shall complete the over, who shall neither has bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- The bowler thus taken off shall not be allowed to bowl again in that innings.
- 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.
- 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.)

42.7 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.

42.7.1 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.

42.7.2 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, another bowler shall complete the over, who shall neither has bowled the previous

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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.)

42.8 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:

- 42.8.1** Call and signal no ball.
- 42.8.2** When the ball is dead, direct the captain to take the bowler off forthwith.
- 42.8.3** Not allow the bowler to bowl again in that innings.
- 42.8.4** Ensure that the over is completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.
- 42.8.5** 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).

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.

42.9 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:

- 42.7.1** 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.

42.10 Law 42.10 Batsman Wasting Time

Law 42.10 shall apply, subject to the following:

If the incoming batsman is not in position to take guard or his partner not ready to receive the next ball within 2 minutes of the fall of the previous wicket, the action should be regarded by the umpires as time wasting and the provisions of Law 42.10 shall apply.

In addition, Law 42.10 (b) shall be replaced by 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

42.7.2 In addition, the umpires will report the incident to the MCA head umpire under the ICC Code of conduct.

42.11 Law 42.11 - Damaging the pitch – area to be protected

Law 42.11 shall apply.

42.12 Law 42.12 – Bowler running on protected area after delivering the ball

Law 42.12 shall apply, subject to 42.12 (d) (iv) being replaced by the following:

In addition, the umpires may report the incident to MCA head umpire under the ICC Code of Conduct.

42.13 Law 42.13 – Fieldsman damaging the pitch

Law 42.13 shall apply.

In addition, the umpires shall report the incident to the MCA head umpire under the ICC Code of Conduct.

42.14 Law 42.14 Batsman damaging the pitch

Law 42.14 shall apply.

In addition, the umpires shall report the incident to the MCA head umpire under the ICC Code of Conduct.

42.15 Law 42.15 – Bowler attempting to run out non-striker before delivery

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 deliberately 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.

42.16 Law 42.16 – Batsman stealing a run

Law 42.16 shall apply, subject to 42.16(vi) being replaced by the following:

In addition, the umpires may report the incident to the MCA head umpire under the ICC Code of Conduct.

42.17 Law 42.17 – Penalty runs

Law 42.17 shall apply.

42.18 Law 42.18 – Players’ conduct

Law 42.18 shall apply, subject to 42.18(iii) being replaced by the following:

In addition, the umpires shall report the incident to the MCA head umpire under the ICC Code of Conduct.

42.19 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.

Appendix:

The Players/Transfers

1.5.2 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 or by sending an email to the secretary of MCA. The following rules shall apply.

- a. No player can request a transfer after having played at least 4 T20 games or 3 40 overs games, whichever comes first.

1.5.3 Minimum number of games for playoff's

T20 tournament → 1

T40 tournament → 2

What games are considered as playoffs?

- a. For a T20, matches from quarter finals are considered as playoffs.
- b. For T40 tournament, if there are quarter final games (knock out) then it is considered as playoff game. Super 6 or super 8 are not considered as playoff games.

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 being bowled T40 – \$40
 - Match called off after waiting period T40 - \$70
 - Match abandoned without a ball being bowled T20 – \$20
 - Match called off after waiting period T20 - \$40
 - 1 umpire present – both teams to pay \$50 for T40 and \$30 for T20
4. Forfeiture fines are as below:
 - Per occurrence - \$150
5. Team Captain and vice-captain absent from captain's and vice captain's meeting called by the president of MCA \$50 per absentee.
6. Absentee from board meeting – \$50

The tie Breakers for league standings:

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

- In a 2 way tie, winner of the head to head match of the 2 teams involved in the tie, If there was no result from the head to head match, Head to head cannot be used as tie breaker, team with highest cumulative net run rate wins.
- In a 3-way tie, if one of the teams lost to both other teams, the other team will advance; else head to head cannot be used for deciding the tiebreaker, net run rate is used in such case.
 - vii. EX: End of the league Team A, B & C all have 6 points
 - viii. SCN1: in head to head matches: Team A beat Team B, Team B beat Team C, Team C beat Team - Head to head cannot be used as tie breaker
 - ix. SCN2: Team A beat Team B and C, Team B beat Team C
 2. As team C lost to both Team A & B, Team C will be ranked 3 with in the tied teams
 3. As team A beat both B & C, Team A will be ranked 1st and Team B second

Competition Format

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The MCA shall set forth prior to the season the teams for Premier Division and Division I. Vice President and AVP will present the league format at the beginning of the year. Format may vary each year depending on number of teams available for the season, motive to promote better competitive cricket and board members agreement. Format is finalized upon agreement of at least two thirds of board members approval.

Premier Division

Round Robin phase:

- Each team plays every other team once.
- Winning team is awarded 2 points and losing team 0 points.
- In case of no-result or tie, 1 point is awarded to each team.
- In case of forfeiture, current MCA board approved rules will apply in Cumulative Net Run Rate (CNRR) adjustments.
- Points tie breaker: if teams are tied with the same number of points, the following rules will be applied for tiebreaker.
 - Head-to-head results are used for breaking 2-way and 3-way (where applicable) tie. - CNRR will be used as tiebreaker where head-to-head results cannot be used.
- **Play offs**
 - Top 4 teams of Super-8s 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.

- **Division I**

- Division consists of 9 teams.
- Each team plays every other team once or twice if required.
- Top 3 will qualify for playoff's

- **Division II**

- Division II consists of 6 teams.
- Each team in a pool plays every other team
- Top 1 team qualifies to play the semifinals against one of top 3 in division 1.

21.6.1 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:

e) The team with the most number of wins in the Pool Matches will be placed in the higher position.

f) 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 the entire league matches will be placed in the higher position.

g) 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.

h) In the highly unlikely event that the above cannot separate teams drawing lots will do this.

Promotion / Demotion

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.

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