

Michigan Cricket Association



By-Laws & Tournament Rules - 2011

Compiled by the Tournament Organizing Committee

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1. Michigan Cricket Association By-Laws 2011

1.1. General

This document presents the rules and regulations for the cricket tournaments conducted by MichCA during the 2011 season.

- a) The following will be the order of precedence (from highest to lowest) applicable to MichCA tournaments: (i) MichCA By-Laws 2011 (contained solely in this document) Official Copy will be the one posted on the MichCA Website (ii) ICC ODI playing conditions, and (iii) ICC Laws of Cricket - 2000 code & 2003 amendments.
- b) The MichCA rules committee will be the sole authority for providing interpretations of and rulings on the rules, for the purposes any tournament conducted by MichCA.
- c) Wherever the terms “The League” or “MichCA” appear in this document, they shall stand for a majority of the members of the MichCA Governing Body.

1.2. Team Registration Fee

The registration fee for the season will be announced at least 30 days before the season’s first game. A check for this amount should be made out to Michigan Cricket Association and mailed to the League Treasurer’s address.

1.3. Start and End of Season

The season will officially commence from the 2nd week of May and run to completion by approximately the 1st week of October. The exact duration of the season will be determined by the official schedule published by MichCA.

1.4. Member Registration

All participating teams shall register at least fifteen (15) members before they play any of their scheduled games at Result Vault. Additional members may be registered during the season provided these players are not registered to any other MichCA team.

- a) All teams must use the Results vault registration page provided by MichCA.
- b) In order to enable verification of rosters, players must be registered before midnight on Friday to be eligible to appear in a game the upcoming weekend. .
- c) The registration list submitted by a team is only a provisional list. A player on that list becomes officially registered only when the player appears in the playing XI for a tournament game.
- d) Players may not transfer (change registration) from one team to another affiliated to the same club. The MichCA rules committee shall be the sole judge of what constitutes applicable affiliation.
- e) Teams may use players registered to teams not in their division. Eg. a player on a 40 over team may also play on another team in the 20 over league., amnd vice versa.
- f) In the event, a team uses more than the allowed players from another division, then the penalty for that team using unregistered players (section 1.5) applies accordingly.
- g) Once a player from 40 over league has played for a team in the 20 over league, he can not play for any other team in the 20 over league. (vice versa for 20 over league players playing in the 40 over league).
- h) In the event of a player transferring from one team to another during the playing season, such a player shall obtain a written release from the team with which he is registered and has already played for, which shall be forwarded to the Secretary prior to his playing for the second team. In the event of a refusal by the team to grant the written release for any reason, the player concerned will make an appeal to the Secretary of MichCA for such a release.
- i) The Executive Committee may grant certain players exemption from eligibility/transfer rules under special circumstances, including but not limited to reasons such as serious injury or if player had to appear in MichCA or USACA games.

1.5. Registered Players/Youth Players

No team may field in their playing XI, players who are not registered in resultsvault. In case of such players being fielded the following provisions will apply.

- a) If discovered before the start of the match, such a player or players shall not be allowed to participate in the game under any circumstances. If that player's captain insists on playing him, the umpire will call the game off and award the game and all available game points to the opposing team.
- b) If such an incident takes place and is discovered during a match in progress, the umpire will stop play, call the game off, and award the game and all available game points to the opposing team.
- c) If such an instance is brought to the notice of MichCA after completion of the game, the offending team will lose the game, and all available game points will be awarded to their opponents in that particular game.
- d) Captains should indicate on the declaration sheet the players from another division that are representing their team.
- e) Allow youth players under 21 of age (as of 1/1/2011) to move freely among teams. i.e., teams can share youth players and play them as the opportunity arises, so that youth players are not tied to a team and can get more opportunities to play.
- f) Youth teams: A youth team will consist of a team that has on its roster a minimum of 8 (out of the playing 12) U21 players. A youth team will then be allowed fill the rest of their roster with guest players (over 21) in any game to provide guidance and competitive balance.
- g) Youth teams as described above will be offered reduced registration cost (50% of normal registration).

1.6 Player Eligibility for playoffs

In order to play in any of the playoff games a player must; (Same rules would apply for Youth Players representing any team)

- a) Be registered to the team for which he intends to play in the playoffs
- b) Have been part of the playing XI in a third of the completed games for his team. All fractions will be rounded down to the nearest integer. For example for a team qualifying for the 40 over tournament playoffs, and having completed 8 games, a qualifying player must have appeared in at least $8/3 = 2.667 = 2$ (rounded down) games. In addition, the player must have represented the team in $1/3^{\text{rd}}$ of the team total completed games to be eligible for the semis final. **For Example if a team completed 11 games prior to the semifinal, then $11/3 = 3.6666 = 3$ games minimum to qualify for the semifinals.**
- c) All games after round 1 are considered as "Playoff Games".
- d) Completed games are those games in which teams travel to the scheduled field, submit rosters and the coin toss prior to the game takes place in front of the MichCA appointed umpire. All Players on the declaration sheet have to be present on the field at some point in time to be counted eligible. Only exception to this rule is Forfeit Games where the team that was willing to play has a right to submit roster to the stats committee to be counted towards eligibility.

1.7 Approved Equipment and Clothing

All clubs will be required to use cricket equipment deemed legal as per the ICC regulations. In addition, all participating teams are required to use official tournament balls (bearing the MichCA logo) supplied by MichCA.

- a) Any team not using an official tournament ball or a ball not approved by the umpire will be penalized \$50.00 per game. Western Conference/MichCA Grace for the 40 overs league and Western Conference/MichCA Grace for 20 overs is required.
- b) If a team does not have an official tournament ball available for play the umpire will attempt to find a suitable replacement ball. If the game is delayed due to lack of an official ball the team responsible will be penalized for the delayed start (as detailed in the rules covering the same).
- c) If both teams do not have official balls, then the rules for delayed start will be followed with both teams having their innings equally shortened.
- d) Proper Whites (Whites with Collared Shirt) are needed for players. No BLACK SHOES/BLACK SOCKS will be allowed. Umpires have the right to ask the player off the field if these conditions are not met. 1st Offence is a warning to the player and captain and reporting to Umpiring/Rules committee. Second offence will result in player not being allowed to play.

1.8 Game Scheduling and Venues

- a) MichCA shall schedule all games. No games will be rescheduled once the day of the game has arrived. In some circumstances (such as, but not solely, in case a scheduled field will not be available on the scheduled date) MichCA may alter the schedule of games prior to their scheduled days.
- b) All game venues will be determined by the MichCA scheduling committee.
- c) The MichCA scheduling committee assigns at least one umpire for each scheduled game. The procedure for completing the umpiring assignment are detailed separately under the section on umpiring.

- d) A home team will be designated for every scheduled game. The designated home team is responsible for making sure that the field is ready to play (in the judgment of the umpire) prior to the start of the game. This will include (but is not limited to) marking the field boundaries, setting up the wickets and bails and clearing any debris or dirt from the pitch. If the field is not ready for play due to inadequate preparation by the home team, the umpire will report this to MichCA and the home team will be fined \$50.00 payable prior to their next scheduled game.

2. MichCA League Tournament Format

2.1 Divisional/League Structure:

- a) The MichCA league will consist of F-40 and T-20 Formats as listed in Table 1.

	F-40 Overs League	T-20 Overs League
1.	Canton Cricket Club (Royals)	Canton Cricket Club (CCRO)
2.	Cricket Club at OU	Cricket Club at OU
3.	Grand Rapids CC	Greater Detroit CC (Blues)
4.	Greater Detroit CC	Greater Toledo CC
5.	Greater Toledo CC	Henry Ford Health Systems CC
6.	Lions CC	Lions CC
7.	Motown CC	Metro Detroit CC
8.	Troy CC	Michigan Premier CC
9.	University of Windsor Dominion Club	Punjab CC
10.		Saginaw CC
11.		Troy CC (Hawks)
12.		United CC
13.		University of Michigan CC

Table 1. MichCA F-40 over and T-20 over teams

2.2 Forty Over League Format (Per MichCA F-40 Schedule)

- a) MichCA Schedule Supersedes Rules book in case of a conflict
 b) MichCA F-40 will consist of Round 1 and Round 2. Round 2 format will be issued Super 8 with top 8 teams proceeding into second (playoff) round which will have 2 groups. Group A (1, 3, 5, 7) and Group B(2, 4, 6, 8) will play each other once and top two teams from each group at the end will qualify for semis.
 c) Points from Round 1 acquired against Teams advancing to Round 2 to be carried to Round 2
 d) Points structure doubled in Round 2 per 2.4 below

2.3 Twenty Over League Format (Per MichCA T-20 Schedule)

- a) MichCA Schedule Supersedes Rules book in case of a conflict
- b) MichCA T-20 will consist of Round 1. After which top 8 will qualify for Quarterfinals.

2.4 Points system and League Standings

- a) The leagues will follow a points system designed to improve competitive interest in particular games and to reward teams that perform with consistency throughout the season. The system is detailed in Table 2.

	1 st Round Points	Super 8 points (F40 Only)
Win	4 points	8 points
Loss	0 points	0 points
Forfeit/No Show*	-2 points	-4 points
Tied/Rained Out Game	2 points	4 points

Table 2. MichCA league points system

- b) When a team forfeits a match, the opposing team shall be awarded points.
- c) Automatic Penalty for a forfeiture of matches is first offence per season per format -4 point & \$50 fine for the team that forfeit the game.
- d) Subsequent forfeiture will result in -8 points and \$100 fine. Unless these fines are paid team will not be able to participate in further matches. League will consider valid reasons including emergencies as long as a valid proof is provided. The communication of not playing the game should go as soon as possible. This communication should go out to opposing team captain and secretary of the league.
- d) At the end of each Round, League standings will be based on points accrued in that league stage. In case of ties the following tie breakers will be applied in order.
- e) Tied teams will be ranked based on the number of points in the subgroup consisting only of the tied teams. This rule is only applicable when all teams tied have played each other.
- f) If still tied teams will be ranked based on number of wins in the round robin qualifying immediately prior to the next stage of competition.
- g) If still tied, team with the higher run rate differential (runs scored/overs played – runs allowed/overs bowled) rounded to three decimal places, in the round robin qualifying immediately prior to the next stage of competition, will be ranked higher.
- h) If still tied teams will be ranked by drawing from a suit of cards, with ranking based on card order (low to high: 2 – 10, J, Q, K, A).

2.5 Game Duration and Timings

- a) All matches will consist of one inning per side. Each 40 over tournament's inning will be of 40 overs, and each 20 over league tournament innings will consist of 20 overs. A bowler will be allowed to bowl no more than 1/5 of the total allotted overs.
- b) For 40 over tournament, the scheduled time for the toss is 10:15am and game start is 10:30 am. Teams will be allowed a 15 minute "Grace Period". The scheduled time for the start of the 2nd innings is 2:25 pm. The scheduled end of the game will be 6:00pm.
- c) For morning game in 20 over tournament, the scheduled time for the toss is 10:15am and game start is 10:30 am. The scheduled time for the start of the 2nd innings is 12:30 pm. The scheduled end of the morning game will be 1:50pm. For afternoon game in 20 over tournament, the scheduled time for the toss is 2:15 pm and game start is 2:30 pm. The scheduled time for the start of the 2nd innings is 4:30 pm. The scheduled end of the afternoon game will be 6:15 pm.
- d) These scheduled times may be altered only by the umpire in the case of delayed start or other interruptions (due to rain, injuries, etc.). In any case, no game shall extend beyond 6:30 pm.
- e) For 40 over tournament, each team will be required to bowl the allotted overs in no more than 3 hours and 30 minutes inclusive of two 5 minute drinks breaks, to be taken at the end of the 14th and 28th overs. To ensure that drinks breaks are completed on time, the players may not be allowed off the field for drinks. The 12th man or other designated player will be allowed to bring drinks onto the field.

- f) For 20 over tournament, each team will be required to bowl the allotted overs in no more than 1 hour 45 Minutes inclusive of one 5 minute drinks break, to be taken at the end of the 12th over. To ensure that drinks breaks are completed on time, the players will not be allowed off the field for drinks. The 12th man or other designated player will be allowed to bring drinks onto the field.
- g) In case of extremely hot weather (or for other reasons solely determined by the umpire) the umpire may relax the game timings and allow more frequent drinks breaks to ensure player safety. In all cases the umpire shall keep the captains continually informed of the game schedule.

2.6 Game Timing, Delays and Penalties.

- a) For 40 overs, both teams must be 'ready to play' ([See 2.10. Ready To Play](#)) at the ground by 10:15 a.m.
- b) For 20 overs, morning and afternoon games, both teams must be 'ready to play' at 10:15 am and 2:15 pm respectively.
- c) The toss shall be conducted 15 minutes prior to the scheduled start time as determined by the umpire (including any delays).
- d) At the time of the toss, if one team is not 'ready to play', then the toss will be awarded to the team that is 'ready to play'.
- e) For F-40, After the toss is awarded, if the team is still not 'ready to play' by 10:35am, the team not ready to play only shall lose an over for every 5-minute delay. If a team is not 'ready to play' by additional 40 minutes (11:15am with Grace Period), the match and all 4 game points for round 1 games and 8 game points for round 2 will be awarded to the opposing team, provided the other team is 'ready to play'. The official umpire will make the final decision regarding 'ready to play' and game awarding. Umpire will deduct the overs per the 5 minute/over rule accordingly from the team causing the delay.
- f) For 20 overs, if both teams are not 'ready to play' at the scheduled start time, the match will be reduced for both team by 1 over for every 10-minute delay. The time available to the teams to complete their overs will be prorated according to that fraction of 40 overs that was lost provided a minimum of 10 overs can be bowled for both innings
- g) For 40 overs, if both teams are not 'ready to play' at the scheduled start time, the match will be reduced by 1 over for every 10-minute delay. The time available to the teams to complete their overs will be prorated according to that fraction of 80 overs that was lost provided a minimum of 20 overs can be bowled for both innings.
- h) For T-20, After the toss is awarded, if the team is still not 'ready to play' by 10:35am for morning game & 2:35pm for afternoon game, the team not ready to play only shall lose an over for every 5-minute delay. If a team is not 'ready to play' by additional 20 minutes (10:55am for morning game & 2:55pm for afternoon game with Grace Period), the match and all 4 game points for round 1 games and 8 game points for round 2 will be awarded to the opposing team, provided the other team is 'ready to play'. The official umpire will make the final decision regarding 'ready to play' and game awarding. Umpire will deduct the overs per the 5 minute/over rule accordingly from the team causing the delay.
- i) In case of the reduced over games (delayed start or rain affected D/L method) The umpire and both the captains should agree to the start time and the number of overs to be bowled per innings. If one of the captains does not agree with the umpire, the game will be awarded to the opponent team.

2.7 Reduction in game length due to rain or other interruption

In the event of the game being delayed or interrupted due to rain or other causes, the umpire will reduce the number of overs to be played according to the following guidelines.

- a) If the game start is delayed, the umpire will reduce the number of overs to be played for both teams by 1 over for every 10 minutes lost.
- b) If there is a delay after game start, then the umpire will adjust the game to maximize the likelihood that both team innings are of equal length or that each team innings consists of at least 20 overs for a 40 over game or is at least 10 overs for 20 over game. For this purpose, a team that is all out in less than their allotted overs, will be considered to have had an innings length equal to the over allotment.
- c) The umpire may shorten the lunch break to 10 mins to facilitate completion of the game and take away the Drinks breaks.
- d) In the case of a shortened game where each team innings are at least 20 overs long for 40 over game, or 10 overs for 20 over, the game result will be determined by the DL method.
- e) If either team innings is less than 20 overs for 40 over game or less than 10 overs for 20 over game, the game will be abandoned and each team awarded 2 points for First Round Games and 4 Points for Second Round Game.

2.8 Reduction of Allotted Overs

If the number of overs is reduced prior to the start of the game, then the max. number of overs bowled by a bowler is determined as below:

- In the event of a team being penalized for a late start, the number of overs allocated to each bowler of the other team remains at 1/5 of the **original** number of overs scheduled for the innings.
- In the event of 40 overs reduced games, overs reduced are distributed across the 5 bowlers (min) clause, i.e. if the match is reduced to 37 overs then only 2 bowlers can bowl max limit of 8 overs and all others will have a limit of 7 overs.
- In the event of 20 over reduced games, overs reduced are distributed across the 5 bowlers (min) clause, i.e. if the match is reduced to 17 overs then only 2 bowlers can bowl max limit of 4 overs and all others will have a limit of 3 overs.

2.9 Power Play/Field Restrictions

- T-20 & F-40 League will have the Power Play implemented. In PP1 only 2 fielders are allowed outside the 30 Yard circle and in PP2 (F-40 only) and PP3 (F-40 only) only 3 fielders are allowed outside the 30 Yard circle.
- Normal Conditions PP1 is 6 overs, PP2 is 3 overs and PP3 is 3 overs. These durations will be reduced with reduction of overs as shown below in the Table.
- PP1 is mandatory to begin with the start of the inning for both F-40 and T-20 League. In T-20 there is not PP2 or PP3.
- If PP2 and PP3 applies to the game, both batting and bowling sides are required to take one PP each.
- PP2 can be taken any time after PP1 is over and PP3 can be taken any time after PP2 is over.
- If sum of PP2 and PP3 equals remaining overs for the inning, all those overs will be considered as PP overs. E.g. in a 35 over game, PP1 will be from over 1-5 (mandatory). If neither bowling nor batting team takes its power play by the end of 31st over, remaining 4 overs will automatically be considered as PP2 and PP3.
- If both batting and bowling sides announce to take their respective power play at the same time, batting side will be given preference to choose first.
- At any point in the game, there shall not be more than 5 fielders on the on-side (leg-side).
- No more than 2 fielders are allowed backward of square on the on-side (leg-side).
- The umpire shall call a no-ball if the above two conditions are not met.

Game reduced to following overs	PP1	PP2	PP3	Total PP Overs
Overs in between 36 and 40 (inclusive)	6	3	3	12
Overs in between 31 and 35 (Inclusive)	6	2	2	10
Overs in between *20 and 30 (Inclusive)	6	0	0	6

Table 3: Power Play Overs Durations in case of inning over Reductions

2.10 Ready to Play (Minimum Players+Field)/12th Man Rule

- A team shall be considered 'ready to play' if they have seven (7) players present on the ground, properly dressed and are accountable for the Umpire.
- In addition, the home team MUST have the stumps in place, all the necessary markings (creases, boundary, cones/flags), and any other field preparations completed by 10:15 am.
- In the event, there is no designated home team, then both teams are responsible for getting the field 'ready to play'.
- Both team captains must submit a duly signed TEAM DECLARATION sheet to the umpire for any scheduled game before the toss is made. No alterations will be allowed once the TEAM DECLARATION sheet is submitted to the Umpire. Both the captains are authorized to review the TEAM DECLARATION sheet along with the umpire.
- Each team can declare a list that includes the first 12 players, where any 11 of those 12 players may bat, bowl, or field at any time during the game. The 12th player is subjected to the regular ODI rules such as not being allowed to bowl # of overs he sat out of the field.
- Names of substitute fielders must also appear on this list.

2.11 Cancellations & Bad Weather

- a) For 40 over games affected by bad weather, no game may start later than 2:30 p.m. If one of the teams is not ready to play by the adjusted time, they shall lose the game and all 4 points (First round) and 8 points (Second Round) will be awarded to the opposing team. If both teams are not ready to play by the adjusted time, then the match will be registered, as a LOSS to both the teams and no points will be awarded.
- b) For 20 over games affected by bad weather, no morning game may start later than 12:30 pm and no afternoon game may start later than 4:30 pm.
- c) In case of inclement weather the assigned officiating umpire will make the decision regarding the game. The host captain shall inform the assigned umpire(s) and discuss possibilities of delaying or canceling the game. He must also inform the visiting team captain no later than 8:00 a.m. on the day of the game. An earlier notification time is urged to allow a distant visiting team sufficient time to notify its members prior to long distance travel. Teams MUST show up (unless travel time is too much), as in most cases a reduction in overs can still see completion of the game.
- d) Teams are expected to show up for all the scheduled games, and the umpire(s) on the field would make a decision whether the playing conditions are favorable to play or not.
- e) If the team captains disagree with the umpire's decision, they may lodge a complaint with MichCA, and play under protest. The score sheet has to reflect that they are playing under protest.
- f) If one of the team captains disagrees with the Umpire's decision and refuses to play, then the game will be awarded to the opponent team.

2.12 Umpiring

- a) A MichCA certified umpire(s) will officiate all games unless or until otherwise specified.
- b) Umpire shall wear proper attire: White Shirt, Black trouser and Shoes
- c) The officiating umpire MUST show up for the game 20 minutes before the start time.
- d) All teams must submit names at least 3 members who will be certified by MichCA to officiate as league umpires.
- e) Umpires should normally officiate in games involving teams that are not in the same group as the umpire's team but MichCA reserves the right to make an exception to this rule in special circumstances.
- f) In case a game is rained out completely, or the game is called off after the umpire reaches the ground, the umpire will be paid half the umpiring fee.
- g) In case of an umpire no show; the assigned team will be penalized \$100 for the first offence. A second offence will result in \$100 fine and the loss of 2 points. Any fine must be paid ([checks mailed in envelope post marked](#)) before the liable team can participate in further games.
- h) MichCA will assign the umpiring duties to the individual teams in the beginning of the season along with the schedule. The assigned team shall confirm to the umpiring coordinator/Secretary and to the two playing captains by every Wednesday mid night of that week by email or phone. If not confirmed, alternate arrangements will be made and be treated as umpire no show.
- i) In the absence of an assigned umpire the teams have two options:
 - (i) Provide their own umpires, agreeable to the opposite captain, and play the game.
 - (ii) Call the game off and receive 2 points each.Either way, the decision on the game will be final and no protest can be lodged.
- j) The square-leg umpire shall be a playing or non-playing member of the batting team.
- k) If the square-leg umpire appears to have made an error in judgment, then the official MichCA umpire has the authority to reverse that decision. If the official umpire finds the square leg umpire to be incompetent, he may request to have him replaced.
- l) Teams may request the league for a 2nd neutral umpire, as long as they are willing to pay his match fee. Such a request shall be accepted if an umpire is available.
- m) The league will provide two umpires for all play-off games.
- n) Team captains may lodge a complaint with MichCA in case they are not satisfied by the standard of umpiring (only if umpire is officiating under the instructions of the league).

- o) No one is allowed on the field during play other than the batsmen, the fielding side and the officials. In case of an injury or substitution, the umpire must be notified.
- p) If a umpire/any player is abused verbally or intimidated in any other way or form, the player and captain will be warned with warning being reported to umpiring/ruling committee for the first instance. Second offence of same nature by the same person will result in banning the player for the duration of one game

2.13 Fast Short Pitched Limit Per Over

- a) A bowler shall be limited to one fast short pitched deliveries per over. A fast short pitched ball is defined as one which passes or would have passed above the shoulder height of the striker standing upright at the crease.
- b) The umpire at the bowlers end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.
- c) Should a second such delivery be bowled in an over, either Umpire shall call and signal no ball and caution the bowler.

2.14 Short Pitched Limit Deliveries Above the Head

- a) Any short pitched delivery (bouncer) which passes or would have passed clearly above head height of the batsman standing upright at the popping crease, shall be called and signaled a No Ball. Such a delivery shall be counted in the fast short-pitched limit of one allowed in an over.

2.15 Bowling of high full pitched balls (Above waist height)

- a) Any delivery, other than a spinner, which passes or would have passed on the full above **waist height** of the striker standing upright at the crease is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker. As normal, benefit of the doubt will go to the batsmen.
- b) A slow delivery which passes or would have passed on the full above **shoulder height** of the striker standing upright at the crease is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker.

If the umpire considers that a high full pitched ball is delivered, he shall

- i) Call and signal a No ball.
- ii) Inform the bowler and fielding captain of first warning for this incident for the bowler.
- iii) If the bowler bowls another High full pitched ball in the same over, direct the captain, when the ball is dead, to take the bowler off forthwith. Remaining deliveries of the over shall be completed by one of the players who is on the playing field at the time of the incident.

2.16 Getting out on a high full pitched ball

- a) If the ball hits the wicket and is also **considered** a high full pitched (above waist height), batsmen shall be ruled OUT.
- b) If the ball hits the bat and is caught on a delivery considered a high full pitched, rule 5.a shall be applied and batsman shall be ruled NOT OUT

2.17 Free Hit on Foot Fault No Ball

- a) For foot fault No Balls, Free Hit will be awarded on the delivery immediately after on which batsmen can't be ruled out in any dismissal mode other than; run out, handled the ball, hit the ball twice and obstructing the field
- b) The fielding team is not allowed to change the field if the same batsman is on the strike. If the batsmen have changed ends then the field can be changed. Wicket keeper can change his standing up position to more conventional position regardless of the batsmen changing ends or not
- c) If the Free Hit delivery is a Wide or another No Ball (any kind) then the Free Hit Carries Over to the next Delivery as well.

3. Reporting by Umpires

- a) Each captain must check with at least one umpire at the end of a match to ascertain if any reports have been made.
- b) The reported player, with the permission of the reporting umpire, may be offered the option of pleading guilty. Should the player elect to do so, the following procedure will apply. The player shall automatically receive the minimum penalty for that offence and shall not be required to attend a tribunal.
The minimum suspension shall be one roster match on the first offence and a minimum of 2 matches for any future suspensions under this rule. Any further incident can result in season suspension. Umpires are advised to apply 5 run penalty rule as appropriate to effectively control misbehavior.
- c) If the next match the penalized player is to be involved in a different format, match penalty shall apply to that match regardless of the format.

- d) Reports by parties other than an Umpire shall be in writing (Email) outlining the offence or offences and shall be received by tribunal no later than 48 hours of the incident.

3.1 Playing Surfaces & Markers

- a) All games must be played on surfaces approved by MichCA. These include grass, astro-turf, Flix and certain types of matting surfaces.
- b) If the umpire feels that the surface is dangerous to play on, he may call the game off and file a report to MichCA.
- c) The creases and boundaries shall be distinctly marked by the home or designated home team
- d) Players shall not be allowed to wear metal spikes or other types of footwear that may cause damage to the pitch.
- e) Any clubs with specific rules pertaining to their field, that may affect playing of the game, shall send copies of these to all participating clubs.

3.2 Game Results

- a) The team scoring the greater number of total runs in the allotted overs shall be declared the winner.
- b) If a game is cancelled due to bad weather, then both teams will split the points. In this case 3 points shall be awarded to both teams.
- c) In case a game has to be shortened due to weather, a minimum of 20 overs per innings for 40 over tournament or a minimum of 10 overs for the 20 over tournament will have to be bowled for it to constitute a complete match.
- d) If the game has to be abandoned after only one of teams has completed its inning, the rain rule may decide the result (the 20 overs minimum for 40 over tournament or 10 overs minimum for 20 over tournament). If that is not the case, then the game will be cancelled and both teams will be awarded 3 points each.
- e) In case of a tied regular season game, both teams will gain 3 points.
- f) For all play-off games, a tied game will be decided on the basis of the following criteria considered in order until the tie is broken:
 - (i) The team having lost fewer wickets shall be awarded the game.
 - (ii) Greater number of points in head to head games in the regular season
 - (iii) Run Rate Differential, rounded to 2 decimal places, in the round robin league games considered for qualification for the playoff game
 - (iv) If all the above fail to break the tie, then a coin toss supervised by the umpire shall decide the outcome of the game.

3.3 Friendly Games

- a) The association schedule will take precedence over any and all other scheduled commitments.
- b) If a ground is not available due to community activities, the concerned club must inform the association statistician and secretary at least one (1) week in advance.

3.4 Team Declaration Sheets

- a) Only official MichCA team declaration sheets will be used.
- b) Captains must submit the team declaration sheets duly signed to the umpire before the toss.
- c) No alterations to the team declaration sheet will be permitted after the toss with the exception in the case of a substitute fielder being used other than the declared 12, the umpire shall ask the captain to add the player's name to the team declaration sheet under his supervision.
- d) Team Captains are required to put complete names of all players including the 12th man.
- g) The umpire shall sign and collect the team declaration sheet and submit the same to the statistician in case of a tied/washed out game otherwise the winning captain shall send the two Team Declaration Sheet and the score card to the statistician by Wednesday of the week.

3.5 Scores Cards & Umpire Reports

- a) Only official MichCA score card will be used.
- b) Scorecards for all association games must include the full batting, bowling, and fielding records.
- c) It is the sole responsibility of the winning captain to fax the scorecards to the statistician at **866-655-0830** no later than the Wednesday after the scheduled game. Umpires **MUST** sign a completed score sheet and insure that both captains also sign it. It is the responsibility of all the teams to update the score sheets online before the Wednesday of the week.
- d) If the **winning captain or the losing captain** fails to comply, his team may be penalized one (1) point, for each Wednesday that passes without the scorecard being updated after the completion of the game.
- e) Both captains are responsible for providing and completely filling in the entire statistics from their innings (this includes their battings and the other team's bowling and fielding details).
- f) Teams are urged to put names of fielders involved in a dismissal on the score sheets.
- g) If a game is played under protest, this should be mentioned on the report. Any and all other issues (e.g., delays, misconduct, umpire incompetence, etc.) **MUST** also appear on the score sheet.
- h) The team that batted first shall fill out the score card during the lunch break.

3.6 Umpire Evaluations

- a) Team captains should fill in the evaluation for the official MichCA umpire at the space provided in the score card. The umpiring shall be evaluated on a scale from 1 to 5 with 5 being excellent and 1 being worst.
- b) Detailed evaluations of the official umpires should be sent to the Umpiring Coordinator.

3.7 Trophies

- a) Each league format winner trophies will be awarded this season. In addition the winner of contender cup will also be awarded a trophy.
- b) MichCA will also award various other individual achievement awards (best batsman, best bowler, best all-rounder etc.) based on the season statistics.

3.8 Protests & Complaints/Disciplinary Committee

- a) All protests and complaints regarding game disputes must follow the procedure described below.
- b) Protests must be submitted in writing (by email or regular mail) to the association secretary by no later than the Monday at 3pm following the weekend of the game in question.
- c) The secretary will notify the opposing team of the protest and request any relevant information by the next day (Tuesday) 3pm.
- d) The opposing team will then need to submit their explanation by Wednesday at 3pm following the weekend of the game in question.
- e) The secretary will then forward the entire protest/complaint of each team, and the umpires report to the rules committee by Wednesday at 5 pm following the weekend of the game in question. The rules committee will then meet and make a final ruling by Thursday at 3 pm following the weekend of the game in question to the MICHCA governing body. The secretary will then communicate the final ruling via email or phone to the teams, and umpires involved.
- f) The Disciplinary Committee's decision will be final.
- g) There shall be a Disciplinary Committee for the purpose of dealing with reports against players, officials or Clubs.

-
- h) The Governing Body (GB) shall appoint a Disciplinary Committee (Either rules committee itself or a separate entity) of at least three members.
 - i) If the incident for which Disciplinary Committee has been advised to pass a judgment, involves a player from a team who is also part of the Disciplinary Committee, MichCA GB will appoint someone to replace him for that particular case.
 - j) Decision shall be handed out based on the voting of the tribunal panel.
 - k) Reports related to on field incidents including players, captains or umpires shall be submitted within 48 hours of the incident.
 - l) Disciplinary Committee will review the case and announce the decision within 48 hours of receiving the report.
 - m) No protests or complaints will be considered unless all proper procedures are followed.

3.9 Powers and functions Disciplinary Committee

- a) The Disciplinary Committee has jurisdiction to deal with all reports brought under the Laws of Cricket or these Rules and By-Laws and such other matters as the Board may from time to time refer to the Tribunal.
- b) Reports may be brought by –
- c) An umpire or umpires;
- d) The Board; or
- e) Any player or captain of the team.
- f) Where a person or a body pleads guilty to, or is found guilty of an offence, the Disciplinary Committee may impose a penalty of suspension, disqualification or a fine, or any other penalty, which is authorized by these Rules and By-Laws.
- g) Disciplinary Committee may of its own motion charge a witness (whether the witness is a party to the proceedings or not) with giving unsatisfactory evidence and, after giving the person so charged an opportunity to be heard, proceed to a finding of guilty or not guilty and impose a penalty, if it thinks fit, in the same manner as with other reports.

3.10 Time Delays

In case of time delays, when the ball is lost or a player is injured, it is the duty of the umpire to make note of the time. It is a good practice for both captains to also make a note and remind the umpire. Either way, the umpire's decision, as in all cases, will be final and no requests can be made to reconsider time delay issues.

3.11 Disputes with Boundaries and Boundary Catches

In case of a possible dispute regarding a hit for 4/6 runs and /or a catch at the boundary, fielders are advised to stay put and help the umpire make the decision by holding their ground. Benefit of doubt shall always go to the batsman.

3.12 Umpires intervene for:

- Time wasting
- Damaging the pitch
- Dangerous or unfair bowling
- Tampering with the ball
- Assessing a situation when a batsman gets injured or dehydrated and asks for a runner. The umpire's decision is final in case of an injury during the game but in case of dehydration the umpire shall ask the batsman to retire if he can't perform his task and shall allow the retired batsman to come back anytime during the innings.
- Any other action that they consider to be unfair

3.13 The Spirit of the Game & Discipline

Players are required to adhere to not only the letter but also the spirit of the laws of cricket as outlined below.

1. Respect the umpire, your opponents, your own captain and teammates and the traditions of the game of cricket.
2. It is against the spirit of the game to
 - a) dispute an umpire's decision by word, action or gesture
 - b) To direct abusive language towards an opponent or umpire
 - c) To indulge in cheating or any sharp practice such as to appeal knowing that the batsman is not out
 - d) To advance towards an umpire in an aggressive manner when appealing

- e) To seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own team.
3. For the guidance of players and captains the MichCA Disciplinary committee has defined the following 3 levels of discipline breaches in increasing level of seriousness.
- a) The MichCA disciplinary committee will be the sole judge of the seriousness of an offence and will issue a ruling based on reports from the umpire, captains and any other witnesses of the offence.
 - b) The descriptions and suggested penalties below are only for the guidance of the teams, players and captains and is not meant to be an exhaustive list or replace the judgement of the MichCA disciplinary committee.
 - c) For any level of offence the umpire may at his discretion apply a 5 run penalty for each infraction after an initial warning in order to allow play to take place in the spirit of the game.
 - d) Beyond that the league may take further action as described below.
 - e) Level 1: Minor breaches of discipline
 - i. Example: Excessive appealing, disputing umpires calls, minor violations of city ordinances etc.
 - ii. League will issue reprimand to the player and the team and may impose \$50.00 fine for each infraction
 - f) Level 2: Disruptive behavior
 - i. Examples: Verbal abuse directed towards umpires, opposing players or spectators, Repeated and intentional delays of game etc. Behavior continues after umpire issues official warning to both the concerned player and to his captain.
 - ii. 1 game suspension for 1st offence. Repeated offences will result in increased number of game suspensions.
 - g) Level 3: Violent/Dangerous behavior
 - i. Physical violence directed at players, umpires or spectators.
 - ii. Player will be suspended for rest of the season. Disciplinary committee may also recommend banning player from all MichCA activities

Deliberate attempt to distract striker

It is unfair for any member of the fielding side deliberately to attempt to distract the striker while he is preparing to receive or receiving a delivery.

- (a) If either umpire considers that any action by a member of the fielding side is such an attempt, at the first instance he shall
 - (i) immediately call and signal Dead ball.
 - (ii) warn the captain of the fielding side that the action is unfair and indicate that this is a first and final warning.
 - (iii) inform the other umpire and the batsmen of what has occurred.Neither batsman shall be dismissed from that delivery and the ball shall not count as one of the over.
- (b) If there is any further such deliberate attempt in that innings, by any member of the fielding side, the procedures, other than warning, as set out in (a) above shall apply. Additionally, the umpire at the bowler's end shall
 - (i) award 5 penalty runs to the batting side.
 - (ii) inform the captain of the fielding side of the reason for this action and, as soon as practicable, inform the captain of the batting side.
 - (iii) report the occurrence, together with the other umpire, as soon as possible to the disciplinary committee

Appendix

1. Duckworth-Lewis Method

The Duckworth-Lewis (DL) method shall be used to set targets and determine match results in all games that are shortened due to unscheduled interruptions. These may be interruptions of any kind including but not limited to those due to rain or other weather conditions, injuries, unavailability of the field due to schedule conflicts, field not ready to play due to circumstances outside the control of the home team etc.

1.1 Basis of the DL Method

The basis of the DL method is summarized below. Detailed explanation of the calculations and the 2002 update of the DL table may be found at:

http://www.icc-cricket.com/icc/rules/d-l_method.pdf

http://www.icc-cricket.com/icc/rules/d-l_table.pdf

Notes:

1. The 2002 update of the DL table will be used for all calculations in MichCA games and is reproduced here in table 2.
2. The calculation method given here has been slightly modified from the one in the ICC document to better suit local conditions and to simplify the calculations. The method shown here will apply to all MichCA games.

a)

Summary of Method:

1. Basis
 - a) Determine fair result by calculating teams scores based on equal resource availability
2. DL Table/Chart
 - a) Displays resource % as function of (Overs, Wickets)
 - b) Table covers all game lengths, 50 overs and below
3. Calculations
 - a) Calculate resources available to each team
 - b) Compute ratio of resources (Team 2/Team 1)
 - c) Scale Team 1's score by ratio (always round down fractions)
 - d) Target = Scaled score + 1

Examples:

Given below are 3 examples that cover the range of most common situations that occur in limited overs games. Umpires and captains are requested to work through the calculations shown here to familiarize themselves with the DL method.

1. Example 1
 - a) 45 overs a side game. Team 1's innings complete. Team 2's innings curtailed
 - i. Team 1 Score: 220 in 45 overs
 - ii. Team 2 169 for 7 in 30 overs
 - b) Calculations

- i. Team 1 Resources.
 - ii. Look up resource % i.e., value in table cell for 45 overs and 0 wickets lost - denoted as $R(45,0) = 95.0\%$
 - iii. Team 2 Resources
 - iv. Resources lost due to interruption – from table - $R(15, 7)$: 20.2%
 - v. Resources used = $95.0 - 20.2 = 74.8\%$
 - c) Target score
 - i. Ratio of Resources = Team 2/Team 1 = 0.7874
 - ii. Scale Team 1's score by ratio = $220 \times 0.7874 = 173.22$
 - iii. Round down (always) = 173
 - d) Result
 - i. Team 1 wins
2. Example 2
 - a) 45 overs a side game. Team 1 complete innings. Team 2 innings interrupted (some overs lost)
 - i. Team 1 220 in 45 overs
 - ii. Team 2
 - a) 155 for 5 in 30 overs
 - b) 10 overs lost (31 – 40)
 - c) 5 overs left in innings
 - b) Umpire must set target score
 - i. Team 1 Resources = 95.15%
 - ii. Team 2
 - a) Resources lost = $R(15,5) - R(5,5) = 33.5 - 15.4 = 18.1\%$
 - iii. Resources available to Team 2 = $95.0 - 18.1 = 76.9\%$
 - c) Target Score
 - i. Ratio of resources = Team 2/Team 1 = 0.8095
 - ii. Scale Team 1's score by ratio = 178.09
 - iii. Round down (always) = 173
 - d) Target
 - i. To win = $173 + 1 = 174$
3. Example 3
 - a) 45 overs a side game. Team 1's innings curtailed. Team 2's innings shortened to equal Team 1's
 - i. Team 1 190 for 6 in 40 overs
 - ii. Team 2 innings shortened to 40 overs
 - iii. Umpire must set target
 - b) Team 1 resources

- i. Resources unused = $R(5,6) = 14.3\%$
- c) Resources used = $95.0 - 14.3 = 80.7\%$
- d) Team 2 resources
 - i. Resources available (40,0) = 89.30%
- e) Target score
 - i. Note: As mentioned earlier, this is the calculation modified from the ICC ODI calculation (no par score) to suit local conditions and to make the calculations simpler.
 - ii. Ratio of Resources = $\text{Team 2}/\text{Team 1} = 1.1066$
 - iii. Scale Team 1's score = $190 * 1.1066 = 210.25$
 - iv. Team 1's score = 210 (rounded down)
- f) Target
 - i. To win = $210 + 1 = 211$

	0	1	2	3	4	5	6	7	8	9
50.00	100.00	93.40	85.10	74.90	62.70	49.00	34.90	22.00	11.90	4.70
49.00	99.10	92.60	84.50	74.40	62.50	48.90	34.90	22.00	11.90	4.70
48.00	98.10	91.70	83.80	74.00	72.20	48.80	34.90	22.00	11.90	4.70
47.00	97.10	90.90	83.20	74.30	61.90	48.60	34.20	22.00	11.90	4.70
46.00	96.10	90.00	82.50	73.00	61.60	48.50	34.80	22.00	11.90	4.70
45.00	95.00	89.10	81.80	72.50	61.30	48.40	34.80	22.00	11.90	4.70
44.00	93.90	88.20	81.00	72.00	61.00	48.30	34.80	22.00	11.90	4.70
43.00	92.80	87.30	80.30	71.40	60.70	48.10	34.70	22.00	11.90	4.70
42.00	91.70	86.30	79.50	70.90	60.30	47.90	34.70	22.00	11.90	4.70
41.00	90.50	85.30	78.70	70.30	59.90	47.80	34.60	22.00	11.90	4.70
40.00	89.30	84.20	77.80	69.60	59.50	47.60	34.60	22.00	11.90	4.70
39.00	88.00	83.10	76.90	69.00	59.10	47.40	34.50	22.00	11.90	4.70
38.00	86.70	82.00	76.00	68.30	58.70	47.10	34.50	21.90	11.90	4.70
37.00	85.40	80.90	75.00	67.60	58.20	46.90	34.40	21.90	11.90	4.70
36.00	84.10	79.70	74.10	66.80	57.70	46.60	34.30	21.90	11.90	4.70
35.00	82.70	78.50	73.00	66.00	57.20	46.40	34.20	21.90	11.90	4.70
34.00	81.30	77.20	72.00	65.20	56.60	46.10	34.10	21.90	11.90	4.70
33.00	79.80	75.90	70.90	64.40	56.00	45.80	34.00	21.90	11.90	4.70
32.00	78.30	74.60	69.70	63.50	55.40	45.40	33.90	21.90	11.90	4.70
31.00	76.70	73.20	68.60	62.50	54.80	45.10	33.70	21.90	11.90	4.70
30.00	75.10	71.80	67.30	61.60	54.10	44.70	33.60	21.80	11.90	4.70
29.00	73.50	70.30	66.10	60.50	53.40	44.20	33.40	21.80	11.90	4.70
28.00	71.80	68.80	64.80	59.50	52.60	43.80	33.20	21.80	11.90	4.70
27.00	70.10	67.20	63.40	58.40	51.80	43.30	33.00	21.70	11.90	4.70
26.00	68.30	65.60	62.00	57.20	50.90	42.80	32.80	21.70	11.90	4.70
25.00	66.50	63.90	60.50	56.00	50.00	42.20	32.50	21.60	11.90	4.70
24.00	64.60	62.20	59.00	54.70	49.00	41.60	32.30	21.60	11.90	4.70
23.00	62.70	60.40	57.40	53.40	48.00	40.90	32.00	21.50	11.90	4.70
22.00	60.70	58.60	55.80	52.00	47.00	40.20	31.60	21.40	11.90	4.70
21.00	58.70	56.70	54.10	50.60	45.80	39.40	31.20	21.30	11.90	4.70
20.00	56.60	54.80	52.40	49.10	44.60	38.60	30.80	21.20	11.90	4.70
19.00	54.40	52.80	50.50	47.50	43.40	37.70	30.30	21.10	11.90	4.70
18.00	52.20	50.70	48.60	45.90	42.00	36.80	29.80	20.90	11.90	4.70
17.00	49.90	48.50	46.70	44.10	40.60	35.80	29.20	20.70	11.90	4.70
16.00	47.60	46.30	47.70	42.30	39.10	34.70	28.50	20.50	11.80	4.70
15.00	45.20	44.10	42.60	40.50	37.60	33.50	27.80	20.20	11.80	4.70
14.00	42.70	41.70	40.40	38.50	35.90	32.20	27.00	19.90	11.80	4.70
13.00	40.20	39.30	38.10	36.50	34.20	30.80	26.10	19.50	11.70	4.70
12.00	37.60	36.80	35.80	34.30	32.30	29.40	25.10	19.00	11.60	4.70
11.00	34.90	34.20	33.40	32.10	30.40	27.80	24.00	18.50	11.50	4.70
10.00	32.10	31.60	30.80	29.80	28.30	26.10	22.80	17.90	11.40	4.70
9.00	29.30	28.90	28.20	27.40	26.10	24.20	21.40	17.10	11.20	4.70
8.00	26.40	26.00	25.50	24.80	23.80	22.30	19.90	16.20	10.90	4.70
7.00	23.40	23.10	22.70	22.20	21.40	20.10	18.20	15.20	10.50	4.70
6.00	20.30	20.10	19.80	19.40	18.80	17.80	16.40	13.90	10.10	4.60
5.00	17.20	17.00	16.80	16.50	16.10	15.40	14.30	12.50	9.40	4.60
4.00	13.90	13.80	13.70	13.50	13.20	12.70	12.00	10.70	8.40	4.50

3.00	10.60	10.50	10.40	10.30	10.20	9.90	9.50	8.70	7.20	4.20
2.00	7.20	7.10	7.10	7.00	7.00	6.80	6.60	6.20	5.50	3.70
1.00	3.60	3.60	3.60	3.60	3.60	3.50	3.50	3.40	3.20	2.50
0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00

Table 2. Duckworth – Lewis table of resources (2002 update)