

MichCA 2010 Rules Overview

1. Member Registration

- a) All teams must use the Result vault registration page provided by MichCA. In the event of technical issues with results vault, submit the roster by Friday, 5/07/10 mid night to the following email: stats@michca.org
- b) In order to enable verification of rosters, players must be registered before midnight on Friday to be eligible to appear in a game that following weekend.

2. Scores Cards & Umpire Reports

- a) Only official MichCA score card will be used. It is the sole responsibility of the winning captain to fax both the scorecards and the declaration sheets to the statistician at **866-655-0830** no later than the Wednesday after the scheduled game. Umpires MUST sign a completed score sheet and ensure that both captains also sign it
- b) 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.

3. Restriction/Power Play

- a) F-40 League will have the Power Play implemented. In PP1 only 2 fielders are allowed outside the 30 Yard circle and in PP2 and PP3 only 3 fielders are allowed outside the 30 Yard circle.
- b) For F-40 League, 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.
- c) 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.
- d) If PP2 and PP3 applies to the game, both batting and bowling sides are required to take one PP each.
- e) PP2 can be taken any time after PP1 is over and PP3 can be taken any time after PP2 is over.
- f) 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 40 over game, PP1 will be from over 1-6 (mandatory). If neither bowling nor batting team takes its power play by the end of 34th over, remaining 6 overs will automatically be considered as PP2 and PP3.
- g) 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.
- h) At any point in the game, there shall be 4 fielders inside the thirty yard circle and there shall not be more than 5 fielders on the on-side (leg-side).
- i) No more than 2 fielders are allowed backward of square on the on-side (leg-side).
- j) 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

4. Game Duration and Timings

- a) All matches will consist of one inning per side. Each F-40 Game inning will be of 40 overs, and each T-20 Game 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 F-40 tournament, the scheduled time for the toss is 10:15am and game start is 10:30 am. Teams will be allowed a 5 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 F-40 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 T-20 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.

5. Ready to Play (Minimum Players)

- a) 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.
- b) The toss shall be conducted 15 minutes prior to the scheduled start time as determined by the umpire (including any delay of start).
- c) At the time of the toss, if one of the teams is not 'ready to play', then the toss will be awarded to the team that is 'ready to play'.
- d) The home team is the team that is shown first on the schedule. In addition, the home team MUST have the stumps in place at both ends of the pitch, all the necessary markings (creases, boundary, cones/flags), and any other field preparations completed by toss time.
- e) Each team can declare a list that includes the first twelve players, where any eleven of those twelve players may bat, bowl, or field at any time during the game and is subjected to the regular ODI rules.
- f) 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. Names of substitute fielders must also appear on this list.

6. 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 batsmen 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.

7. Game Timing, Delays and Penalties.

- a) For F-40, both teams must be 'ready to play' at the ground by 10:15 a.m.
- b) For T-20, morning and afternoon games, both teams must be 'ready to play' at 10:15 am and 2:00 pm respectively.
- c) The toss shall be conducted 15 minutes prior to the scheduled start time as determined by the umpire (including any delay of start).
- d) At the time of the toss, if one of the teams is not 'ready to play', then the toss will be awarded to the team that is 'ready to play'.
- e) 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), 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 T-20, 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.
- g) For F-40, 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.
- h) If both teams are not 'ready to play' by, 11:15am for F-40 and Morning T-20 Game, and 3pm for Afternoon T-20 game the match will be counted as a loss for both teams, and no points will be awarded to either of the teams.
- 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.