

Michigan Cricket Association



By-Laws & Tournament Rules - 2009

Compiled by the Tournament Organizing Committee

Table of Contents

1	Michigan Cricket Association By-Laws 2009	1
1.1.	General	1
1.2.	Team Registration	1
1.3.	Start and End of Season	1
1.4.	Member Registration	1
1.5.	Registered Players	2
1.6	Player Eligibility for playoffs	2
1.7	Approved Equipment	2
1.8	Game Scheduling and Venues	3
2	MichCA League Tournament Format	3
2.1	Divisional Structure:	3
2.2	40 overs Tournament Format	4
2.3	20 overs Tournament Format	4
2.4	Points system and League Standings	4
2.5	40 overs and 20 overs Tournament Stage II Standings	4
2.6	Game Duration and Timings	5
2.7	Detailed Game Timing	6
2.8	Reduction in game length due to rain or other interruption	6
2.9	Reduction of Allotted Overs	7
2.10	Field Restrictions/12 th Man Rule	7
2.11	Ready to Play (Minimum Players)	7
2.12	Cancellations & Bad Weather	8
2.13	Umpiring	8
2.14	Playing Surfaces & Markers	9
2.15	Game Results	9
2.16	Friendly Games	10
2.17	Team Declaration Sheets	10
2.18	Scores Cards & Umpire Reports	10
2.19	Umpire Evaluations	10
2.20	Trophies	11
2.21	Protests & Complaints	11
2.21	Time Delays	11
2.22	Disputes with Boundaries and Boundary Catches	12
2.23	Umpires intervene for:	12
2.24	Proper Clothing	12
2.25	The Spirit of the Game & Discipline	12

1. Michigan Cricket Association By-Laws 2009

1.1. General

This document presents the rules and regulations for the cricket tournaments conducted by MichCA during the 2009 season.

- a) The following will be the order of precedence (from highest to lowest) applicable to MichCA tournaments: (i) MichCA By-Laws 2009 (contained solely in this document) (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

The registration fee for the season will be announced 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 1st week of June and run to completion by approximately the 4th week of September. 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. 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. For only the first week of the MichCA league, teams will be given until Friday, June 5 midnight for the registration process.
- 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 XII 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., and 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 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

No team may field in their playing XII, 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.

1.6 Player Eligibility for playoffs (Including Super Stage)

In order to play in any of the playoff games a player must

- a) Be registered to the team for which he intends to play in the playoffs and
- b) Have been part of the playing XII 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 Super Stage/Contender Trophy/Semis and Finals, and having completed 9 games, a qualifying player must have appeared in at least $9/3 = 3$ (rounded down) games. Similarly, for a team in T20 tournament qualifying for Second Stage/Contender Trophy/Semis and Finals, and having played 8 games, a qualifying player must have appeared in at least $8/3 = 2.67 = 2$ (rounded down) games.
- c) Completed games are those games in which teams travel to the scheduled field, submit rosters to the umpire, obtain his signature on the declaration sheet and the sheet is submitted to the League Stats committee.

1.7 Approved Equipment

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. MichCA Test Special for the 40 overs league and MichCA Super Test 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.

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 is 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 Structure:

- a) The MichCA league will consist of 2 divisions as listed in Table 1. MichCA reserves the right to annually review the status of any team(s) that may be eligible for promotion or relegation to or from a division.

	F40 Overs League	T20 Overs League
1.	Greater Detroit CC	Greater Detroit CC Blues
2.	Oakland University CC	Ann Arbor CC
3.	Troy CC Eagles	Troy CC Hawks
4.	Farmington Hills CC	Canton Cricket Club (Rockets)
5.	Cleveland CC	Greater Toledo CC Blues
6.	Michigan CC	Novi CC
7.	Motown CC	Oakland University CC
8.	Grand Rapids CC	Greater Detroit Colts
9.	Canton Cricket Club (Royals)	Michigan Cricket Assn (MCA)
10.	Greater Toledo CC Whites	

Table 1. MichCA F40 over and T20 over teams

2.2 40 Over League Format (As Per Latest League Schedule)

2.3 20 Over League Format (As Per Latest League Schedule)

2.4 Points system and League Standings

- a) The winning team will be awarded 4 points, losing team will be awarded 0 points, a tie/abandoned/rain out game will result in a 2 points split between the two teams.
- b) League standings will be based on points accrued in the league stage. In case of ties the following tie breakers will be applied in order.
- c) Tied teams will be ranked based on the number of points in the subgroup consisting only of the tied teams.
- d) 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.
- e) If still tied, team with the higher run rate differential (runs scored/overs played – runs allowed/overs bowled) rounded to two decimal places, in the round robin qualifying immediately prior to the next stage of competition, will be ranked higher.
- f) 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 Super Stage Format/Contenders Trophy Point System

40 Overs League Super Stage/Playoffs

- a) First Six teams from regular 40 overs stage (1, 2, 3, 4, 5 & 6) will qualify for the Super Stage with 1, 3 and 6 in Group 1 and 2, 4 and 5 in Group 2.
- b) Points from the regular stage that were acquired against the other 2 super stage qualifying teams in the Group would be carried forward to the Super Stage Groups.
- c) Each team will play 2 games in this round. The format will be as follows;

Group 1.
i) 1 vs 3
ii) 1 vs 6
iii) 3 vs 6
Group 2.
i) 2 vs 4
ii) 2 vs 5
iii) 4 vs 5
- d) The top 2 teams from each group will compete in the semifinals and winners from each semis will compete in the finals.
- e) Point system defined in item 2.4 a) above will be followed during the super stage, except that the points will be doubled. 8 Points for a win and 0 points for a loss, 4 points for a tie/rain out.

40 Over Contenders Trophy

Last Four teams from regular 40 over stage will (7, 8, 9, 10) contend in Semifinals and final. Details listed below;

7vs10 – SF1

8vs9 – SF2

Winner of SF1 vs Winner of SF2 - Final

20 Overs League Super Stage/Playoffs

- a) First Six teams from regular 20 overs stage (1, 2, 3, 4, 5 & 6) will qualify for the Super Stage with 1, 3 and 6 in Group 1 and 2, 4 and 5 in Group 2.
- b) Points from the regular stage that were acquired against the other 2 super stage qualifying teams in the Group would be carried forward to the Super Stage Groups.
- c) Each team will play 2 games in this round. The format will be as follows;

Group 1.

i) 1 vs 3

ii) 1 vs 6

iii) 3 vs 6

Group 2.

i) 2 vs 4

ii) 2 vs 5

iii) 4 vs 5

- d) The top 2 teams from each group will compete in the semifinals and winners from each semis will compete in the finals.
- e) Point system defined in item 2.4 a) above will be followed during the super stage, except that the points will be doubled. 8 Points for a win and 0 points for a loss, 4 points for a tie/rain out

20 Overs Contenders Trophy

- a) Last three teams from regular 20 over stage (7, 8 & 9) will play for the contenders trophy and will play a round robin (7vs8, 7vs9, 8vs9) and the team with the highest points at the end of round robin games will be declared winner of the contenders trophy.
- b) Point system defined in item 2.4 a) above will be followed during the super stage, except that the points will be doubled. 8 Points for a win and 0 points for a loss, 4 points for a tie/rain out
- c) In case of a tie in points after the round robin, all tie breaker listed in 2.4 c, d, e, and f will apply

2.6 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. The first inning has to be finished by 2pm. The scheduled time for the start of the 2nd innings is 2:30 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 12:20 am. The scheduled end of the morning game will be 2:00 pm. 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 4:20 pm. The scheduled end of the afternoon game will be 6:00 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 6:10 pm.

- e) For 40 over tournament, each team will be required to bowl the allotted overs in no more than 3.5 hours 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 and 40 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.

2.7 Detailed Game Timing

- 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 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 over, if a team is still not 'ready to play' at start, the team shall lose an over for every 4-minute delay. If a team is not 'ready to play' by 30 minutes after scheduled game start, the match and all 4 game points 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. For 40 overs, both teams will still have the assigned 3.5 hours to complete their overs. For 20 overs, both teams will still have the assigned 1 hour and 40 minutes to complete their overs.
- f) For 20 overs, if both teams are not 'ready to play' at the scheduled start time, the match will be reduced by 1 over for every 8-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.
- 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 8-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.
- h) If both teams are not 'ready to play' by 30 minutes after scheduled game start, the match will be counted as a loss for both teams, and no points will be awarded.
- i) 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.

2.8 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 by 1 over for every 8 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.
- 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.

2.9 Reduction of Allotted Overs

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

- a) 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.
- b) 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.
- c) 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.

2.10 Field Restrictions/12th Man Rule

- a) At any point in the game, there shall not be more than 5 fielders on the on-side (leg-side).
- b) No more than 2 fielders are allowed backward of square on the on-side (leg-side).
- c) At any point in the game, for both 40over and 20over tournament, 3 fielders should be in close fielding position (within 20 Yards from Center of the pitch) in addition to wicket keeper and bowler. Close fielding position are defined as Slips, leg slips, short midwicket, gully, short cover, short point, short mid-off and short mid-on.
- d) The umpire shall call a no-ball if the above three conditions are not met.
- e) Both T20 and F40 will allow the 12th man to participate in batting and bowling. Any 11 of the declared 12 players can participate in batting & any 11 of the 12 declared players can participate in bowling.
- f) 12th Man has to be at the field before the end of the first inning. Captain to let umpire know upon his arrival.
- g) 12th Man is only eligible if the first 11 declared players are present. If one of the first 11 does not make it to the field, 12th man is not eligible.

2.11 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) 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.
- c) In the event, there is no designated home team, and then both teams are responsible for getting the field 'ready to play'.

- d) 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.
- e) Names of substitute fielders must also appear on this list.

2.12 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 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.

2.13 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) The umpires will be paid \$70 per game during the regular season.
- g) 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.
- 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 or a complaint can be lodged with MichCA to reschedule the game if possible.

- h)j) The square-leg umpire shall be a playing or non-playing member of the batting team.
- i)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.
- j)l) Teams may request the league for a 2nd neutral umpire, as long as they are willing to pay his match fee of \$70. Such a request shall be accepted if an umpire is available.
- k)m) _____ The league will provide two umpires for all play-off games.
- l)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).
- m)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.

2.14 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.

2.15 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 2 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.

2.16 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.

2.17 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.

2.18 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.

2.19 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.

2.20 Trophies

- a) Four league trophies will be awarded this season: (i) MichCA Cup, (ii) MichCA Shield, (iii) MichCA Contenders Trophy-T20 and (iv) MichCA Contenders Trophy-F40
- b) MichCA will also award various other individual achievement awards (best batsman, best bowler, best all-rounder etc.) based on the season statistics.

2.21 Protests & Complaints

- j) All protests and complaints regarding game disputes must follow the procedure described below.
- k) 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.
- l) The secretary will notify the opposing team of the protest and request any relevant information by the next day (Tuesday) 3pm.
- m) The opposing team will then need to submit their explanation by Wednesday at 3pm following the weekend of the game in question.
- n) 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.
- o) The Rules Committee's decision will be final.
- p) All protests and complaints regarding game disputes must be submitted in writing (by email or regular mail) to the association secretary by no later than the Wednesday following the weekend of the game in question.
- q) Teams must also check the scorecards (as maintained on the official league statistics site: resultsvault.com) and the points table every week. No protests regarding the scorecard or points awarded from a particular game will be considered after the Friday following the game in question.
- r) No protests or complaints will be valid if a game is played without an official MichCA umpire.
- s) The decision of the rules committee will be final regarding all protests and the turnaround time for all the decisions will not be more than 6 days after the lodging of the protest.
- t) No protests or complaints will be considered unless all proper procedures are followed.

2.21 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.

2.22 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.

2.23 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

2.24 Proper Clothing

It is very important that players present themselves in proper attire when on the field of play.

- a) Collared white shirts and pants (and light colored sports shoes) are required for all players.
- b) In case of cold weather cricket sweaters may be worn. If cricket sweaters are not available players are advised to wear warm clothing underneath their cricket shirts.
- c) The umpire must ask an improperly dressed player to change to proper attire and inform his team captain, unless the opposing captain has no objection. If the player does not comply the umpire must ask him to leave the field unless the opposing captain agrees to allow the player to remain on the field. Once, proper attire has been obtained the player is free to enter the field again. No substitution will be allowed in this case.

2.25 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.
 - f) 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.
 - g) 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.

g)h) 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.

h)i) Beyond that the league may take further action as described below.

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) 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
- b) 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.
- c) 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

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.

1.1.1

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)