

Michigan Cricket Association



Great Lakes Trophy Rules - 2009

Compiled by the Tournament Organizing Committee

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1 Michigan Cricket Association 2009 Great Lakes Trophy

1.1. General

The Michigan Cricket Association 2009 Great Lakes Trophy shall be played under the playing conditions stated in the MichCA 2009 Bylaws, except where modified in this document.

2 Tournament format

2.1 League stage

- a) The participating teams in the 2009 GLT have been divided into 4 groups of 4 teams each, based on the standings of the MichCA 2008 League.

	<i>Group A</i>	<i>Group B</i>	<i>Group C</i>	<i>Group D</i>
<i>1</i>	<i>GDCC-Whites</i>	<i>FHCC</i>	<i>GRCC</i>	<i>GDCC-Blues</i>
<i>2</i>	<i>OUCC</i>	<i>THC</i>	<i>GTCB</i>	<i>GDCC-Greens</i>
<i>3</i>	<i>AACC</i>	<i>MCC</i>	<i>GDCC-Colts</i>	<i>CCRO</i>
<i>4</i>	<i>CCC</i>	<i>TEC</i>	<i>GTCW</i>	<i>NCC</i>

Table 1. MichCA GLT Trophy Groups

- b) The first round will consist of a round robin amongst the members of each group. Thus each team will play 3 games in the league stage.
- c) The umpire will determine the man of the match for each game, and has the option to consult both of the captains. This is for the purposes of recording on the MichCA scorecard for the game and no award will be given for each game.

2.2 Points system and League Standings

- a) Teams shall receive 2 points for a win, 1 point for a tied or abandoned game and 0 points for a loss. Rained out games, during regular round, would not be rescheduled and points will be split.
- b) League standings will be based on points accrued in the round robin 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 for the next stage of competition.
- e) If still tied, team with the higher run rate differential (runs scored/overs played – runs allowed/overs bowled) in the round robin qualifying for 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).

2.3 Playoffs (as per schedule)

- a) Top 2 teams from Pool A will compete against top 2 teams from Pool B in Quarterfinals.
- b) Top 2 teams from Pool C will compete against top 2 teams from Pool D in Quarterfinals.
- b) Semi-finals between the winners of the quarter-finals.
- b) The winners of the semi-finals will advance to finals.

2.4 Game Duration and Timings

- a) All matches will consist of one inning per side. Each inning will be of 20 overs. A bowler will be allowed to bowl no more than 1/5 of the total allotted overs.
- b) The schedule for the games has been published by the scheduling committee. In case of 2 games on the same ground on the same day, the following timings apply; morning game will start at 10:30 am, and afternoon games will start at 2:45 pm. In case of 3 games on the same ground on the same day, the following revised timings have to be followed; morning game will start at 9:30 am, afternoon games start at 12:45 pm and late afternoon games will start at 4:00 pm. The 3 games/day will be played from one batting end only.
- c) In case of 2 games at the ground/day, 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. In case of 3 games at the ground/day, each team will be required to bowl the allotted overs in no more than 1 hour and 20 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.
- d) Teams not completing their overs in the allotted time will be penalized 5 runs for every over beginning after the allotted time.
- e) A 10 minute break will be taken for the change of innings.
- f) 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.

2.5 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 5 minutes lost.
- b) If game is delayed after game start the umpire will adjust game length to maximize the likelihood that both team innings are of equal length or that each team innings is of at least 10 overs length. 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) In the case of a shortened game where each team innings is at least 10 overs long, the game result will be determined by the DL method.
- d) If either team innings is less than 10 overs, the game will be abandoned and each team awarded 1 point.

2.6 Field Restriction

- a) For the first 5 overs of the game, at least 9 players from the fielding side will be inside the 30 yard semi-circles made from each end of the stumps and joined together by straight lines on each side of the pitch. After 5 overs are completed and till the end of the innings, a minimum of 4 fielders (in addition to bowler and wicket-keeper) shall remain in the 30 yard circle.
- b) At any point in the game, there shall not be more than 5 fielders on the on-side (leg-side).
- c) No more than 2 fielders are allowed backward of square on the on-side (leg-side).
- d) The umpire shall call a no-ball if the above three conditions are not met.

2.7 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.

2.8 Player Eligibility for playoffs

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 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 playoffs, and having completed 3 games, a qualifying player must have appeared in at least $3/3 = 1$ games. In all other cases, a Player must have played in at least 1 game in the round robin round to qualify unless all 3 of the games for that team were not completed for one or other reasons, in which case any registered player for that club can participate in the playoffs.
- c) For our purposes, completed games are regarded as those games in which teams travel to the scheduled field, submit rosters and the coin toss prior to the game takes places in the presence of a league appointed umpire.

2.9 Trophies

- a) MichCA will award Winners and Runners up prizes for the 2009 GL Trophy at the annual MichCA end of season event
- b) MichCA will also award various other individual achievement awards (best batsman, best bowler, best all-rounder etc.) based on tournament statistics.