

MichCA 2009 GLT Rules Overview

1.1. 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, 4/24/09 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.

1.2 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.

c) 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). No more than 2 fielders are allowed backward of square on the on-side (leg-side).
- c) The umpire shall call a no-ball if the any of conditions above (a,b) are not met.

1.2.1 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) 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. Rained out games, during regular rounds, will not be rescheduled and points will be split.
- 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. In case a game has to be shortened due to weather, a minimum of 10 overs will have to be bowled to constitute a complete match.

1.3 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). The toss for second or third game (if applicable) would take place before the end of the previous game, so it is essential that the second and third team arrive at least 30 minutes prior to their scheduled start times and be ready to toss to save time.
- 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.