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1. Member Registration

a) 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. All teams should send the player information to the stats committee (micricketstats@gmail.com).

b) Youth Players, 19 years and under (born on or after Sep 1st, 1995), can play for 2 teams in the tournament. The player information with proof of age should be submitted to the stats committee (micricketstats@gmail.com) before midnight on Friday to be eligible to appear in a game that following weekend. Proof of age can be any govt. approved document (examples: Driver's license, birth certificate, passport, school certificate, etc.). Once the stats committee validates it, they will flag the player as "Youth" in the [website](#).

2. Summary Sheets & Umpire Reports

- a. Only official [Mich-CA summary sheet](#) will be used. It is the responsibility of the umpire to send the summary sheet and the declaration sheets to the stats committee (micricketstats@gmail.com) no later than 9 pm on the game day. Umpire can take a picture/scan/etc the sheets and send it as long as it is readable. Mich-CA encourages the captains also to take a picture of the documents and have it available and produce it if needed by the tournament committee.
- b. In case of a rainy day, the teams are still encouraged to have their players at the ground as normal because there is always a possibility of a shortened game. However, despite all the effort to have a game it is still washed out, the umpire is responsible to send the summary sheet as well as the team declaration sheets to the stats committee (micricketstats@gmail.com) no later than 9pm on the game day.
- c. In extreme circumstances where it has been raining heavily and the game is called off without needing to come to the ground, then it is the responsibility of both the captains to send in the team declaration sheet to the stats committee (micricketstats@gmail.com) no later than 9pm on game day.
- d. The goal is to have the scores updated on the website and available for everybody on Monday. We request all the clubs to support and enable this activity.

3. Power Play

2015 GLT T-20 will follow power play (PP) for the first 6 **Overs** in a 20 over innings. The PP duration will be reduced to according to the below table in case of a shortened match

Total Overs	PP overs
19-20	6
17-18	5
13-16	4
10-12	3

4. Restrictions

- During Powerplay (PP) overs, maximum of 2 fielders are allowed outside the 30 Yard circle. The rest of the players have to be inside the 30-yard circle by the start of the run up of the bowler and not at the time of delivery.
- During the non-powerplay overs, there can be a maximum of 5 fielders outside the thirty yard circle irrespective of the total players in the team. The rest of the players have to be inside the 30-yard circle by the start of the run up of the bowler and not at the time of delivery.
- 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 any of the above conditions are not met.

5. Game Duration and Timings

- All matches will consist of one inning per side. 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.
- For morning game in T-20 over tournament, the scheduled time for the toss is 10:15am and game start is 10:30 am. For afternoon game in 20 over tournament, the scheduled time for the toss is 2:15 pm and game start is 2:30 pm.
- Each 20 over innings should be completed in 100 min including a 5 min break, to be taken at the end of the 12th over or at the choosing of the umpire. Innings break is 10 min. The captains and the umpires are instructed to follow these timings and ensure the game is completed within the stipulated times. Please find below a tabular representation of the above:

Game	Toss Time	First Innings			Innings Break	Second Innings		
		Start	Duration (incl 5 min break)	End		Start	Duration (incl 5 min break)	End
Morning	10:15 AM	10:30 AM	100min	12:10 PM	10 min	12:20 PM	100min	2:00 PM
Afternoon	2:15 PM	2:30 PM	100min	4:10 PM	10 min	4:20 PM	100min	6:00 PM

- These scheduled times may be altered only by the umpire in the case of delayed start or other interruptions (due to rain, injuries, etc.). For a reduced over game to be constituted a complete game, a minimum of 10 overs are needed for both teams inning.
- On account of rain or other delays, if the game has not yet started by noon for the morning game and 4pm for the afternoon game, then umpire shall call off the game and the teams share the points.
- 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.

6. Ready to Play

- 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 home team is the team that is shown first on the schedule. In addition, to be considered 'ready to play' the home team MUST have the stumps in place at both ends of the pitch; place the flags/cones at the 30-yard circle and the boundary.
- c) Each team can declare a list that includes the first twelve players, where any 11 of those 12 players may bat, bowl, or field at any time during the game. Names of substitute fielders must also appear on this list. A team can have up to 3 substitutes in the sheet (XII + 3).
- d) Any player from both teams entered on the declaration sheet (ie, any of the named *twelve* and the named *substitutes*) for a T-20 match must be at the ground and ready to play by the end of the 7th over of the first innings of the match or 11am for the morning game and 3pm for the afternoon game whichever is earlier irrespective of the start time of the game. All players arriving late must report to the umpire; any player who does not report to the umpire before the end of the eligible over of a T-20 match will be ineligible to participate.
- e) 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 toss is completed.

7. 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.

8. Game Timing, Delays and Penalties.

- a) For T-20, morning and afternoon games, teams must be 'ready to play' at 10:15 am and 2:15 pm respectively.
- 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) 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 after the grace period of 5min.

e) If one team is 'ready to play' and the second team is not 'ready to play' by 11:00am for morning game & 3:00pm for afternoon game, the match will be awarded to team that 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) If both teams are not 'ready to play' at the scheduled start time, the match will be reduced for both teams 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. Umpire shall calculate this and inform the captains.

g) If both teams are not 'ready to play' by, 11:15am for morning T-20 Game, and 3:15pm 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.

h) In case of the reduced over games (delayed start or rain affected D/L method) the umpire shall calculate the total number of overs per team based on the below table 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.

Morning game start time	Afternoon game start time	Overs / team
10:30am	2:30am	20
10:40am	2:40pm	19
10:50am	2:50pm	18
11:00am	3:00pm	17
11:10am	3:10pm	16
11:20am	3:20pm	15
11:30am	3:30pm	14
11:40am	3:40pm	13
11:50am	3:50pm	12
Noon	4:00pm	11
Beyond Noon	Beyond 4pm	Game called off

9. Point System

a) Winning teams gets 4 points; Tie & Rain Outs 2 points each

b) If Teams are tied with points after group stage, first tie breaker is NRR to 3 decimal places, if still tied then Head to Head in the group stage will be looked at. If still tied, a coin toss will determine the higher ranked team.

10. Quarterfinals, Semifinal & Final Games/Player Eligibility

a) Depending on the number of teams that are participating in the tournament, the scheduling committee will decide on the format of the group stage and knock out stages of the tournament.

b) In order for a player (including Youth player) to be eligible to play in the Quarterfinals, Semifinals and Finals, he must have represented his team in at least 1/3rd of the games, rounded down, during the group stages.

c) In case of rained out matches, players listed in the team declaration sheet are considered as part of the eligibility criteria. Hence it is imperative for both the captains to send the declaration sheets to the stats committee on the game day itself. Late submission of team declaration sheet will not be accepted.

d) Once a player has played for a team in the tournament, he will not be allowed to switch teams. One exception to this rule will be Youth players that are 19 years of age or under (born on or after Sep 1st, 1995). Youth player will be allowed to play in 2 teams. This exception is allowed to maximize the opportunities to play competitive cricket for youths.

e) In case if a club is fielding 2 teams in the tournament, a player from that club can only represent one of the fielded team and once he has represented one of the club team then he cannot switch to go and play for the other team. For example, GDCC Blues players are not eligible to play for GDCC Green in the GLT.

11. Additional Changes as per the new ICC laws

- a. **One short-pitched delivery allowed per over.** Anything after that will be given a no-ball. If the short-pitched delivery is above the head high, it is considered a wide.
- b. A “beamer” will be given immediately as a no-ball and also count as “one short-pitched delivery for the over”. 2 “beamers” in the same over, the bowler cannot bowl further in the game.
 1. It is considered a “beamer” when a medium or fast ball travels above an imaginary line that is waist high for a batsman standing upright at the crease irrespective of the type of bowler.
 2. It is also considered a “beamer” when a slow ball travels above an imaginary line that is shoulder high for a batsman standing upright at the crease irrespective of the type of bowler.
 3. The umpire’s discretion of the ball being dangerous whether or not it will result in an actual injury will be taken into account when deciding about “beamers”.
- c. Mankading (running out the non-striker if he is leaving the crease too early) is fair and no warning is required
- d. Bowler hitting non striker’s stumps in delivery stride is a no ball (no free hit)
- e. No substitute runner is allowed. If a batsman is injured during the game, he is allowed to leave the field as “retired hurt” and can come back to bat according to the standard “retired hurt”

rules. If a batsman is tired or otherwise unable to run and decides to leave the field, he will be treated as “retired out” and cannot come back and bat again.

Note: The rules listed above are an overview of the main rules that will govern the 2015 Tournaments. In case of a rule not listed in the overview document, existing [Mich-CA Bylaws](#) will be used instead.

Some of the key points about rules as below:

- Each team can consist of 12 players. It’s a full playing XII out of which any 11 can bat, bowl or field during the game.
- Umpires will be responsible for sending the completed official Mich-CA Summary sheets to stats committee (micricketstats@gmail.com) by 9pm game day.
- Captains will be responsible to provide feedback related to games and umpiring (form to be distributed post game)
- Youth player, born on or after Sep 1st 1995, can play in two teams.
- Maximum of five fielders allowed outside the 30-yard circle irrespective of the total players in the team.
- One short-pitched delivery per over allowed. Delivery over the head is considered a short-pitched delivery and a “wide”.
- No substitute runner allowed.
- Each 20-over innings should be completed within 100min including a 5 min break.
- Team not ‘ready to play’ by 11:15am (morning game) and 3:15pm (afternoon game) will forfeit the points. Toss time for games is 10:15am (morning game) and 2:15am (afternoon game)
- Ranking is based on Total Points earned, NRR up to 3 decimals, Head-Head and coin toss.
- Washouts will not be rescheduled. Washout in the knockout stages for QFs and prior – higher ranked team moves ahead. SFs and Final will have a spare day to play the game.

Michigan Cricket Association - USA



By-Laws & Tournament Rules - 2013

Compiled by the Tournament Organizing Committee

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1. Michigan Cricket Association USA By-Laws 2013

1.1. General

This document presents the rules and regulations for the cricket tournaments conducted by Mich-CA during the 2013 season.

- a) The following will be the order of precedence (from highest to lowest) applicable to Mich-CA tournaments: (i) Mich-CA By-Laws 2013 (contained solely in this document) Official Copy will be the one posted on the Mich-CA Website (ii) ICC ODI playing conditions, and (iii) ICC Laws of Cricket - 2000 code & 2003 amendments.
- b) The Mich-CA rules committee will be the sole authority for providing interpretations of and rulings on the rules, for the purposes any tournament conducted by Mich-CA.
- c) Wherever the terms “The League” or “Mich-CA” appear in this document, they shall stand for a majority of the members of the Mich-CA 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 1st week of June 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 Mich-CA.

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 Mich-CA team.

- a) All teams must use the Results vault registration page provided by Mich-CA.
- 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 Mich-CA 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 cannot 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 Mich-CA 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 Mich-CA or ACF games.

1.5. Registered Players/Youth Players/Playoff Ineligible 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 Mich-CA 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 (born on/after 1/1/92) 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 (Quarter Final Forward) 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 1st Round 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.
- 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 Mich-CA 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, till 7 days after, 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 Mich-CA logo) supplied by Mich-CA.

- a) Any team not using an official tournament ball or a ball not approved by the umpire will be penalized \$50.00 per game. - Mich-CA Grace for the 40 overs league and Mich-CA 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 FULL COLORED SHOES/SOCKS will be allowed. Partial Colored shows 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) Mich-CA 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) Mich-CA may alter the schedule of games prior to their scheduled days.
- b) All game venues will be determined by the Mich-CA scheduling committee.
- c) The Mich-CA 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 Mich-CA and the home team will be fined \$50.00 payable prior to their next scheduled game.

2. Mich-CA League Tournament Format

2.1 Divisional/League Structure:

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

	F-40 Overs League	T-20 Shield	T-20 Trophy
1.	Canton Cricket Club (Royals)	Canton Cricket Club (Rockets)	United CC
2.	Troy Cricket Club (Eagles)	Cricket Club at OU (Golden Grizzlies)	Henry Ford Health Systems CC
3.	Michigan Premier Cricket Club	Greater Detroit CC	Punjab CC (Hawks)
4.	Greater Detroit Cricket Club	Chargers CC	Wayne State University CC
5.	Greater Toledo Cricket Club	Windsor Dominion CC	Punjab CC (Gabros)
6.	Lions Cricket Club	Lions CC	DEP CC
7.	Motown Cricket Club	Troy CC (Hawks)	Greater Troy Tiger CC
8.	Metro Detroit Cricket Club	Michigan Premier CC Lions	Macomb CC
9.	Royal Knights Cricket Club	Rochester Hills CC	Midland CC (Warriors)
10.			Mid-Michigan Super 11
11.			Royal Knights CC

Table 1. Mich-CA F-40 over and T-20 over teams

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

- a) Mich-CA Schedule Supersedes Rules book in case of a conflict.
- b) Mich-CA F-40 will consist of Round 1 (8 Games) and Quarter Finals, Semifinals and Finals. Team ranked 1, 2, after Round 1 will move to Semifinals directly. Team Ranked 3, 4, 5 & 6 after Round 1 will move to Quarter Finals where QR1: Rank 3 vs. Rank 6 & QR2: Rank 4 vs. Rank 5. Winner of QR1 will play Rank 2 team in semis & Winner of QR2 will play Rank 1 in semis. Winner of Semis to play in Final.

2.3 Twenty Over Shield & T20 Trophy Format (Per Mich-CA T-20 Schedule)

- a) Each Trophy (Shield & Trophy) are considered separate divisions & one team can only play in one or the other division. Similarly players cannot play in both divisions at the same time except the youth players (see above rule 1.5 for restrictions)
- b) Each team in each of the divisions to play with all the other teams in their respective divisions in the first round. **Second round for Trophy** to be same as F-40 described above where Team ranked 1, 2, after Round 1 will move to Semifinals

directly. Team Ranked 3, 4, 5 & 6 after Round 1 will move to Quarter Finals where QR1:Rank 3 vs. Rank 6 & QR2: Rank 4 vs. Rank 5. Winner of QR1 will play Rank 2 team in semis & Winner of QR2 will play Rank 1 in semis. Winner of Semis to play in Final. **Second Round for Sheild** to have Rank 1 to 8 qualify for quarters where QR1:1vs8, QR2:2vs7, QR3:3vs6, QR4:4vs5 play. Winner of QR1 to play Winner of QR4 & Winner of QR2 to play Winner of QR3.

2.4 Points system and League Standings

- a) Winning teams gets 4 points, Tie & Rain Outs 2 points each
- 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) If still tied, team with more number of wins will advance.
- f) 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.
- g) If still tied teams 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. Bowler is 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 & game start is 10:30 am.. 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 are reduced prior to the start of the game, than the maximum. numbers 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.

2.9 Power Play/Field Restrictions

- a) 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) only 3 fielders are allowed outside the 30 Yard circle.
- b) Normal Conditions PP1 is 6 overs, PP2 is 4 overs. These durations will be reduced with reduction of overs as shown below in the Table 2.
- 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 no PP2.
- d) PP2 is a batting Power play and can be taken any time after PP1 is over but it has to be finished before 32nd over end. If the batting team does not take it, it will automatically start at the start of 29th over.
- e) At any point in the game, there shall not be more than 5 fielders on the on-side (leg-side) & 4 Max Fielders outside 30 Yard Circle (F40 only), For T20 5 Max Fielders Outside 30 Yard Circle are allowed except Powerplays
- f) No more than 2 fielders are allowed backward of square on the on-side (leg-side) & Minimum of 4 Inside 30 Yard at all time
- g) The umpire shall call a no-ball if the above two conditions are not met.

Game reduced to following overs	PP1	PP2	Total PP Overs
Overs in between 36 and 40 (inclusive)	6	4	10
Overs in between 31 and 35 (Inclusive)	6	2	8

Overs in between *20 and 30 (Inclusive)	6	0	6
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Table 2: 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, and 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. 12th Man needs to be present on the field before the end of 1st inning to qualify to participate. It is the responsibility to the captain to notify the umpire of players not present at toss & also notify upon their arrival. 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

- 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.
- 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.
- 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.
- 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.
- If the team captains disagree with the umpire's decision, they may lodge a complaint with Mich-CA, and play under protest. The score sheet has to reflect that they are playing under protest.
- 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 Mich-CA certified umpire(s) will officiate all games unless or until otherwise specified.
- Umpire shall wear proper attire: White Shirt, Black trouser and Shoes
- The officiating umpire MUST show up for the game 20 minutes before the start time.
- All teams must submit names at least 3 members who will be certified by Mich-CA to officiate as league umpires.
- Umpires should normally officiate in games involving teams that are not in the same group as the umpire's team but Mich-CA reserves the right to make an exception to this rule in special circumstances.
- 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.
- 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.
- Mich-CA 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.
- In the absence of an assigned umpire the teams have two options:
 - Provide their own umpires, agreeable to the opposite captain, and play the game.
 - 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 Mich-CA 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 Mich-CA 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 two 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 by signaling one and then two to the bowler and the batsmen.
- c) Should a third 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 two 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) If a Bowler, in his delivery stride, hits non-strikers stumps and dis lodges it or bails, it will be declared no ball (No free hit)
- b) 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
- c) 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
- d) 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 is 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 Mich-CA. 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 Mich-CA.
- 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 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 2 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) Super Over with 3 Batsmen/1 Bowler Selected and Team batting second bats 1st super over.
 - (ii) The team having lost fewer wickets shall be awarded the game.
 - (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 Mich-CA 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.
- e) 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 Mich-CA score card will be used.
- b) Scorecards for all association games must include the full batting, bowling, and fielding records
- c) A picture (readable) of the filled score card with signature should immediately (end of the day of the game) be sent to stats@michca.org by the Winning Captain and in addition,
- d) 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 (result Vault) before the Wednesday of the week.
- e) If the winning captain (Picture of Score Card, Fax of Score Card & Result Vault) or the losing captain (Result Vault Entry Only) 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.
- f) 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).
- g) Teams are urged to put names of fielders involved in a dismissal on the score sheets.
- h) 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. See 3.8 for Protest Deadlines and Procedures.
- i) 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 Mich-CA 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 ordinary.
- 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) Mich-CA 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 meets 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, Mich-CA 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 or 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:

- a) Time wasting
- b) Damaging the pitch
- c) Dangerous or unfair bowling
- d) Tampering with the ball
- e) 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.
- f) 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 Mich-CA Disciplinary committee has defined the following 3 levels of discipline breaches in increasing level of seriousness.
 - a) The Mich-CA 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 judgment of the Mich-CA 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 umpire's 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 Mich-CA 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 nor shall the ball 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

3.14 Mankad Run Out

- a) Mankad Run out would be allowed in Mich-CA games. Definition of Mankad Run out is, “bowler is permitted, before releasing the ball and provided he has not completed his usual delivery swing, to attempt to run out the non-striker. Whether the attempt is successful or not, the ball shall not count as one of the over. If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal Dead ball as soon possible.”

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 Mich-CA 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 Mich-CA 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 = $220 * 0.7874 = 173.22$
 - 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 = Team 2/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	44.70	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)