



Michigan Cricket Association

Where Cricket Has No Boundaries

Mich-CA 2016 GLT Rules Overview

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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, 1996), 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

a) 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

- a) 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.
- b) 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.
- c) At any point in the game, there shall not be more than 5 fielders on the on-side (leg-side).
- d) No more than 2 fielders are allowed backward of square on the on-side(leg-side).
- e) The umpire shall call a no-ball if any of the above conditions are not met.

5. Game Duration and Timings

- a) 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.
- b) 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.
- c) 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	1st innings start	Duration (incl 5 min break)	1st innings completed	Innings Break	2nd Innings start	Duration (incl 5 min break)	2nd innings completed
Morning game	10:15 AM	10:30 AM	100min	12:10 PM	10min	12:20 PM	100min	2:00 PM
Afternoon game	2:15 PM	2:30 PM	100min	4:10 PM	10min	4:20 PM	100min	6:00 PM

- c) 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.
- d) 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.
- e) 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 ALL No Balls

- a) For all 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) Field changes are not permitted for free hit deliveries unless:
 - (i) There is a change of striker
 - Or
 - (ii) The No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.
- c) 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.

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, Rain Outs 2 points each.

b) If the scores are equal at the end of a particular match, the result will be a tie and no account shall be taken of the number of wickets which have fallen. In case of a tie, the winner will be determined by a Super Over. Please refer to [Appendix 2](#) for the details of the Super Over.

c) 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 or inconclusive, a coin toss will determine the higher ranked team.

d) Note: The runs scored in the Super Over is not included in the net run rate calculation

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 $\frac{1}{3}^{\text{rd}}$ 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, 1996). 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, if MPCC fields two teams, Lions and Tigers, MPCC Lions players are not eligible to play for MPCC Tigers in the GLT.

11. Additional Changes as per the new ICC laws

- a) Free hits will be awarded for all no-balls and not just for foot faults.
- b) 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.
- c) 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”.
- d) Mankading is fair and no warning is required. The bowler is permitted, before releasing the ball and provided he has not completed his usual delivery swing, to deliberately 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
- e) Bowler hitting non striker’s stumps in delivery stride is a no ball (and a free hit is awarded)
- f) 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 2016 GLT Tournament. In case of a rule not listed in the overview document, existing Mich-CA Bylaws will be used instead.

Appendix 1

Some of the key points about rules

1. Each team can consist of 12 players. It's a full playing XII out of which only 11 can bat, any 11 can field at a given point of time and any 12 can bowl.
2. Umpires will be responsible for sending the completed official Mich-CA Summary sheets to stats committee (micricketstats@gmail.com) by 9pm game day.
3. Captains will be responsible to provide feedback related to games and umpiring (form to be distributed post game)
4. Youth player, born on or after Sep 1st 1996, can play in two teams.
5. Maximum of five fielders allowed outside the 30-yard circle irrespective of the total players in the team.
6. One short-pitched delivery per over allowed. Delivery over the head is considered a short-pitched delivery and a "wide".
7. No substitute runner allowed.
8. Free hits awarded to all types of no-balls.
9. Each 20-over innings should be completed within 100min including a 5 min break.
10. 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 2:15pm (afternoon game).
11. Ranking is based on Total Points earned, NRR up to 3 decimals, Head-Head and coin toss.
12. Washouts will not be rescheduled.
 - o Washouts in the round-robin group stages – points split.
 - o Washouts in the knockout stages for QFs and prior – higher ranked team moves ahead.
 - o Washouts in SFs and Final will have a spare day to play the game.

Appendix 2

Procedure for the Super Over

The following procedure will apply should the provision for a Super Over be adopted in any match.

1. Subject to weather conditions, the Super Over will take place on the scheduled day of the match at a time to be determined by the Umpire. In normal circumstances it shall commence within 15 minutes after the conclusion of the match.
2. The Super Over will take place on the pitch allocated for the match (the designated pitch)
3. The two captains/nominees shall nominate the three batsmen and the one bowler participating in the Super Over prior to the start of the Super Over. Only players from the main match may participate in the Super Over.
4. The umpires shall stand at the same end as that in which they finished the match.
5. In both innings of the Super Over, the fielding side shall choose from which end to bowl.
6. Each team's over is played with the same fielding restrictions as apply for the last over in a normal T20 match.
7. The team batting second in the match will bat first in the Super Over.
8. The fielding captain or his nominee shall select the ball with which he wishes to bowl his over in the Super Over from the box of spare balls provided by the umpires. Such box to include the balls used in the main match, but no new balls. The team fielding first in the Super Over shall have first choice of ball. The team fielding second may choose to use the same ball as chosen by the team bowling first.
9. The loss of two wickets in the over ends the team's one over innings.
10. In the event of the teams having the same score after the Super Over has been completed, the winner is determined by the following order:
 - a) the team whose batsmen hit the most number of boundaries (4s and 6s put together) combined from its two innings in both the main match and the Super Over shall be the winner.
 - b) the team whose batsmen scored more boundaries (4s and 6s put together) during its innings in the main match (ignoring the Super Over) shall be the winner.
 - c) If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any unbowed deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e including any runs resulting from wides, no ball or penalty runs.

Example:

Runs Scored From	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However team 1 scored 2 runs from its 4th ball while team 2 scored a single so team 1 is the winner.