

2016 Mich-CA Winter Indoor Tournament



Version 2016.1.0 - Date: Feb 11, 2016

2016 Mich-CA Winter Tournament Rules

Version	Date	Comments
2016.1.0	Feb 11, 2016	Initial Version

Playing conditions:

This document outlines the playing conditions of Winter tournament organized by Mich-CA. For the rules and regular playing condition not specified in this document, the Mich-CA rules and Bylaws and then the MCC Laws of Cricket 2000 and ICC ODI Playing conditions will be followed.

The Mich-CA tournament organizing committee, under the supervision of the Mich-CA Rules Committee and Governing Body, reserves the right to interpret the rules and regulations. The organizing committee also reserves the right to modify rules, with the approval of the Rules Committee and Governing Body, if the need arises.

Schedule:

The tournament format and schedule, along with the list of participating teams, will provided separately as an appendix to this rules document. Requests for changes to the schedule once the fixture list is released are strongly discouraged and are unlikely to be fulfilled.

Tournament Venue:

EVOLUTION SPORTSPLEX, 141 S Opdyke Rd, Auburn Hills, MI 48326.

Game Format:

The games will be of one innings per side. Each inning will consist of fifteen overs.

Since the venue is an indoor dome rented by the hour, it is imperative that each innings be completed in 42 minutes or the last over has started within 42 minutes. It is the responsibility of umpires, captains, and players to cooperate to ensure that innings and games are completed on time.

No bowler will be allowed to bowl more than three overs. In the case of a shortened game, the maximum overs per bowler must not exceed 1/5th of the total overs.

Game Timings:

All the games will be held on Friday nights and Saturday nights anytime after 8:00pm. All teams are required to report to the venue 15 minutes before the posted start time.

The toss will take place 10 minutes prior to the posted time for the start of game, as published in the schedule.

Toss and ready to play:

For a toss to take place, teams must have at least seven players ready to play (present, in team uniform). In the event that a team is not ready to play, the toss will be awarded to the opposition. In the event that neither team is ready to play at the time of toss, the toss will be performed with any players available from each team.

The game must start at the start time no matter the number of players available at that time. As players arrive, they may enter the field after the completion of the over in progress. There is no minimum number of players required to start the game. A player entering the field of play late may bowl as soon as he enters the field, if the captain so chooses.

In the event that one team is not able to start the game (the team has no players or one player available), overs bowled to that team will be reduced based on one over per three minutes of game time lost. In case neither team is able to start the game, one over will be eliminated from each innings for every 6 minutes of game time lost.

No Balls, Wides, Fast short-pitched deliveries and its scoring:

Two runs will be awarded to the batting team for a No Balls and Wides and the delivery will be counted as a legitimate delivery, unless it is the last over of the innings. For last over only, six legal deliveries are required to be bowled.

One fast short-pitched delivery will be allowed per over. Subsequent fast short-pitched deliveries will be considered No Balls. The definition of a fast short pitched delivery is the same as in the Mich-CA Bylaws 2012 document.

A foot-fault No Ball will be followed by a free hit. A free-hit delivery must be a legal delivery, as defined by the ICC. If the free-hit delivery is an illegal delivery, the free hit is carried over to the next legal delivery. A free hit is considered a *Team Free Hit*. Thus if the foot fault is bowled on the last delivery of the over, then the free hit is carried over to the first legal delivery of the next over.

The first three illegal deliveries in an over (No Balls or Wides) will be awarded 2 runs each; after the third illegal delivery of the over, any additional illegal delivery will be awarded 3 runs.

Dead Ball:

The ball will be considered dead when it hits the cement area towards the back area of the playing field or ball hitting the sides. In either cases, a bonus run(s) as defined in Scoring clause will be awarded.

Scoring:

The field boundaries are divided into 3 areas.

Back area (Cement area with driving range structure + net): If the ball hits the back area, either on the full or along the ground, 2 runs will be added to the runs that have been completed or in process of completion.

Front wall: If the ball hits the front area along the ground, then it is declared 4 runs. If the ball hits the front area on the full, then it is declared 6 runs.

Side walls and roof: If the ball hits the side walls indirectly i.e. after touching the ground, then 1 run will be added to the runs that have been completed or in process of completion. If the ball hits the side walls directly i.e. without touching the ground, then 2 run will be added to the runs that have been completed or in process of completion.

NOTE: If a catch is taken directly and the fielder is touching any of the boundary walls, the catch will be considered as fair and batsman will be out. A catch taken after it has touched any of the boundary walls will not be a valid one.

Penalty for not finishing overs:

If the fielding team fails to finish the overs within stipulated time, there will NOT BE ANY penalty on the overs remaining.

Although it is the responsibility of Umpires, Captains and Players to make sure the game proceeds at good pace so that an innings is completed within 42 minutes. Any delay that would be thought as deliberate by Umpires, like time wastage in field settings, chatting during play, batsmen talking in between balls during an over, will be called out by Umpires and reported to Organizing committee.

The organizing committee and captains have agreed that they will regroup in case there are incidents of multiple innings going over 42 minutes.

Electronic clock:

It will be responsibility of the umpires to keep track of time. The umpires will start the 42min stop watch on their “smart phones” at the start of each innings.

Uniform and Equipment:

All members of a team will be required to wear the same uniform. Either colored or white uniforms are permitted. There are no restrictions on shoes. *Since the ball is yellow, yellow uniforms are NOT allowed.*

Game balls will be provided by the Tournament Committee. All other equipment must be provided by the individual teams. It is highly recommended to wear all the regular protective gear; *batsmen should always wear at least an abdomen guard.*

Players:

Each team must declare the playing twelve and any substitutes on the team declaration sheet before the toss. Only the players declared may participate in the game. The team list can be changed only if the opposing captain does not have any objection. All changes to the declaration sheet must be initialed by the team captain and the umpire.

Players playoffs eligibility:

Only players that have played for their team in at least in $1/3^{\text{rd}}$ of the total games (2 games) in the league stage will be eligible to play for the team during the playoff round. Mich-CA statistics committee will publish the list of eligible players for playoffs.

In the event that a team in the playoffs fields a player that has not met the eligibility criteria of the league stage, and thus is not eligible to play in the playoffs, the game will be forfeited to the opposite team, irrespective of the match result. In the event that both teams in a playoff match have violated the rule, the issue will be referred to the Rules Committee to take appropriate action.

In the event of the forfeiture of a game, the winning team should still fill out the team declaration sheet and send it within two days of the game in question, in order for the players present to meet the eligibility criteria. *That sheet should be signed by the umpire.*

Mich-CA recommends that both captains keep copies of all declaration sheets and scoresheets

(jpg images, pdfs, etc., created with “smart phones” are perfectly acceptable records, and should be retained for archival purposes). All such documents should be signed by the umpire.

Transfer of players will not be allowed during the tournament if the player has played at least one game for a team, irrespective of whether the team withdraws from the tournament or not.

Youth Players:

Under-19 players may play for 2 teams during the tournament. This rule has been implemented to encourage and increase youth participation in the game.

Umpiring:

One Neutral Umpire will be appointed by the Organizing Committee for all the league games. The batting team may be requested to provide the leg umpire. The Neutral Umpire will act as

the final authority for all on-field decisions and will be the match referee. The neutral umpire may overrule the call made by the batting team leg umpire, if he deems it appropriate. The batting team will be responsible for scoring, if an official scorer from the league has not been provided.

For playoffs, two neutral umpires will be provided by the league.

The umpire will be responsible to scan/email the score summary sheet along with the team declaration sheets to the following email addresses: communications@michca.org.

Points and Team Ranking criteria:

League Stage:

Win – 4 points awarded. Loss – 0 points awarded. Tie – 2 points each team. During the League Stage teams will be ranked based on following order:

1) Highest points earned 2) In case of a tie on points earned between teams, Highest Net Run Rate 3) In case of a tie on Net Run Rate among teams, head-to-head among teams 4) In case of a tie on head-to-head among teams, most wins 5) In case of a tie after all the above tie-breakers, then a coin toss among teams

Playoff Stage:

Win – team advances to next round. Loss – team eliminated. Tie – A super over will be used to decide the match. If super over is also a tie, new set of super overs will be bowled until there is a winner.

Protests:

Any protests regarding a game must be submitted in writing to the Tournament Committee within 24 hours of the completion of a game.

Code of Conduct:

All teams are required to observe the code of conduct as per the ICC and Laws of Cricket.

Games should be played with high competitiveness, but with respect shown to opponents, umpires, equipment, and game of cricket itself. The highest standards of conduct must be maintained at all times. Any offence reported will be given most serious consideration by the Organizing Committee, which reserves the right to impose penalties on players and teams as it deems fit.

Umpires are empowered to dismiss a player from the game in the case of a first offence.

Awards:

At the end of tournament, there will be an awards ceremony to recognize the winning team and best players of the tournament. Runners up team will be given team trophy.

Appendix A

The Organizing Committee:

Sundar B, Kartheek Y, Tejas P, Nilesh S, Krishna B, Sridhar K - Statistics Committee

Siva R – Umpiring Committee

Vikram C – Website Committee

Shaiju Eapen – Scheduling Committee

The Governing Body:

Susheel Bhat, Chairman; **Nadeem Muqueem**, Vice-chairman; **Ephrim Bruno**, Secretary; **Ajey Mohile**, Treasurer; **Bharghava Puli**, Public Relations

email address: communications@michca.org

Teams and Representatives:

	Team Name	Team Code	Captain / Representative	Phone no.	email
1	Greater Detroit Cricket Club	GDCC	Rohan Wanchoo	513-410-6225	rohan.wanchoo@gmail.com
2	Metro Detroit Cricket Club	MDCC	Manoj Singh	812-390-7474	singh.manoj52@gmail.com
3	Royal Knights Cricket Club	RKCC	Victor Jebakumar	734-382-5565	victorjkumar@gmail.com
4	Troy Cricket Association 1	TCA1	Ajay Gollapalli	412-999-9236	ajayreddy@gmail.com
5	Troy Cricket Association 2	TCA2	Ram Mohan Reddy	214-537-6692	rmohan169@gmail.com
6	Warriors Cricket Cricket	WCC	Khayyam Hashmi	425-246-0189	khayyam@gmail.com

Appendix B

Schedule

DATE	GAME TIMING	TOSS TIME	TEAMS PLAYING
WEEK 1			
Friday, February 12, 2016	10:30pm - 12:00am	10:15pm	GDCC vs RKCC
Saturday, February 13, 2016	11:00pm - 12:30am	10:45pm	MDCC vs WCC
WEEK 2			
Friday, February 19, 2016	8:30pm - 10:00pm	8:15pm	TCA1 vs TCA2
	10:00pm - 11:30pm	9:45pm	GDCC vs WCC
Saturday, February 20, 2016	11:00pm - 12:30am	10:45pm	MDCC vs RKCC
WEEK 3			
Friday, February 26, 2016	10:30pm - 12:00am	10:15am	WCC vs TCA2
Saturday, February 27, 2016	11:00pm - 12:30am	10:45am	RKCC vs TCA1
WEEK 4			
Friday, March 4, 2016	10:30pm - 12:00am	10:15am	MDCC vs TCA1
Saturday, March 5, 2016	11:00pm - 12:30am	10:45am	GDCC vs TCA2
Week 5			
Friday, March 11, 2016	8:30pm - 10:00pm	8:15pm	WCC vs TCA1
	10:00pm - 11:30pm	9:45pm	GDCC vs MDCC
Saturday, March 12, 2016	11:00pm - 12:30pm	10:45pm	RKCC vs TCA-
Week 6			
Friday, March 18, 2016	10:30pm - 12:00am	10:15pm	MDCC vs TCA2
	12:00pm - 1:30am	11:45pm	RKCC vs WCC
Saturday, March 19, 2016	11:00pm - 12:30am	10:45pm	GDCC vs TCA1
PLAYOFFS WEEK			
Friday, March 25, 2016	9:00pm - 10:30pm	8:45pm	SF1 (Rank 1 vs Rank 4)
	10:30pm - 12:00am	10:15pm	SF2 (Rank 2 vs Rank 3)
TBD	TBD		FINALS

(Note: Schedule may change due to either 1) if any slots provided by dome has an issue or 2) we get a better slot and teams are willing to use it).

Changes, if any, will be communicated as and when available.