

# **Michigan Cricket Association**



## **F40 Tournament Rules & Special Regulations - 2017**

Compiled by the Rules and Disciplinary Committee

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## THE PREAMBLE – THE SPIRIT OF CRICKET (MCC Laws-of-Cricket-2017-Code-Final)

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the captains, but extends to all players, umpires and, especially in junior cricket, teachers, coaches and parents.

### ***Respect is central to the Spirit of Cricket:***

- Respect your captain, team-mates, opponents and the authority of the umpires.
- Play hard and play fair.
- Accept the umpire's decision.
- Create a positive atmosphere by your own conduct, and encourage others to do likewise.
- Show self-discipline, even when things go against you.
- Congratulate the opposition on their successes, and enjoy those of your own team.
- Thank the officials and your opposition at the end of the match, whatever the result.
- Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.
- The players, umpires and scorers in a game of cricket may be of any gender, and the Laws apply equally.

## GENERAL

This document presents the forty overs (F40) Tournament Rules and Special Regulations conducted by Mich-CA during the 2017 season.

1. The following will be the order of precedence (from highest to lowest) applicable to Mich-CA tournaments:
  - 1.1. Mich-CA F40 Tournament Rules and Special Regulations – 2017 (contained solely in this document) Official Copy will be the one posted on the Mich-CA Website
  - 1.2. ICC Standard-One-Day-International-Match-Playing-Conditions-2016-17
  - 1.3. MCC Laws-of-Cricket-2017-Code-Final
2. The Mich-CA rules committee will be the sole authority for providing interpretations of and rulings on the rules, for the purposes of F40 tournament conducted by Mich-CA.
3. 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
4. Teams that have paid the registration dues by the stipulated date shall only be permitted to participate in the tournament.
5. The Mich-CA rules committee reserves the right to interpret and/or change the rules and regulations given in this section subject to final approval by the Mich-CA GB. Such changes shall be notified to the registered teams participating in the tournament as soon as the changes are approved.

## PLAYER REGISTRATION

1. For submitting "Initial Rosters", every team needs to use the "2017 Summer Mich-CA Team Roster Template" available in "Docs" section of the [www.mich-ca.org](http://mich-ca.org/documentspage.htm) (<http://mich-ca.org/documentspage.htm>?)
2. Once the Initial Rosters are submitted, if teams need to register anymore players, use "Player Registration Form" available in "Forms" section of the [www.mich-ca.org](http://mich-ca.org/displayPage.htm?pgname=Forms&pg_right_bar=RIGHT_BAR1&) ([http://mich-ca.org/displayPage.htm?pgname=Forms&pg\\_right\\_bar=RIGHT\\_BAR1&](http://mich-ca.org/displayPage.htm?pgname=Forms&pg_right_bar=RIGHT_BAR1&))
3. New players need to be registered by 11:59 PM a day before the game day. Late registrations penalty applies as mentioned in the penalty section.
4. Youth Players, 19 years and under (born on or after Sep 1<sup>st</sup>, 1997), 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](mailto: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.
5. The player 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.

## PLAYER TRANSFER

1. Transfers will only be permitted within the first 3 preliminary round games out of the total 9 games.
2. If a player seeks to transfer his registration from one team to another, the request should be emailed to the stats team ([micricketstats@gmail.com](mailto:micricketstats@gmail.com)) and the transfer may be permitted provided
  - 2.1. The team to which he seeks transfer to has played the same number of games as the team he sought transfer from.
  - 2.2. The player should obtain a letter of relief (a certificate of no objection) from the secretary of the club of the team to which he is registered before the transfer is approved.
  - 2.3. 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
3. If a player seeks to transfer his registration within the teams affiliated to the same club the transfer may be permitted provided
  - 3.1. The team to which he seeks transfer to has played the same number of games as the team he sought transfer from and within the first 3 preliminary round games out of the total 9 games
4. The player/s who is thus permitted transfer will not be permitted to seek transfer again for the same tournament in the same season.
5. 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.

## PLAYER ELIGIBILITY FOR PLAYOFFS

A player must have played in the playing eleven in at least 1/3rd matches in the round robin stage for a team in the tournament to qualify for nomination in a quarter-final, semi-final or finals match for the team.

## SCORING, TEAM DECLARATION, SUMMARY SHEETS & UMPIRE REPORTS

1. The league encourages the teams to start using CRICHQ online scoring along with the standard scorebook scoring.
  - 1.1. Umpires are not expected to maintain scores. It is highly recommended to have a 12th man from each team to assist the scoring team and maintain the scores.
2. Even though teams do online scoring and submit/Upload the score card online, Team Declaration Sheets and Official Summary score cards provided by league must be filled completely without fail.
3. All summary scorecard fields are mandatory to be completed.
4. Captains are responsible for the completion and accuracy of their teams batting, bowling and fielding statistics on the summary sheet.
5. Once signed, the scorecard cannot be modified.
  - 5.1. Any modifications after the scorecard has been signed should happen in presence of the umpire and initialed by the umpire
6. It is umpire's duty to make sure the score cards are signed by both the captains.
7. Official score card will overwrite the online scoring. Teams should make sure they enter correct data in official score card before signing.
  - 7.1. Any questions on statistics should be directed towards micricketstats@gmail.com ONLY.  
Communication from micricketstats@gmail.com is the ONLY official communication
8. Umpire will be responsible for sending the completed Mich-CA summary sheets to stats committee at micricketstats@gmail.com by 9:00 pm game day
  - 8.1. ONLY umpires should send the official score cards.
  - 8.2. Any score cards sent by teams / individuals are NOT ACCEPTED.
9. Captains will be responsible to provide feedback related to games and umpiring.
10. Weather Conditions
  - 10.1. Rainy Day
    - 10.1.1. Teams are encouraged to have their players at the ground as normal because there is always a possibility of a shortened game.
    - 10.1.2. If the game 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](mailto:micricketstats@gmail.com)) no later than 9 pm on the game day.
  - 10.2. In extreme weather conditions (heavy rains or Temperatures below 45 °F) 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) by 10:30 AM.

## POWER PLAY

1. Mich-CA F40 tournament will follow the below Power Play (PP) structure for an innings of 40 overs.  
The PP duration will be reduced according to the reduced innings PP table in case of a shortened match
2. If a team is fielding with less than 11 players, the number of fielders outside the 30 yards will still follow fielding restriction mentioned below

### Normal Innings Power Play:

Powerplay 1	Powerplay 2	Powerplay 3
1st to 8th over	9th to 32nd over	33rd to 40th over
2 fielders outside 30 yards	4 fielders outside 30 yards	5 fielders outside 30 yards

### Reduced Innings Power Play Table:

Innings	Powerplay 1	Powerplay 2	Powerplay 3
39	8	23	8
38	8	23	7
37	8	22	7
36	7	22	7
35	7	21	7
34	7	20	7
33	7	20	6
32	7	19	6
31	6	19	6
30	6	18	6
29	6	17	6
28	6	17	5
27	6	16	5
26	5	16	5
25	5	15	5
24	5	14	5
23	5	14	4
22	5	13	4
21	4	13	4
20	4	12	4
19	4	11	4
18	4	11	3
17	4	10	3
16	3	10	3



### Power Play/Field Restrictions

1. PP1: - only 2 fielders are allowed outside the 30-yard circle.
2. PP2: - only 4 fielders are allowed outside the 30-yard circle.
3. PP3: - only 5 fielders are allowed outside the 30-yard circle.
4. At any point in the game, there shall not be more than 5 fielders on the on-side (leg-side)
5. No more than 2 fielders are allowed backward of square on the on-side (leg-side)
6. The umpire shall call a no-ball if any of the above are not met.

### GAME DURATION & TIMINGS

1. All matches will consist of one inning per side. Each innings will consist of 40 overs. A bowler will be allowed to bowl no more than 1/5th of the total allotted overs.
2. The captains and the umpires are instructed to follow these timings and ensure the game is completed within the stipulated times.

Toss Time	1st Innings Start	1st innings completed	Innings Break	2nd Innings start	2nd innings completed
10:15 AM	10:30 AM	1:40 PM	40 Mins	2:20 PM	5:30 PM

3. 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 the one hour grace time of 6:30 pm.
4. The one hour grace time can also be utilized during short rain interruptions or injuries or any other unforeseen interruptions that are less than one hour in nature, this is to help the match to last its full quota of overs instead of depending on D/L method for short interruptions.
5. Umpires should always keep 15 minutes buffer time while using the extended grace time for the purpose of continuing with the full quota of overs after a short interruption or recalculating reduced overs during long interrupted games.
6. Umpires, after restarting an interrupted game with reduced overs should ensure that the game is completed and a result is achieved.
7. For 40 over tournament, each team will be required to bowl the allotted overs in no more than 3 hours and 10 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 be recommended to bring drinks onto the field.
8. The overrate for all Mich-CA tournament is 4.5 mins per over.
  - 8.1. If a team falls behind the overrate, then the slow overrate penalties defined in penalties section will apply.
9. 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.
10. Minimum overs per innings to constitute a match is 16 overs.

## DELAYS & PENALTIES

### Toss

1. The toss shall be conducted 15 minutes prior to the scheduled start time as determined by the umpire (including any delay of start).
2. 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.

### Delay of Game

1. After the toss is awarded, if the team is still not 'ready to play' by 10:35 am or within 20 mins from the toss for delayed games
  - 1.1. The team not ready to play only shall lose an over for every 4.5-minute delay after the grace period of 5 mins.
  - 1.2. 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 9-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. Umpire shall calculate this and inform the captains.
2. If one team is 'ready to play' and the second team is not 'ready to play' by 11:00 am or 45 minutes from the time of the toss for delayed games
  - 2.1. 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.
  - 2.2. If both teams are not 'ready to play' by 11:15 am the match will be counted as a loss for both teams, and no points will be awarded to either of the teams.
3. In case of the reduced over games (delayed start or rain affected D/L method) the umpire shall recalculate the total number of overs per team based the overrate of 4.5 mins, 10 mins innings interval and a reduced lunch interval if it applies.
  - 3.1. If one of the captains does not agree with the umpire, the game will be awarded to the opponent team.
  - 3.2. If both teams disagree the umpire may call the game abandoned and both team will split points.
4. The umpire may shorten the lunch break to a minimum of 20 mins to facilitate completion of the match and take away the drinks breaks if possible. In the case of a shortened game where each team innings lasted at least 16 overs, the game result will be determined by the DL method.
  - 4.1. Cutoff time for a minimum required 16 overs per innings match with no drinks break is 3:41 PM (4.5 mins overrate x 32 overs = 144 mins and 10 mins innings break and 15 mins grace is 169 mins which is 2 hours and 49 mins)
  - 4.2. The umpire may call off a game earlier than the cutoff time if in his opinion the ground will not be fit to play at the cutoff time.
5. If either team innings is less than 16, the game will be abandoned and each team awarded 1 point.

### Slow Overage

1. The penalty for slow overrate is 5 runs per over.
2. Umpires should inform the start time to the fielding captain, the scorers and opponent captain.

3. Umpires should record any incidental delays caused by injuries for players, ball getting lost in the woods, change of ball and any other unforeseen delays and keep the fielding side captain informed if the team is falling behind.
4. Captains are encouraged to check with umpires and be aware of the overrate progress and make adjustments to conduct the game in a timely manner.
5. If the fielding side fails to start their last over of their allotted overs within the scheduled close of time (3 hours and 10 mins) or any revised time for interrupted games.
  - 5.1. Umpire will inform the fielding side captain and the batsmen on the pitch about the penalty of 5 runs per number of overs that remains to be completed.
  - 5.2. The fielding side have to bowl the remaining number of overs and complete the full allotted quota of overs for the innings.
  - 5.3. Umpire will award the penalty runs for slow overrate at the end of the innings and revise the total number of runs to the batting side.
  - 5.4. The umpire shall shorten the lunch break to a minimum of 20 mins to make up for lost time
6. If a slow overrate violation occurs during the second innings,
  - 6.1. Umpire will inform the fielding captain and the batsmen on the pitch at the scheduled close of time about the number of overs that the team is behind the overrate and apply the penalty runs to the batting side.
  - 6.2. The fielding side may continue to bowl the allotted remaining number of overs
    - 6.2.1. if the target is still not achieved by the batting side after taking into consideration the penalty runs awarded by the umpire
    - 6.2.2. Or be declared winners at that point including the penalty runs.

## Other Penalties

The monetary penalties below should be paid by the concerned player or team within 5 days and if not done so may incur further action by GB up to not allowing the player or team to play their next game.

Description	Penalty	Reporting Authority
Late registration of players after the previous day midnight deadline.	\$50 per instance per player	Umpire/captain/League
Driving cars to the field and violating the rules of the parks	Every instance \$100	Umpire/captains
There may be additional legal issues from the park/city authorities.		
Use of alcoholic beverages during the games	Every instance \$100	Umpire/captains
There may be additional legal issues from the park/city authorities.		
Indecent exposure at the field (including urinating outside the provided bathroom facilities)	Every instance \$100	Umpire/captains

There may be additional legal issues from the park/city authorities.		
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## READY TO PLAY

1. A team shall be considered 'ready to play' if they have seven (7) players present inside the field of play, properly dressed (Cricket Whites) and are accountable for the Umpire.
2. In addition, to be considered 'ready to play'
  - 2.1. A team assigned as the home team is responsible to get the ground ready, including marking the creases (if the league failed to mark creases), setting up the stumps, marking the 30 yard cones and boundary cones.
  - 2.2. The home team is the team that is shown first on the schedule.
3. The teams are recommended to keep a boundary measuring tape in their possession and use the center of the pitch to mark the circular boundary to a minimum of 65 yards wherever possible.
4. 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.

## FITNESS OF PLAY

### Suspension of play in dangerous or unreasonable conditions

The safety of all persons within the ground is of paramount importance to Mich-CA. In the event that any threatening circumstance, whether actual or perceived, comes to the attention of any umpire, then players and officials should be immediately asked to leave the field of play in a safe and orderly manner and to relocate to a secure and safe area.

1. The umpire shall be the final judges of the fitness of the ground, weather and light for play.
2. If at any time the umpire decided that the conditions of ground, weather and light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire
  - 2.1. Umpire shall immediately suspend play
  - 2.2. Or not allow play to commence or restart.
3. When there is any suspension of play, it is the responsibility of the umpires to monitor the conditions.
  - 3.1. They shall make inspections as often as appropriate. Immediately the umpires together agree that conditions are suitable for play they shall call upon the players to resume the game.
4. No team or player is permitted to modify the original state of the ground. The umpires should not permit use of any substance like rubber or wooden mulch on the field of play
  - 4.1. In the event of rain the players or team may volunteer to dry the pitch and surrounding areas
  - 4.2. Saw dust can be used for stabilizing the bowlers run-up area only.

### Dangerous or unreasonable conditions

1. Following are the criteria's that can warrant as dangerous or unreasonable conditions
  - 1.1. If the bowler is deprived of a reasonable foothold,
  - 1.2. Or fielders the power of free movement,

- 1.3. or the batsman of the ability to play their strokes or to run between the wickets
2. The umpires shall disregard any shadow on the pitch from the stadium or from any permanent object on the ground.

#### Free Hits awarded to all types of no-balls

1. Free hits awarded to all types of no-balls.
  - 1.1. 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 and obstructing the field
  - 1.2. Field changes are not permitted for free hit deliveries unless:
    - 1.2.1. There is a change of striker
    - 1.2.2. 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.
    - 1.2.3. Wicket keeper can change his standing up position to more conventional position regardless of the batsmen changing ends or not.
  - 1.3. 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.

## Mich-CA RULES Highlights

Below are rules overview that have either changed or are identified as important to know.

### Team and Game Day Reporting

1. Each team can consist of 12 declared players, out of which only 11 can bat, any 11 can field at a given point of time and any 12 can bowl.
  - 1.1. 12<sup>th</sup> player coming into field cannot bowl immediately.
  - 1.2. The 12<sup>th</sup> player, shall not be permitted to bowl in the match until he has been able to field for the total length of playing time for which he was absent
2. All players listed on the declaration sheet should be at the ground and ready to play.
  - 2.1. Captains will notify the umpires of any player on declaration sheet (excluding substitute players) who may be arriving late. Failure to do so may result in player's ineligibility for the game.
  - 2.2. Players identified as late arrivals should be at the ground and ready to play by the end of the 14th over of the first innings of the match or 11:30 am 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/ will be ineligible to participate in the match.

### No-Ball

3. Short Pitched Delivery
  - 3.1. One short-pitched delivery per over allowed.
    - 3.1.1. Delivery over the head height of an upright striker is considered a short-pitched delivery and will be called a NOBALL irrespective of whether the batsman has played or hit the ball.
  - 3.2. Any Subsequent short-pitched deliveries will be called and signaled a "NOBALL".
4. For non-pitching deliveries, all deliveries, irrespective of their speed, which pass above waist height of the upright striker are to trigger the No ball sign. This will also count as one short pitched delivery for the over.
5. It will be a No ball if the ball bounces more than once before reaching the popping crease, Furthermore, when a ball lands off the pitch or hits the edge of the turf.
6. If a bowler breaks the stumps during his bowling stride.

### Not a Wide

7. The umpire shall not adjudge a delivery as being a Wide, if the striker, by moving, either causes the ball to pass wide of him/her or brings the ball sufficiently within reach to be able to hit it by means of a normal cricket stroke.

### Non-Striker leaving his/her ground early

8. If the non-striker is out of his/her ground from the moment the ball comes into play, (at the start of the bowlers run-up) to the instant when the bowler would normally have been expected to release the ball, (just before the release of the ball during the delivery stride) the bowler is permitted to attempt to run him/her out. Whether the attempt is successful or not, the ball shall not count as one in the over.

9. If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal dead ball as soon as possible.

### Runners and Substitute fielders

1. Substitute fielder may now act as a wicket-keeper if the wicketkeeper is seriously injured in the field of play.
2. Runner is allowed only if a player sustains a serious injury in the field of play that affects his/her ability to run.
3. 12<sup>th</sup> man and substitute changes need to be informed to the umpire to help the umpire maintain time for the concerned player. Failure to inform the umpire will attract 5 runs penalty as soon as such player comes in contact with the ball during his fielding.

### Ball thrown or delivered underarm – action by umpires

1. For a delivery to be fair in respect of the arm the ball must not be thrown.
2. A ball is fairly delivered in respect of the arm if, once the bowler's arm has reached the level of the shoulder in the delivery swing, the elbow joint is not straightened partially or completely from that instant until the ball has left the hand. This definition shall not debar a bowler from flexing or rotating the wrist in the delivery swing.
3. If, in the opinion of the main umpire, the ball has been blatantly thrown, the umpire shall call and signal No ball.
4. If, in the opinion of the main umpire, there is a doubt about the action of any bowler, the umpire shall call and signal DEAD ball.
  - 4.1. The bowler's end umpire shall then warn the bowler, indicating that this is a first and final warning. This warning shall apply to that bowler throughout the innings.
  - 4.2. Inform the captain of the fielding side of the reason for this action.
  - 4.3. Inform the batsmen at the wicket of what has occurred.
  - 4.4. Submit a detailed report to the Mich-CA GB for further review.
5. If the same bowler is found guilty of either of the above two cases once again in the same innings, then the umpire shall call and signal appropriately as per the infringement (NOBALL for blatant throw and DEAD ball for doubtful action) and stop the bowler from bowling further in the innings. Another bowler needs to complete the over if the over is left incomplete.

### General Rules

1. No changes in venue/ground will be permitted.
2. Overs shall be bowled from each wicket alternatively if possible.
3. A maximum of 8 Overs per bowler not exceeding 1/5th of the total Overs for an innings.
4. Interrupted matches will follow a tournament specific customized power play table.

## PROTEST & COMPLAINTS

All protests and complaints regarding game disputes must follow the procedure described below.

### Team Protest

1. Protests must be submitted by the team captain or club representative by email to the Mich-CA secretary by no later than Monday at 9pm following the weekend of the game in question.
2. The secretary review the protest and will notify the opposing team of the protest and request any relevant information by the next day (Tuesday) 9pm.
3. The opposing team will then need to submit their explanation by Wednesday 9pm following the weekend of the game in question.
4. The secretary will then forward the entire protest/complaint of each team, and the umpires report to the rules committee by Wednesday at 10 pm following the weekend of the game in question.
5. The rules committee will then meet and make a final ruling by Thursday at 9 pm following the weekend of the game in question to the MICH-CA governing body. The secretary will then communicate the final ruling via email or phone to the teams, and umpires involved.
6. The Disciplinary Committee's decision will be final.

### Other related incidents:

1. Reports related to player code of conduct or other on field incidents including players, captains or umpires shall be submitted to the secretary of Mich-CA in email within 48 hours of the incident.
2. Disciplinary Committee will review the case and announce the decision within 48 hours of receiving the report.
3. Any player, captain or team representative can report an incident.



## PLAYERS CODE OF CONDUCT

1. Players and/or Team Officials shall at all times conduct play within the spirit of the game as well as within the Laws of Cricket and the captains are responsible at all times for ensuring that all their players adhere to the spirit of the game.
2. Players and/or Team Officials shall at no time engage in conduct unbecoming to their status which could bring them or the game of cricket into disrepute.
3. For any player misconduct the umpire can and shall enforce the following based on the level of offense.

### **3.1. Level 1: -**

- 3.1.1. The umpire shall call Time.
- 3.1.2. The umpires shall summon and inform the offending player's captain that an offence at this Level has occurred.
- 3.1.3. If the Level 1 offence is the first offence, at any Level, by that team, the umpire shall:
- 3.1.4. Issue a first and final warning which shall apply to all members of the team for the remainder of the match.
- 3.1.5. Warn the offending player's captain that any further Level 1 offence by any member of his/her team shall result in the award of 5 Penalty runs to the opposing team.
- 3.1.6. If the Level 1 offence follows an offence, at any Level, by that team, the umpire shall award 5 Penalty runs to the opposing team.
- 3.1.7. Any of the following actions by a player shall constitute a Level 1 offence
  - 3.1.7.1. willfully mistreating any part of the cricket ground, equipment or implements used in the match
  - 3.1.7.2. showing dissent at an umpire's decision by word or action
  - 3.1.7.3. using language that, in the circumstances, is obscene, offensive or insulting
  - 3.1.7.4. making an obscene gesture
  - 3.1.7.5. appealing excessively
  - 3.1.7.6. advancing towards an umpire in an aggressive manner when appealing
  - 3.1.7.7. any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 1 offence.
  - 3.1.7.8. Public criticism of, or inappropriate comment on a match related incident or match official.

### **3.2. Level 2: -**

- 3.2.1. The umpire shall call Time.
- 3.2.2. The umpires shall summon and inform the offending player's captain that an offence at this Level has occurred.
- 3.2.3. The umpire shall award 5 Penalty runs to the opposing team.
- 3.2.4. The umpire shall warn the offending player's captain that any future Level 1 offence by any member of his/her team shall result in the award of 5 Penalty runs to the opposing team.
- 3.2.5. The umpire shall report the occurrence as soon as possible after the match to any Governing Body responsible for the match, who shall a ban of 1 game immediately succeeding matches conducted by Mich-CA for the player/s concerned.
- 3.2.6. Any of the following actions by a player shall constitute a Level 2 offence:
  - 3.2.6.1. showing serious dissent at an umpire's decision by word or action

- 3.2.6.2. making inappropriate and deliberate physical contact with another player
- 3.2.6.3. Throwing the ball at a player, umpire or another person in an inappropriate and dangerous manner
- 3.2.6.4. Using language or gesture to another player, umpire, team official or spectator that, in the circumstances, is obscene or of a serious insulting nature
- 3.2.6.5. Or any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 2 offence.

### 3.3. **Level 3: -**

- 3.3.1. The umpire shall call Time.
- 3.3.2. The umpires shall summon and inform the offending player's captain that an offence at this Level has occurred.
- 3.3.3. The umpire shall direct the captain to remove the offending player immediately from the field of play for a period in accordance with the following:
  - 3.3.3.1. In a match where the innings are limited to a number of overs, the player shall be suspended for one fifth of the number of overs allocated to the current innings at its commencement. If, in calculating the length of the suspension, a part-over results, it shall be considered as a whole over. Furthermore, any balls remaining in the over in progress at the time of suspension shall not count towards the overs for which the player is suspended.
  - 3.3.3.2. If the offending player is a fielder, no substitute shall be allowed for him/her. The offending player may return to the field of play after serving the period of suspension and may bowl immediately.
  - 3.3.3.3. If a bowler is suspended mid-over, then that over must be completed by a different bowler, who shall not have bowled the previous over nor shall he/she bowl the next over.
  - 3.3.3.4. If the offending player is a batsman, he/she shall be replaced by another member of his/her team. The offending player may return to bat after having served the suspension only at the fall of a wicket. If no batsman is available to bat during a batsman's suspension, the innings is completed. If the offending player does not continue his/her innings for whatever reason, he/she is to be recorded as Retired – not out.
  - 3.3.3.5. Warn the offending player's captain that any future Level 1 offence shall result in the award of 5 Penalty runs to the opposing team.
  - 3.3.3.6. Any overs remaining to be served from a suspension shall be carried forward to the next and subsequent innings of the match. A part over at the end of the innings shall not count towards the overs for which the player is suspended.
  - 3.3.3.7. As soon as practicable, the umpire shall:
  - 3.3.3.8. Award 5 Penalty runs to the opposing team
  - 3.3.3.9. Signal the Level 3 penalty to the scorers
  - 3.3.3.10. Call Play.
- 3.3.4. The umpire shall report the occurrence as soon as possible after the match to any Governing Body responsible for the match, who shall a ban of 2 game immediately

succeeding matches conducted by Mich-CA for the player/s concerned and if appropriate, the team

3.3.5. Any of the following actions by a player shall constitute a Level 3 offence:

- 3.3.5.1. Intimidation of an umpire or Referee whether by language or conduct.
- 3.3.5.2. Threatening to assault a player or any other person except an umpire.
- 3.3.5.3. Using language or gestures that offends insults, humiliates, intimidates, threatens, disparages or vilifies another person on the basis of that person's race, religion, gender, color, descent or national or ethnic origin.

**3.4. Level 4: -**

3.4.1. The umpire shall call Time.

3.4.2. The umpires shall summon and inform the offending player's captain that an offence at this Level has occurred.

3.4.3. The umpire shall instruct the captain to remove the offending player immediately from the field of play for the remainder of the match and shall apply the following:

- 3.4.3.1. If the offending player is a fielder, no substitute shall be allowed for him/her. He/she is to be recorded as Retired – out at the commencement of any subsequent innings in which his/her team is the batting side.
- 3.4.3.2. If a bowler is suspended mid-over, then that over must be completed by a different bowler, who shall not have bowled the previous over nor shall be permitted to bowl the next over.
- 3.4.3.3. If the offending player is a batsman he/she is to be recorded as Retired – out in the current innings, unless he/she has been dismissed under any of Laws 32 to 39, and at the commencement of any subsequent innings in which his/her team is the batting side. If no further batsman is available to bat, the innings is completed.
- 3.4.3.4. Warn the offending player's captain that any future Level 1 offence shall result in the award of 5 Penalty runs to the opposing team.

3.4.4. As soon as practicable, the umpire shall:

- 3.4.4.1. Award 5 Penalty runs to the opposing team
- 3.4.4.2. Signal the Level 4 penalty to the scorers
- 3.4.4.3. Call Play.

3.4.5. The umpire shall report the occurrence as soon as possible after the match to any Governing Body responsible for the match, a ban for all remaining matches of the season or a life time ban for the player/s concerned and if appropriate, the team as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

3.4.6. Any of the following actions by a player shall constitute a Level 4 offence:

- 3.4.6.1. Threatening to assault an umpire
- 3.4.6.2. Making inappropriate and deliberate physical contact with an umpire
- 3.4.6.3. Physically assaulting a player or any other person
- 3.4.6.4. Committing any other act of violence.
- 3.4.6.5. Using language or gestures that seriously offends insults, humiliates, intimidates, threatens, disparages or vilifies another person on the basis of that person's race, religion, gender, color descent or national or ethnic origin.

4. Captain refusing to remove a player from the field
  - 4.1. If a captain refuses to carry out an instruction as mentioned under offenses for Level 1 - 4, the umpires shall award a match to the other team.
  - 4.2. If both captains refuse to carry out as mentioned under offenses for Level 1 - 4 in respect of the same incident, the umpires shall instruct the players to leave the field. The match is considered not concluded and there shall be no result for the match.
5. Additional points relating to Level 3 and Level 4 offences
  - 5.1. If a player, while acting as wicket-keeper, commits a Level 3 or Level 4 offence, then only a nominated player may keep wicket, even if another fielder becomes injured or ill and is replaced by a substitute.
  - 5.2. A nominated player who has a substitute or runner will also suffer the penalty for any Level 3 or Level 4 offence committed by the substitute or runner. However, only the substitute or runner will be reported under the above listed offences from Level 1 - 4.

## APPENDIX A – TEAMS and TOURNAMENT FORMAT

Mich-CA F40		
RANK	TEAM NAME	Comments
1	Greater Detroit Cricket Club Panthers - GPAN	2016 WINNER F40
2	Macomb Cricket Club - MACC	2016 RUNNER F40
3	Michigan Premier CC Jaguars - MPCJ	RANKING FROM 2016
4	Metro Detroit Cricket Club - MDCC	
5	Novi Cricket Club - NVCC	
6	Detroit Super Kings Warriors- DSKW	
7	United Cricket Club - UNCC	
8	Troy Cricket Club Detroit Indians- DTIN	
9	Royal Knights Cricket Club - RKCC	
10	Troy Cricket Association Wizards - TCAW	
11	Detroit Challengers CC - DCCC	ALPHABETICALLY RANKED
12	Detroit Super Kings Bulls- DSKB	
13	Greater Detroit Cricket Club Greens - GDCC	
14	Lions Cricket Club - LNCC	
15	Motown Cricket Club - MOCC	
16	P3 Challengers - P3CC	
17	Troy Cricket Association Smashers - TCAS	

### F40 Format:

- 17 teams, 8 preliminary games for all teams + 1 ranking game for 14 teams
- 75 regular season games + 7 Playoff games
- After 8 preliminary games have been played, the teams are ranked based on the regular season performances
- Top 3 teams go to QF directly and remaining 14 teams play one more regular season game

4 vs. 17

5 vs. 16

.....

10 vs. 11

- The remaining teams are ranked again based on the points and NRR for the total 9 games
- Top 5 teams from this ranking join the top 3 teams from first step in QF

**Difficulty index** = sum of seeds the team is playing. E.g. Seed 1 is playing 2,4,6,8,10,11,12,13, and 14. Therefore the difficulty index is 2+4+6+8+10+11+12+13+14 = 80. Lower number implies a tougher schedule, a higher number implies an easier schedule

## Final format for F40

- Logic not as straightforward as T20 Shield/Trophy due to odd number of teams
- Similar steps followed
  - Alternating diagonals populated first
  - Cells highlighted in yellow are deviations from the alternating diagonals to keep the number of games equal to 8 for all teams

F40 8 game round robin

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
1																	
2																	
3																	
4																	
5																	
6																	
7																	
8																	
9																	
10																	
11																	
12																	
13																	
14																	
15																	
16																	
17																	

## Difficulty changes gradually from top to bottom

RANK	TEAM NAME	Difficulty Index
1	Greater Detroit Cricket Club Panthers - GPAN	81
2	Macomb Cricket Club - MACCC	85
3	Michigan Premier CC Jaguars - MPCJ	85
4	Metro Detroit Cricket Club - MDCC	81
5	Novi Cricket Club - NVCC	77
6	Detroit Super Kings Warriors- DSKW	82
7	United Cricket Club - UNCC	73
8	Troy Cricket Club Detroit Indians- DTIN	80
9	Royal Knights Cricket Club - RKCC	80
10	Troy Cricket Association Wizards - TCAW	69
11	Detroit Challengers CC - DCCC	71
12	Detroit Super Kings Bulls- DSKB	68
13	Greater Detroit Cricket Club Greens - GDCC	71
14	Lions Cricket Club - LNCC	51
15	Motown Cricket Club - MOCC	57
16	P3 Challengers - P3CC	56
17	Troy Cricket Association Smashers - TCAS	57

Easier

Harder

Difficulty index definition is the same as before, please refer to the T20 Shield/Trophy section

## APPENDIX B – POINTS SYSTEM

1. Winning teams gets 2 points, Tie or Abandoned Games get 1 point each.
  - 1.1. If scores are equal at the end of a preliminary round matches, the result will be a tie and no account shall be taken of the number of wickets which have fallen.
  - 1.2. In case of a tie in playoffs match, the winner will be determined by a Super Over. Please refer to Appendix C for the details of the Super Over.
2. If teams are tied with points after group stage,
  - 2.1. First tie breaker is NRR to 3 decimal places,
  - 2.2. Then Head to Head in the group stage will be looked at.
  - 2.3. Then a coin toss will determine the higher ranked team.
3. All playoff games will have a reserve day and in the unforeseen event of the reserve day also getting washed out, then the higher seeded team will proceed to the next level.
4. Mich-CA GB may consider any alternate plans if any FINALS event has the potential to get washed out.

## APPENDIX C – 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:
  - 10.1 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.
  - 10.2 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.
  - 10.3 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 unbowled 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.

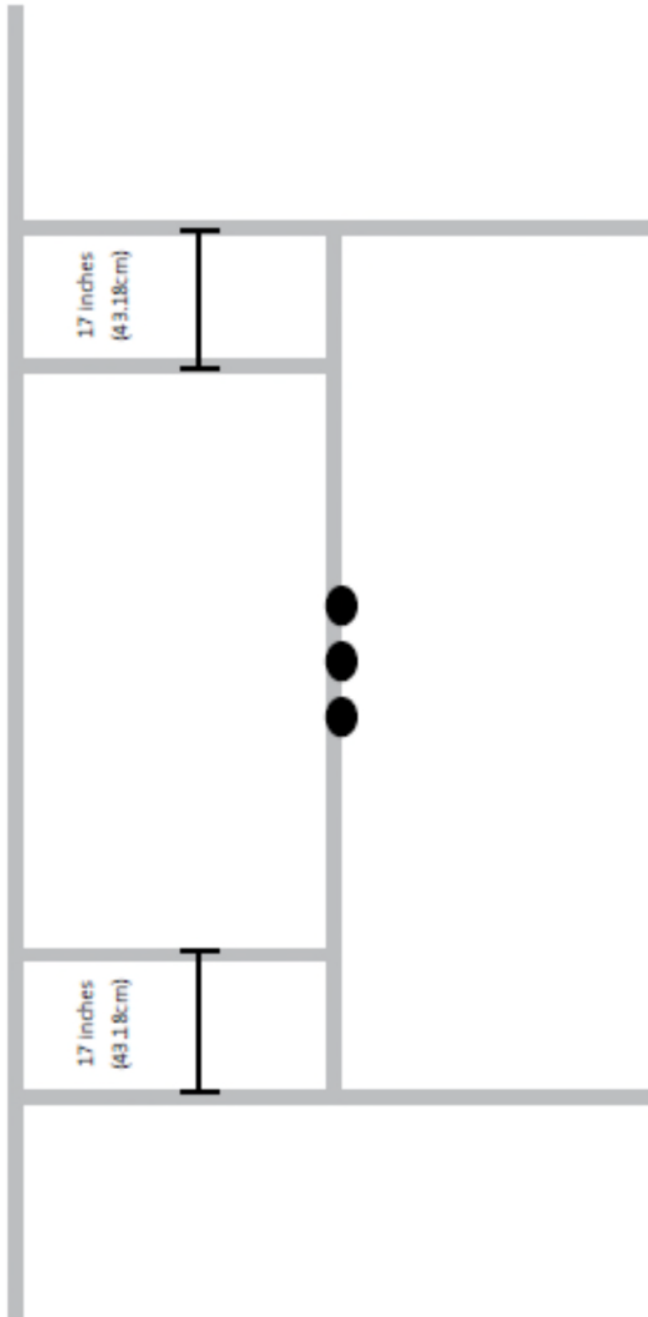
Example:

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

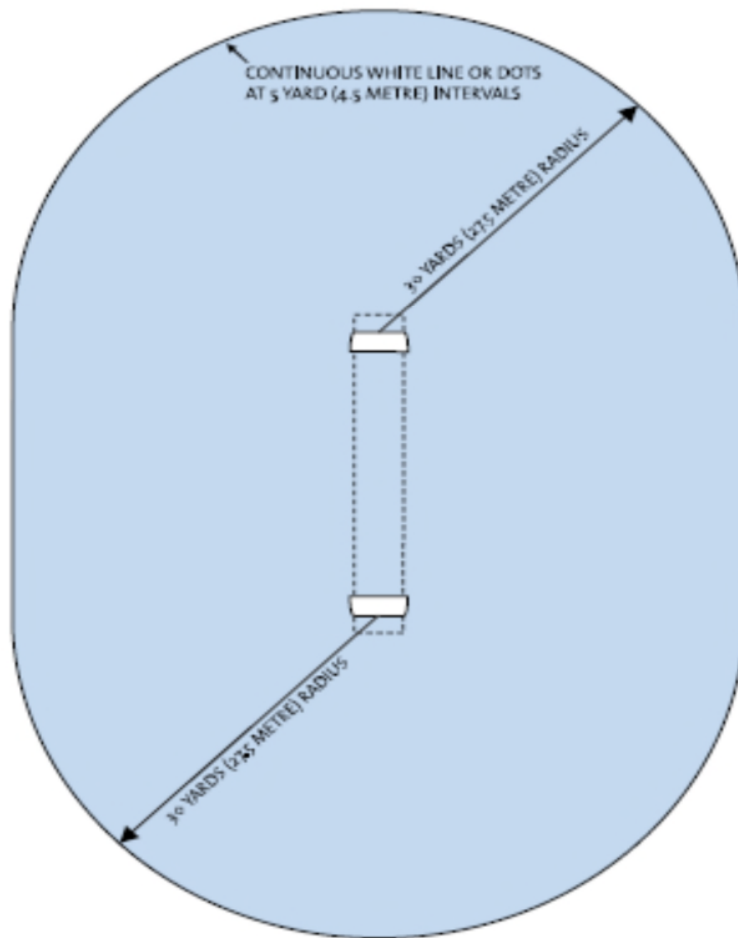
In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However team 1 scored 2 runs from its 4th ball while team 2 scored a single so team 1 is the winner.



## APPENDIX D – CREASE MARKINGS



## APPENDIX E – RESTRICTION OF PLACEMENT OF FIELDSMAN



## APPENDIX F – D/L Method

In the version of D/L most commonly in use in international and [first class](#) matches (the 'Professional Edition'), the target for the team batting second ('Team 2') is adjusted up or down from the total the team batting first ('Team 1') scored, in proportion to the two teams' resources (combination of overs and wickets available), i.e.

$$\text{Team 2's par score} = \text{Team 1's score} \times \frac{\text{Team 2's resources}}{\text{Team 1's resources}}.$$

If, as usually occurs, this 'par score' is a non-[integer](#) number of runs, then Team 2's target to win is this number rounded up to the next integer, and the score to [tie](#) (also called the par score), is this number rounded down to the preceding integer. For example, if a rain delay means that Team 2 only has 90% of the resources that were available to Team 1, and Team 1 scored 254, then  $254 \times 90\% = 228.6$ , so Team 2's target is 229, and the score to tie is 228. The actual resource values used in the Professional Edition are not publicly available,<sup>[11]</sup> so a computer must be used which has the software loaded.

If it's a 40-over match and Team 1 completed its innings uninterrupted, then they had 100% resource available to them, so the formula simplifies to:

$$\text{Team 2's par score} = \text{Team 1's score} \times \text{Team 2's resources}.$$

### Summary of impact on Team 2's target[\[edit\]](#)

1. If there is a delay before the first innings starts, so that the numbers of overs in the two innings are reduced (but still the same as each other), then D/L will make no change to the target score. This is because both sides will be in the same position of having the same number of overs and 10 wickets available, and they will know this throughout their innings, thus having the same amount of resource available.
2. Team 2's target score is first calculated once Team 1's innings has finished.
3. If there were interruption(s) during Team 1's innings, or Team 1's innings was cut short, so the numbers of overs in the two innings are reduced (but still the same as each other), then (in the Professional Edition) D/L will adjust Team 2's target score as described above.
4. The adjustment to Team 2's target after interruptions in Team 1's innings is often an increase, implying that Team 2 has more resource available than Team 1 had.

Although both teams have 10 wickets and the same (reduced) number of overs available, an increase is fair as, for some of their innings, Team 1 thought they would have more overs available than they actually ended up having.

1. If Team 1 had known that their innings was going to be shorter, they would have batted less conservatively, and scored more runs at the expense of more wickets. They saved some wicket

resource to use up in the overs that ended up being cancelled, which Team 2 doesn't need to do, therefore Team 2 has more resource to use in the same number of overs. Therefore, increasing Team 2's target score compensates Team 1 for the denial of some of the overs they thought they would get to bat.

2. If there are interruption(s) to Team 2's innings, either before it starts, during, or it's cut short, then D/L will reduce Team 2's target score from the initial target set at the end of Team 1's innings, in proportion to the reduction in Team 2's resources. If there are multiple interruptions in the second innings, the target will be adjusted downwards each time.
3. If there are interruptions which both increase and decrease the target score, then the net effect on the target could be either an increase or decrease, depending on which interruptions were bigger.