



Michigan Cricket Association

Where Cricket Has No Boundaries

Mich-CA 2017 GLT Rules Overview

Table of Contents

1. Member Registration.....	2
2. Scoring, Summary Sheets & Umpire Reports.....	2
3. Power Play	3
4. Restrictions.....	3
5. Game Duration and Timings	3
6. Ready to Play	4
7. Free Hit on ALL No Balls.....	4
8. Game Timing, Delays and Penalties.	5
9. Point System.....	6
10. Quarterfinals, Semifinal & Final Games/Player Eligibility.....	6
11. Additional Changes as per the new ICC laws	6
Appendix 1.....	7
Some of the key points about rules	7
Appendix 2.....	8
Procedure for the Super Over.....	8
Appendix 3.....	10
Mich-CA GLT 2017 Teams	10
Appendix 4.....	11
Mich-CA Player Code of Conduct.....	11

1. Member Registration

- a) 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?>)
- b) 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&)
- c) New players need to be registered by 11:59 PM a day before the game day. Else the league is entitled to levy late registration fees.
- d) Youth Players, 19 years and under (born on or after Sep 1st, 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) 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. Scoring, Summary Sheets & Umpire Reports

- a) The league encourages the teams to start using CRICHQ online scoring along with the standard scorebook scoring.
- b) 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 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.
- c) 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.
- d) 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.
- e) 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 T20 will follow power play (PP) for the first 6 overs in a 20 over innings. The PP duration will be reduced 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
7-9	2
5-6	1

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) No more than 2 fielders are allowed behind the batting popping crease on the on-side (leg-side).

d) 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 90 minutes including a short 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	90min	12:00 PM	10min	12:10 PM	90min	1:45 PM
Afternoon game	2:15 PM	2:30 PM	90min	4:00 PM	10min	4:10 PM	90min	5:45 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 5 overs are needed for both teams inning**.
- d) On account of rain or other delays, if the game has not yet started by 12:45 PM for the morning game and 4:45 PM 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 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 (i.e., 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 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
- 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 4.5-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 4.5 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 9-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	2:30pm	20
10:39am	2:39pm	19
10:48am	2:48pm	18
10:57am	2:57pm	17
11:06am	3:06pm	16
11:15am	3:15pm	15
11:24am	3:24pm	14
11:33am	3:33pm	13
11:42am	3:42pm	12
11:51am	3:51pm	11
12:00pm	4:00pm	10
12:09pm	4:09pm	9
12:18pm	4:18pm	8
12:27pm	4:27pm	7
12:36pm	4:36pm	6
12:45pm	4:45pm	5
Beyond 12:45pm	Beyond 4:45pm	Game called off

9. Point System

- a) Winning teams gets 2 points, Rain Outs 1 point each.
- b) If 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: 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) Player eligibility for playoffs is 1/3rd of first round matches which is 1 GAME.
- 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, 1997). 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.

11. Additional Changes as per the new ICC laws of cricket 2017

- a) A substitute fielder may now act as a wicket-keeper with the consent of the umpires. It was felt that, if the original wicket-keeper was genuinely injured, then a substitute should be allowed to take over, but that the umpires should control the situation to prevent abuse. A substitute still cannot bowl, bat or act as captain.
- b) When a serious injury occurs, as the umpires might not know at the time how serious the injury actually is. If they think the injury is possibly serious, they should call and signal Dead ball.
- c) Free hits will be awarded for all no-balls and not just for foot faults.
- d) 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. Previously, the umpire had to judge the speed of the delivery, with slow balls being allowed up to shoulder height.
- e) If ball bouncing over the head height of striker it should be called as a 'No Ball' and treated as bouncer
- f) 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.

- g) When a No ball has been bowled, one run is recorded for the No ball, as a No ball extra; any other runs are scored either as runs to the striker (when the ball hits the bat) or as Byes or Leg byes, as appropriate. This is more logical and is easier for umpires to signal and for the scorers to record. This means that scorecards will reflect how many No balls a bowler has actually bowled, rather than the total number of No ball extras conceded by the bowler
- h) A runner shall be allowed only if the umpires are satisfied that the batsman has sustained an injury in the field of play that affects his/her ability to run. This tightens the circumstances when a runner is to be allowed.
- i) There will be only one warning (which will be first and final) for a Beamer for entire innings

Note: The rules listed above are an overview of the main rules that will govern the 2017 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

- 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.
- 12th player coming into field cannot bowl immediately. The concerned player needs to wait until the amount of time/overs spent outside is equal to the amount of time/overs spent after returning inside the field of play.
- Any player from both teams entered on the declaration sheet (i.e., 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/time of a T-20 match will be ineligible to participate in the match.
- 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.
- Youth player, born on or after Sep 1st 1997, can play in two teams.
- Player eligibility for playoffs is 1/3rd of first round matches which is 1 GAME.
- 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 "NOBALL".
- Substitute fielder may now act as a wicket-keeper.
- Runner is allowed only if batsman has sustained an injury in the field of play that affects his/her ability to run.
- Minimum overs required for an innings to constitute a Match has been standardized to 5 overs instead of 10 overs
- Encouraging team to use CRICHQ online scoring along with standard scoring.
- New players registered after the previous day midnight (11:59 PM) deadline will incur penalty.
- Free hits awarded to all types of no-balls.
- 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. Previously, the umpire had to judge the speed of the delivery, with slow balls being allowed up to shoulder height. First and final warning for the bowler to carry throughout the innings.
- 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.
- Each 20-over innings should be completed within 90 mins including a break.
- Revised Code of Conduct
- For a reduced over game to be constituted a complete game, a minimum of 5 overs are needed for both teams inning.
- 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. Washouts in the round-robin group stages – points split.
- Washouts in the knockout stages for QFs and prior – higher ranked team moves ahead.
- Washouts in SFs and Final will have a Reserve 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.

Appendix 3

Mich-Ca GLT 2017-18 Teams

#	Team Name
1	Cavaliers Cricket Club - CAVS
2	Chargers CC - CHCC
3	Detroit Challengers CC - DCCC
4	Detroit Engineered Products CC -DEPC
5	Detroit Super Kings Bulls- DSKB
6	Detroit Super Kings Warriors- DSKW
7	Farmington Cricket Club - Braves - FCCB
8	Great Lakes Cricket Club - GLCC
9	Greater Detroit Cricket Club Greens - GDCC
10	Greater Detroit Cricket Club Panthers - GPAN
11	Greater Troy Tigers CC - GTTC
12	Kalinga Warriors Cricket Club - KWCC
13	Mavericks Cricket Club - MVCC
14	Metro Detroit Cricket Club - MDCC
15	Michigan Premier CC Lions - MPCL
16	Mid-Michigan CC Heros - MMCH
17	Mid-Michigan CC Super Stars- MMSS
18	Motown Cricket Club - MOCC
19	Novi Cricket Club - NVCC
20	Oakland University CC - OUCC
21	P3 Challengers - P3CC
22	Photons Cricket Academy - PHCA
23	Royal Knights Cricket Club Terminators - RKTE
24	Royal Knights Cricket Club Transformers - RKTR
25	Royal Stars Cricket Club - RSCC
26	Sparks Cricket Club - SPCC
27	Troy Cricket Association 1 - TCA1
28	Troy Cricket Association 2 - TCA2
29	Troy Cricket Association 3 - TCA3
30	Troy Cricket Club- TRCC
31	United Cricket Club - UNCC
32	Viking Slayers CC - VSCC
33	Warriors CC - WACC

Appendix 4

Mich-CA PLAYER CODE OF CONDUCT

This appendix depicts the Mich-CA Player code of conduct that is applicable for all the tournaments conducted by Mich-CA.

Rules of Conduct – Offences and Penalties

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.

LEVEL 1

The Offences set out at a) to f) below are Level 1 Offences. The penalty for a Level 1 Offence shall be an official reprimand and/or ban of one immediately succeeding match conducted by Mich-CA for the player/s concerned.

- a) Abuse of cricket equipment or clothing, ground equipment or fixtures and fittings.
- b) Showing dissent at an umpire's decision.
- c) Using language that is obscene, offensive or insulting and/or the making of an obscene gesture.
- d) Excessive appealing.
- e) Pointing or gesturing towards the pavilion in an aggressive manner by a bowler or other member of the fielding side upon the dismissal of a batsman.
- f) Public criticism of, or inappropriate comment on a match related incident or match official.

LEVEL 2

The Offences set out at a) to i) below are Level 2 Offences. The Penalty for a Level 2 Offence shall be a ban of 1 immediately succeeding matches conducted by Mich-CA for the player/s concerned.

- a) Showing serious dissent at an umpire's decision.
- b) Serious public criticism of, or inappropriate comment on a match related incident or match official.
- c) Inappropriate and deliberate physical contact between Players in the course of play.
- d) Charging or advancing towards the umpire in an aggressive manner when appealing.
- e) Deliberate and malicious distraction or obstruction on the field of play.
- f) Throwing the ball at or near a Player, umpire or official in an inappropriate and/or dangerous manner
- g) Using language that is obscene, offensive or of a seriously insulting nature to another Player, umpire, Referee, Team Official or spectator. (It is acknowledged that there will be verbal exchanges between Players in the course of play. Rather than seeking to eliminate these exchanges entirely, umpires will look to lay charges when this falls below an acceptable standard. In this instance, language will be interpreted to include gestures).

- h) Changing the condition of the ball in breach of Law 42.3 (this supplements and does not replace the provisions of the Laws of Cricket).
- i) Any attempt to manipulate a match in regard to the result, net run rate, bonus points or otherwise. The Captain of any team guilty of such conduct shall be held responsible.

LEVEL 3

The Offences set out at a) to c) below are Level 3 Offences. The penalty for a Level 3 Offence shall be a ban for the Player shall be a ban for 2 immediately succeeding matches for the player concerned.

- a) Intimidation of an umpire or Referee whether by language or conduct.
- b) Threat of assault on another Player, Team Official or spectator.
- c) 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.

LEVEL 4

The Offences set out at a) to d) below are Level 4 Offences. The Penalty for a Level 4 Offence shall be a ban of between all remaining matches of the season or a life time ban for the player concerned.

- a) Threat of assault on an umpire or Referee.
- b) Physical assault of another Player, umpire, Referee, Official or spectator.
- c) Any act of violence on the field of play.
- d) 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.

Notes and Guidelines for applying Code of Conduct

1. Where the facts of or the gravity or seriousness of the alleged incident are not adequately or clearly covered by any of the above offences, the person laying the charge may allege one of the following offences.
 - A. Breach of Rule - conduct contrary to the spirit of the game; or
 - B. Breach of Rule - conduct that brings the game into disrepute

The person laying such a charge must specify the level of breach to accompany the charge in writing to MICHCA communications: for example, "conduct contrary to the spirit of the game – Level 2" or "conduct that brings the game into disrepute – Level 1".

2. In deciding penalty, Mich-CA is entitled to and should take into account the prior record of the person charged.
3. If damage has been caused to any property, Mich-CA may order compensation to the aggrieved party as a part of the penalty
4. Penalties are to be applied to the matches in which the player is likely to play.

5. Where there are separate incidents in the course of the match, the umpire should lay separate charges. If the adjudicator finds the person charged to be guilty of more than one offence, he should impose separate penalties in respect of each offence. Penalties in such cases are cumulative and not concurrent.
6. Nothing in this Code of Conduct alters the onus on the Captain to ensure that the Spirit of the Game is adhered to as stated and defined in the preamble to the Laws of Cricket.
7. The Player reported shall be entitled to appeal to the GB against a finding and/or a penalty imposed in respect of Level 2, Level 3 or Level 4 offences as provided. In determining the appropriate penalty (if any) on an appeal, it is open to the GB hearing the appeal to increase or decrease the penalty. In addition, if in the opinion of the GB hearing the appeal, the appeal lodged by the appellant is Spurious or Frivolous, the GB hearing the appeal shall be entitled to dismiss the appeal.