



25TH ANNIVERSARY

Michigan Cricket Association USA

**MICH-CA F40 | T30 | T20
RULES AND REGULATIONS DOCUMENT
VERSION 2025 1.8**



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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 INFORMATION

This document presents the **Forty over (F40)**, **Thirty over (T30)** and **Twenty over (T20)** Tournament Rules and Special Regulations conducted by Mich-CA.

1. The following will be the order of precedence (from highest to lowest) applicable to Mich-CA tournaments:
 - 1.1. **Mich-CA F40, T30 and T20 Rules and Special Regulations** – (contained solely in this document) Official Copy will be the one posted on the Mich-CA Website
 - 1.2. **ICC Men's Twenty20 International Playing Conditions** Effective from 1 August 2020
[Cricket Rules and Regulations | ICC Rules of Cricket \(icc-cricket.com\)](https://icc-cricket.com)
 - 1.3. **The Laws of Cricket 2017 Code** (2nd Edition - 2019)
[Microsoft Word - 2nd Edition of the 2017 code \(2019\).doc \(lords.org\)](https://www.lords.org)
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**, **T30** and **T20** tournaments 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.

Sources

MCC:

<https://www.lords.org/mcc/laws-of-cricket/introduction/>

ICC:

<https://www.icc-cricket.com/about/cricket/rules-and-regulations/playing-conditions>



MICH-CA RULES HIGHLIGHTS

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

Team and Game Day Reporting

1. Each team may consist of **12** declared players, out of which any **11** can bat, any **11** can field at a given point of time and any **12** can bowl.
 - 1.1. **12th** player coming into the field cannot bowl immediately.
 - 1.2. The **12th** player shall not be permitted to bowl in the match until he has been able to field for the total number of over, he has been off the field.
 - 1.3. The **12th** player shall be allowed to bat any time without waiting to serve the time spent outside the field of play if the player satisfies the "**Ready to Play**" condition in the rule book (including the time for late arrival). The MCC law "*25.3 Restriction on batsman commencing an innings*" **DOES NOT** apply.
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 the declaration sheet (excluding substitute players) who may be arriving late. Failure to do so may result in players' ineligibility for the game.
 - 2.2. Players identified as late arrivals should be at the ground and ready to play (**for F40**) by the end of the **7th over** of the first innings of the match or **30 minutes** from the original schedule time (**for T30**) by the end of **4th over** of the first innings of the match or **20 minutes** from the original schedule time (**for T20**) by the end of the **3rd over** of the first innings of the match or **15 minutes** from the **original schedule time**, whichever is earlier irrespective of the actual 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.
 - 2.3. **Any changes involving the 12th man or substitutes must be communicated to the umpire to help manage the timing for the concerned player. Failure to inform the umpire will result in a 5-run penalty**, which will be applied as soon as the bowler delivers the first ball after the unreported player enters the field.
 - 2.3.1. **Refer to Page 8, Point15 for more detailed rules**



No-Ball

3. Short Pitched Delivery
 - 3.1. One short-pitched delivery above the shoulder height of an Upright striker per over allowed.
 - 3.2. Any Subsequent such short-pitched deliveries will be called and signaled a "NO BALL".
4. For non-pitching deliveries, all deliveries, **irrespective of their speed, which would pass above waist height of the upright striker** are to trigger the No ball signal. 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 it will be a No ball, however if it hits the edge of the turf, it must be called a wide ball.
6. If a bowler breaks the stumps during his bowling stride.

Wide or Not

7. Delivery over the head height of an **upright striker** is considered a WIDE delivery and will be called a WIDE **unless the batter has played the delivery with his bat**.
8. The umpire shall not judge 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.

9. If the non-striker is out of his/her ground from the moment the ball comes into play, (at the start of the bowler's 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.
10. If the bowler fails to run out the non-striker, the umpire shall call and signal dead ball as soon as possible.



Batter out of his Ground

11. A batter is considered to be out of his ground unless some part of his bat or body is grounded behind the popping crease at that end.
12. However, a batsman shall **not be considered to be out** of his ground if, in running or diving towards his ground and beyond, and having grounded some part of his person or bat beyond the popping crease, **there is subsequent loss of contact** between the ground and any part of his person or bat, or between the bat and person provided that the batsman has continued movement in the same direction.

Runners and Substitute Fielders

13. Runner is not allowed as per ICC regulations.
14. Substitute fielder may now function as a wicketkeeper if the wicketkeeper is seriously injured in the field of play.
15. **12th man and substitutes changes need to be informed to the umpire to help the umpire maintain time for the concerned player. Failure to inform the umpire will result in a 5-run penalty, which will be applied as soon as the bowler delivers the first ball after the unreported player enters the field.**
 - 15.1. As soon as the bowler delivers the first delivery after the umpire notices the illegal entry of the fielder. Umpire may realize it after a few balls or overs and that's allowed, Whichever ball is subsequently bowled after realizing will get the penalty.
 - 15.2. 5-run penalty + Runs completed on that delivery + Ball **not counted** as legal delivery (**if it is not a Wide/No-Ball**) for the over + No dismissal on that delivery
- 15.3. Scoring in CricClubs, add an extra ball to the on-going over when the penalty is called.
16. The declared **substitute players** (13, 14 or 15) can come into **replace a fielder only when a second instance of player getting injured** or need to be substituted for other acceptable reasons (example: bathroom emergencies).
 - 16.1. Be aware to use the 12th player for the first injury scenario or for other acceptable reasons.
 - 16.2. Teams must field with only 10 players if 12th player is not available at the ground for substitution needs.



Bowling Ends

17. For **F40 & T30** - Overs to be bowled from both sides of the wicket unless there is a problem with one end where bowling or batting is not possible.
 - 17.1. Fielding team captain is allowed to pick the side to start their bowling end during their respective innings if both ends played.
 - 17.2. If only one end bowling is decided, the fielding team captain is allowed to pick the side at the start their bowling during their respective fielding sessions. Once decided, the end cannot be changed during the innings unless the umpire detects a problem with the chosen end.
 - 17.3. Also, if the pitch has a problem with one end where bowling or batting is not possible, then both teams will bowl from the possible end.
18. For **T20 with 2 matches/day** - Overs to be bowled from both sides of the wicket unless there is a problem with one end where bowling or batting is not possible. Fielding team captain is allowed to pick the side to start their bowling.
19. For **T20 with 3 matches/day** - Overs to be bowled from only one end of the wicket and the respective fielding side captain is allowed to pick the side to start their bowling during their respective fielding sessions. Unless of course the pitch has a problem with

Ball Thrown or Delivered Underarm – Action by Umpires

20. For a delivery to be fair in respect of the arm the ball must not be thrown.
21. 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.
22. If, in the opinion of the main umpire, the ball has been blatantly thrown, the umpire shall call and signal No ball and, when the ball is dead continue with the below actions.
23. 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.
 - 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.



- Inform the captain of the fielding side of the reason for this action.
- Inform the batters at the wicket of what has occurred.
- Submit a detailed report to the Mich-CA GB for further review.

24. 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.

Other General Rules

1. Once the schedule is finalized, there will be no changes in venue/ground permitted.
2. A maximum of 8 Overs (F40) / 6 Overs (T30) / 4 Overs (T20) per bowler not exceeding 1/5th of the total Overs for an innings.
3. Interrupted matches will follow a tournament specific customized power play table.
4. Walkover/Forfeiture
 - a) Walkover/Forfeiture will incur GB imposed penalty of \$200 per incident for F40 and \$150 per incident for T20 and incur a negative 1 point from the team's total points that is giving a walkover. (apart from the 2 points lost from the game forfeited)
 - b) If walkover/forfeiture happens during playoffs, a fine of \$500 will be imposed and incur negative 2 points for the teams next season (Entire team and players are responsible).
 - c) If a walkover/forfeiture happens during FINALS, a higher ranked team after the regular season from losing semifinalists will play the final.
 - d) In the case of a walkover during the FINALS, Mich-CA will extend the reserve day as required.
5. Rankings from the current season will be used for next season as well as for any division realignment purposes.
6. Best of the best awards will be decided based on stats up to the finals of the tournament.



7. Metal spikes are not allowed in any fields. Metal spikes damage Astroturf. Players are encouraged to use Cricket shoes with rubber spikes or grooves.

8. Personal Protective Equipment (PPE) [Helmet, Gloves, Pads, Shoes & Guards]

8A. All players playing the game must wear personal protection equipment (PPE), including helmets, batting gloves, batting pads, abdominal guard, and cricket shoes.

8B. Helmet is mandatory for all players playing against medium/fast bowlers. If a player is facing a spinner, then the helmet is optional. Mich-CA highly encourages the use of helmets and safety equipment.

8C. It is mandatory for all wicketkeepers standing up to the wicket (for any bowler) to wear a helmet, wicket-keeping gloves, wicket-keeping pads and abdominal guard. If a keeper is standing 8 ft behind the wickets, then the helmet is optional but wicket-keeping gloves, wicket-keeping pads and abdominal guard will be mandatory requirements.

8D. All players wearing helmets should inspect the helmets for cracks and grill adjustment. The gap between the grill and the visor should NOT be wide enough so that the ball can pass through the gap. Umpires shall ask the player to adjust the setting if the gap is noticeably wider for a ball to pass through. In case the helmet is not adjustable, then the player will be asked to change the helmet to which has proper settings.

8E. All helmets should have a proper face guard (grill) and chin strap.

UMPIRING RULE

1. All T20 teams need to provide umpires for 2 games. Umpiring assignment days will be published in the season schedule sheet. The Umpiring committee will assign as per needful.
2. The team must announce the umpires' name by **Thursday 6 PM** when umpiring assignment on following Sunday. The umpire must have played a minimum of 3 games in the Mich-CA in current or previous years or have completed umpiring training session conducted by Mich-CA umpiring committee.
3. If a team is not able to provide an umpire for their assigned game, they need to pay **\$70** fine to Mich-CA for one assignment and let the umpiring committee know by **Thursday**. Payment can make to micricketfinance@gmail.com via Zelle.
4. **Umpire Fees: F40 (\$130 - \$65/team), T30 (\$90 - \$45/team), T20 (\$70 - \$35/team).**



PLAYER REGISTRATION

1. Please submit the initial player's roster by the league stated deadline and instructions.
2. Every team is limited to submitting 25 player rosters. Every additional player from 26th onwards will incur additional charges of \$25 per player.
3. All players must upload a photo (Headshot) in their CricClubs profile. Mich-CA will obstruct the player without CricClubs profile photo from participating in the game. It is captain's responsibility to check if opponent playing XI updated with player's profile picture, if not notify to the umpire before the game starts.
4. Every team needs to use the CricClubs (<https://cricclubs.com/MichCA/>) to update the initial rosters. In case the process changes, Stats committee will be communicating with Captains on the revised process.
5. Once the Initial Rosters are submitted, for new registrations.

Teams need to register new players, use "Register Player" available in CricClubs under "Players" section -<https://cricclubs.com/MichCA/registerPlayer.do?clubId=2119>

6. New players need to be registered by **10 PM** the day before game day. Late registrations will incur penalties as mentioned in the penalty section.
7. A player registered to one division of a format is not allowed to play in another team/division of the same format. **A player participating in F40 will not be allowed to participate in T30, similarly a player participating in T30 will not be allowed to play in F40.** Players are allowed to play across formats like F40 or T30, T20, etc.
8. Youth Players, 19 years and under, can play for 2 teams (not in the same division) in the T20 League. For F40, youth players cannot represent 2 teams, **but youth player can participate in a T30 team.** The player information with proof of age should be submitted to the stats committee (micricketstats@gmail.com) before **10 PM** 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" on the website.
 - For **2025** season, born on or after **Sep 1st, 2006...** and so on
9. 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

Player transfer does not apply for GLT T20 tournament.

1. Transferred players will only be allowed to play maximum scheduled league games for respective divisions (For example – A transferred player in/to premier division cannot play more than 10 league games).
2. Transfers will be permitted within the **first 2 games (before 3rd games) preliminary round (League stage) for all format (F40, T30 and T20) and divisions.**
3. Mich-CA will charge **\$50** from the player for the player transfer.
4. If a player seeks to transfer his registration from one team to another, he may email his request to the stats team, (micricketstats@gmail.com) and the transfer may be permitted upon review by stats committee and approval from GB, provided:
 - 4.1. The team to which he transfers has played the equal or a greater number of games than the team he sought transfer from.
 - 4.2. The player should obtain a letter of relief (a certificate of no objection) from the president or secretary of the club of the team to which he is registered before the transfer is approved.
 - 4.3. 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 Mich-CA GB for such a release.
5. If a player seeks to transfer his registration within the teams affiliated to the same club, the club contact may email the stats team, (micricketstats@gmail.com) and the transfer may be permitted upon review by stats committee and approval from GB, provided:
 - 5.1. The team to which he transfers has played the equal or a greater number of games than the team he sought transfer from.
6. The players who are permitted to transfer will not be permitted to seek transfer again for the same league in the same season.
7. If a player knowingly or unknowingly plays for 2 teams without an approved transfer from Mich-CA, he will be suspended for the remaining season. Captains and players are responsible for confirming if the player has already played for a different team before registering. Mich-CA is not responsible for checking the player's earlier registration. In case this player registration violation happens, then the points will be awarded to the opponent team.



8. The Mich-CA GB 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 represent Mich-CA.

Non-Michigan Players

Addition of Non-Michigan Players to Team Rosters

9. Roster Additions Before 50% of League Games

9.1. Teams may add a non-Michigan player to their roster at any time before completing 50% of their total league games (i.e., 5 games for all formats and divisions).

9.2. There is no fee for such additions made within this time.

10. Roster Additions After 50% of League Games

10.1. If a team wishes to add a non-Michigan player after completing 50% of their league games, a fee of \$500 per player must be paid to the committee prior to the player's participation.

10.2. The team must also submit the **Player's CricClubs ID** to the stats team when requesting to add a non-Michigan player.

10.3. **Only a valid Michigan Driver's License or Michigan State ID will be accepted as a proof of Michigan Residency. No other forms of identification will be considered.**

10.4. The stats team reserves the right to reject the addition if proper ID is not submitted to verify the player's residency status.

11. Violations and Penalties

11.1. If a complaint is received and the committee verifies that a non-Michigan player was added after 50% of league games without following the correct procedure:

11.1.1. The game(s) in which the player participated will be awarded to the opposing team, regardless of the original result.

11.1.2. The ineligible player will be banned from participating in any future Mich-CA games for the season.



Player Eligibility for Playoffs

A player must have played in the playing twelve in at least 1/3rd matches (rounded to nearest integer) in the preliminary round (League stage) for a team to qualify for nomination to the next round, quarter-final, semi-final or finals match for the team.

- For GLT, 1 game to qualify.
- For 7 game preliminary round, 2 games to qualify. ($7/3=2.33$)
- For 8 game preliminary round, 3 games to qualify. ($8/3=2.67$)
- For 9 game preliminary round, 3 games to qualify. ($9/3=3$)
- For 10 game preliminary round, 3 game to qualify. ($10/3=3.33$)
- For 11 game preliminary round, 4 games to qualify. ($11/3=3.67$)

SCORING, TEAM DECLARATION, UMPIRE REPORTS

1. The teams must use the CricClubs app for online scoring.
 - a. Website: <https://cricclubs.com/MichCA>
 - b. Android and iOS versions of mobile apps with the latest version required.
 - c. 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 scores and submit/upload the score card online, **Team Declaration Sheets** provided by league must be filled completely without fail.
3. Even though teams scoring online, captains must carry "Mich-CA Score Sheet" which need to be used only if CricClubs apps crashes.
4. Captains are responsible for the completion and accuracy of their team's batting, bowling and fielding statistics on the online scorecards.
5. For any Scorecard corrections, the stats committee must receive the request by no later than the **Tuesday** following the game.



6. It is the umpire's duty to make sure the declaration sheets are signed by both the captains.
7. Umpire will be responsible for sending the completed Mich-CA Declaration Sheets to stats committee at micricketstats@gmail.com by **9 PM** game day.
 - a. ONLY umpires should send the official documents to the stats committee.
 - b. Any official document sent by teams / individuals are NOT ACCEPTED.
8. Captains will be responsible for providing feedback related to games and umpiring.
9. Weather Conditions
 - a. Rainy Day
 - i. Teams are encouraged to have their players at the ground as normal because there is always a possibility of a shortened game.
 - ii. 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) no later than 9 pm on the game day.
10. 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) within 1 hour of call off.

POWER PLAY

1. Mich-CA tournaments will follow the below Power Play (PP) structure for an innings. 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.



For F40 League

Normal Innings Power Play:

Powerplay 1	Powerplay 2	Powerplay 3
1 st to 8 th over	9 th to 32 nd over	33 rd to 40 th over
Max. 2 fielders outside 30-yard circle	Max. 4 fielders outside 30-yard circle	Max. 5 fielders outside 30-yard circle

Reduced Innings Power Play Table:

Innings	Powerplay 1	Powerplay 2	Powerplay 3	Bowling Limits
40	8	24	8	5 x 8
39	8	23	8	4 x 8 + 1 x 7
38	8	23	7	4 x 8 + 1 x 6
37	8	22	7	4 x 8 + 1 x 5
36	7	22	7	4 x 7 + 1 x 8
35	7	21	7	5 x 7
34	7	20	7	4 x 7 + 1 x 6
33	7	20	6	4 x 7 + 1 x 5
32	7	19	6	4 x 6 + 1 x 8
31	6	19	6	4 x 6 + 1 x 7
30	6	18	6	5 x 6
29	6	17	6	4 x 6 + 1 x 5
28	6	17	5	3 x 6 + 2 x 5
27	6	16	5	2 x 6 + 3 x 5
26	5	16	5	1 x 6 + 4 x 5
25	5	15	5	5 x 5
24	5	14	5	1 x 4 + 5 x 5
23	5	14	4	2 x 4 + 3 x 5
22	5	13	4	3 x 4 + 2 x 5
21	4	13	4	4 x 4 + 1 x 5
20	4	12	4	5 x 4
19	4	11	4	1 x 3 + 4 x 4
18	4	11	3	2 x 3 + 3 x 4
17	4	10	3	3 x 3 + 2 x 4
16	3	10		4 x 3 + 1 x 4



For T30 League

Normal Innings Power Play:

Powerplay 1	Powerplay 2	Powerplay 3
1 st to 6 th over	7 th to 24 th over	25 th to 30 th over
Max. 2 fielders outside 30-yard circle	Max. 4 fielders outside 30-yard circle	Max. 5 fielders outside 30-yard circle

Reduced Innings Power Play Table:

Innings	Powerplay 1	Powerplay 2	Powerplay 3	*Bowling Limits
30	6	18	6	5 x 6
29	6	17	6	4 x 6 + 1 x 5
28	6	17	5	3 x 6 + 2 x 5
27	6	16	5	2 x 6 + 3 x 5
26	5	16	5	1 x 6 + 4 x 5
25	5	15	5	5 x 5
24	5	14	5	1 x 4 + 5 x 5
23	5	14	4	2 x 4 + 3 x 5
22	5	13	4	3 x 4 + 2 x 5
21	4	13	4	4 x 4 + 1 x 5
20	4	12	4	5 x 4
19	4	11	4	1 x 3 + 4 x 4
18	4	11	3	2 x 3 + 3 x 4
17	4	10	3	3 x 3 + 2 x 4
16	3	10	3	4 x 3 + 1 x 4
15	3	9	3	5 x 3
14	3	8	3	1 x 2 + 4 x 3
13	2	8	3	2 x 2 + 3 x 3
12	2	8	2	3 x 2 + 2 x 3

*First number indicates number of bowlers x number of overs

Example – 5 x 6 means 5 bowlers can bowl 6 overs each



For T20 League

Normal Innings Power Play:

Powerplay 1	Powerplay 2
1 st to 6 th over	7 th to 20 th over
Max. 2 fielders outside 30-yard circle	Max. 5 fielders outside 30-yard circle

Reduced Innings Power Play Table:

Innings	Powerplay	Bowling Limits
20	6	5 x 4
19	6	1 x 3 + 4 x 4
18	5	2 x 3 + 3 x 4
17	5	3 x 3 + 2 x 4
16	4	4 x 3 + 1 x 4
15	4	5 x 3
14	4	1 x 2 + 4 x 3
13	4	2 x 2 + 3 x 3
12	3	3 x 2 + 2 x 3
11	3	4 x 2 + 1 x 3
10	3	5 x 2
9	2	4 x 2 + 1 x 1
8	2	4 x 2
7	2	2 x 2 + 3 x 1
6	1	1 x 2 + 4 x 1
5	1	5 x 1

Other Field Restrictions

1. At any point in the game, there shall not be more than 5 fielders on the on-side (leg-side). (Note: Bowler is not considered as a fielder)
2. No more than 2 fielders are allowed backward of square on the on-side (leg-side)
3. The umpire shall call a no-ball if any of the field restrictions are not met.



Player Leaving Early During a Match

1. General Rule:

- 1.1. Players **must notify the umpire** before leaving the ground after the toss for any reason (For example, emergency family situation/picking up lunch). For all scenarios, a player cannot leave the ground for more than 1 hour for F40, 45 minutes for T30 and 30 minutes for T20 (with umpire's approval)
- 1.2. Failure to notify will result in the team having to **field with one fewer player while bowling or bat with one less wicket while batting** for each player who left without proper notice.
- 1.3. A player is **not permitted to leave the ground unless 80% of the match** has been completed, **even if they have completed their role in batting and/or bowling**.
- 1.4. **Exception:** A player may leave early only in the event of an injury sustained during the game with the **consent of the umpire**.
- 1.5. **Umpires are not responsible for tracking player departures**; however, if an umpire observes a player leaving prematurely, they are **authorized to enforce Rule 1.2 Reporting Authority**: The **opposition team captain** to the umpire.

2. Format-Specific Guidelines:

- 2.1. **T20 Matches:** A player cannot leave until the **2nd innings has been completed by 12 overs**.
- 2.2. **T30 Matches:** A player cannot leave until the **2nd innings has been completed by 18 overs**.
- 2.3. **F40 Matches:** A player cannot leave until the **2nd innings has been completed by 24 overs**.

Please ensure all players are aware of and follow this rule to maintain fairness and the competitive spirit of the game.

GAME DURATION & TIMINGS

1. All matches will consist of one inning per side. Each innings will consist of 40 over for **F40**, 30 overs for **T30** or 20 overs for **T20**. 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.

Timelines for **40 over** league:

Toss Time	1 st Innings Start	1 st Innings Completed	Innings Break	2 nd Innings Start	2 nd Innings Completed
10:15 AM	10:30 AM	1:40 PM	40 minutes	2:20 PM	5:30 PM

Timelines for **T20 over** league with **3 games** in a day:

Game	Toss Time	1 st Innings Start	1 st Innings Completed	Innings Break	2 nd Innings Start	2 nd Innings Completed
Morning	8:30 AM	8:45 AM	10:15 PM	10 minutes	10:25 AM	11:55 PM
Noon	12:15 PM	12:30 PM	2:00 PM	10 minutes	2:10 PM	3:40 PM
Evening	3:45 PM	4:00 PM	5:30 PM	10 minutes	5:40 PM	7:10 PM

Timelines for **T30 over** league with **2 games** in a day:

Game	Toss Time	1st Innings Start	1st Innings Completed	Innings Break	2nd Innings Start	2nd Innings Completed
Morning	8:45 AM	9:00 AM	11:15 PM	15 minutes	11:45 AM	2:15 PM
Afternoon	2:15 PM	2:30 PM	4:50 PM	15 minutes	5:05 PM	7:15 PM

Timelines for **T20 over** league with **2 games** in a day:

Game	Toss Time	1 st Innings Start	1 st Innings Completed	Innings Break	2 nd Innings Start	2 nd Innings Completed
Morning	10:15 AM	10:30 AM	12:00 PM	10 minutes	12:10 PM	1:40 PM
Afternoon	2:15 PM	2:30 PM	4:00 PM	10 minutes	4:10 PM	5:40 PM

3. These scheduled times may be altered only by GB prior to the game or the umpire in the case of delayed start or other interruptions (due to rain, injuries, etc.). **For F40**, no game shall extend beyond the one-hour grace time (6:30pm). **For T20**, there is no grace time for preliminary round games.

4. Mich-CA may publish different timings for playoffs.



5. Umpires should always keep a buffer time of **15 minutes** for **F40** / **10 minutes** for **T20** while recalculating reduced overs during 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 F40**, 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 after the **14th** and **28th** overs. To ensure that drinks breaks are completed on time, the players must bring drinks onto the field.
8. **For T30**, each team will be required to bowl the allotted overs in no more than **2 hours and 15 minutes** inclusive of **two short drinks breaks**, to be taken after the **10th** and **20th** overs. To ensure that drinks breaks are completed on time, the players must bring drinks onto the field.
9. **For T20**, each team will be required to bowl the allotted overs in no more than **90 minutes** inclusive of **one short drink breaks**, to be taken after the **12th** over. To ensure that drinks breaks are completed on time, the players must bring drinks onto the field.
10. The overrate for all Mich-CA tournaments is 4.5 mins per over.
11. If a team falls behind the overrate, then the slow overrate penalties defined in penalties section will apply.
12. 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 drink breaks to ensure player safety. In all cases the umpire should keep the captains continually informed of the game schedule.
13. Minimum overs per innings to constitute a match is: **16 overs for F40, 12 overs for T30 and 5 overs for T20**.
14. For **F40**, the 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).
15. For **T30**, the cutoff time for a minimum required 12 overs per innings match with no drinks break is **12 PM** and **5:15 PM** for **morning and afternoon games** respectively. (4.5 mins overrate x 24 overs = 108 mins and 10 mins innings break, and 15 mins grace is 133 mins which is 2 hours and 13 mins).



16. For **T20**, a minimum required 5 overs per innings for T20 match with no drinks break is **12:30 PM and 4:30 PM** for **morning and evening games** respectively for **2 games a day** venue and **11 AM, 2:30 PM and 6 PM** for the **morning, noon and evening games** respectively for **3 games a day** venue.

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 that is ready to play.
3. As soon as the toss is completed, the captain of the side winning the toss shall decide whether to bat or to field and shall notify the opposing captain and the umpires of this decision. Once notified, the decision cannot be changed.

Delay of Game

1. After the toss is awarded, if the team is still not 'ready to play' within 20 minutes from the scheduled toss time or from the time of the toss for delayed games:
 - 1.1. The team not ready to play shall lose an over for every 4.5-minute delay after the grace period of 5 minutes.
 - 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 for F40 and 40 overs that was lost for T20**. 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' after 45 minutes from the scheduled time or 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' after 45 minutes 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 re-calculate the total number of overs per team based the overrate of 4.5 minutes with a 10-minute innings interval and a reduced lunch interval, if that 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 teams will split points.
4. The umpire may shorten the **lunch break for F40 to a minimum of 20 minutes / innings break for T20 to a minimum of 5 minutes** and take away the drinks break to facilitate completion of the match on time. In the case of a shortened game where each team innings lasted at least **16 overs for F40** and **5 overs for T20**, the game result will be determined by the DL method.
5. Cutoff time is as follows:
 - 5.1. **For F40**, a minimum required 16 over per innings with no drinks break is 3:41 PM.
 - 5.2. (4.5 mins over rate x 32 overs = 144 mins and 10 mins innings break, and 15 mins grace is 169 mins which is 2 hours and 49 mins)
6. **For T20**, a minimum required 5 overs per innings for T20 match with no drinks break is.
 - 6.1. 12:30 PM and 4:30 PM for morning and evening games respectively for 2 games a day venue.
 - 6.2. 11 AM, 2:30 PM and 6 PM for the morning, noon, and evening games respectively for 3 games a day venue.
7. The umpire may call off a game earlier than the cutoff time if the ground will not be fit to play at the cutoff time.
8. If either team innings is less than **16 overs for F40 game** and **5 overs for T20 game**, the game will be abandoned and each team awarded 1 point.

Slow Over Rate

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



3. Umpires should record any incidental delays caused by injuries for players, balls 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 over rate progress and adjust 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 for F40** and **90 minutes for T20**) or any revised time for interrupted games.
 - 5.1. Umpire will inform the fielding side captain and the batters on the pitch about the penalty of 5 runs per number of overs that remains to be completed.
 - 5.2. The fielding side must 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 for F40 to a minimum of 20 minutes / innings break for T20 to a minimum of 5 minutes** 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 batters 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 player or team concerned 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.	Every instance \$25/player	Umpire/Captain/League
Driving cars into the field and violating the rules of the parks.	Every instance \$100	Umpire/Captains
Forfeiture/Walkover	Every instance \$200 for F40 / \$150 for T30 / \$150 for T20	Umpire/Captains
Use of alcoholic beverages during the games		
There may be additional legal issues from the park/city authorities.	Every instance \$100	Umpire/Captains
Indecent exposure at the field (including urinating outside the provided bathroom facilities)		
There may be additional legal issues from the park/city authorities	Every instance \$100	Umpire/Captains
Uniforms – Any player not wearing team jersey or team's similar color clothing.	Every instance \$20/player	Umpire
Trash cleanup – team failing to cleanup sitting area or properly disposing their trash from anywhere in the cricket field. Teams are required to carry trash bags to all fields.	Every instance \$50	Umpire/Other teams
Missed umpiring fees – all teams are required to play the umpire on the field before the umpire leaves the ground. For F40 each team pays \$65 to the umpire, for T30 each team pays \$45 and for T20 each team pays \$35 . If a match is rained out, teams pay the amount directly to Mich-CA prior to their next match. If a team does not pay the umpire on	Every instance \$10/team	Umpire



the field, a penalty will be added along with the umpiring fees.		
Illegal substance usage or intoxication	Season Ban	Umpire

- All monetary fines must be paid by **following Friday 9:00 PM (For F40) and Saturday 9:00 PM (For T20)**. The opponent will be declared as the winner if the fine is not paid and acknowledged by Mich-CA finance.

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 and are accountable for the Umpire.**

- 1.1. **GLT Tournament** is played in Colors and with white cricket ball.
- 1.2. **F40 and T30 League** is played in Whites and with red cricket ball.
- 1.3. **T20 League** is played in Colors and with White cricket ball.
2. Mich-CA understands that there will be new teams and new players every season and hence do not penalize any player for not wearing team uniforms but strongly recommend getting their own new uniforms in a few weeks of the tournament start date.
3. Mich-CA expects all players to be in their team uniforms for the playoff games.
4. In addition, to be considered 'ready to play'.
 - 4.1. 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.
 - 4.2. The home team is the team that is shown first on the schedule.
5. Teams should carry a measurement tape to measure boundary. Mich-CA grounds usually are marked but if there is any confusion, please follow guidelines below:



- 5.1. Mark the circular boundary to a minimum of **65 yards (59.43 meters)** from the center of the pitch to the shorter area (Grounds like Murphy, Trombly, Canton, Northville, CRC, Redford, Winterfield).
- 5.2. Standard boundary size is **70 yards (64 meter)** for all Mich-CA grounds (Lasky, Jayne, Lyon Oaks, Clinton, Belle Isle, Bloomer, Sterling Heights, GR).
6. 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

1. The safety of all persons on the ground is of paramount importance to Mich-CA. If 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.
2. The umpire shall be the final judge of the fitness of the ground, weather, and light for play.
3. 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.
 - 3.1. Umpire shall immediately suspend play.
 - 3.2. Or not allow play to commence or restart.
4. When there is any suspension of play, it is the responsibility of the umpires to monitor the conditions.
 - 4.1. They should 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.
5. 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.
 - 5.1. In the event of rain, the players or team may volunteer to dry the pitch and surrounding areas using cotton rugs.



5.2. Saw dust can be used for stabilizing the bowler's run-up area only.

Dangerous or Unreasonable Conditions

1. The following are the criteria's that can deal with 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 batter 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 were awarded to all types of no-balls.
 - 1.1. Free Hit will be awarded on the delivery immediately after, on which batters cannot 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 batters are 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.

Relegation Rules

1. Number of Premier Division teams capped at 14 teams; Division 1 and Division 2 capped at 24 teams.
2. The bottom ranked 2 teams from Premier division will be relegated to Division 1.
3. Division 1 Finalists will be promoted to Premier Division.



4. All 4 Semi Finalists in Division 2 will be promoted to Division 1.
5. The bottom ranked 2 teams from each pool in Division 1 (total of 4 teams) will be relegated to Division 2.
6. All 4 Semi Finalists in Division 3 will be promoted to Division 2.
7. The bottom ranked 2 teams from each pool in Division 2 (total of 4 teams) will be relegated to Division 3.
8. If any teams pulled out from Premier division, Division 1, or Division 2, Mich-CA will retain relegated team/teams which has most points/higher run rate.

Student Discount:

Discount per student offered is 20\$. The discount will only be applicable if there are a min of 5 students in the team roster. The max discount that can be applied for a team is 300\$.

Criteria for Student Players: Age (25 years and younger) and active Full time Student

Proof to be submitted: Student ID Card & Age Verification

to micricketstats@gmail.com and micricketfinance@gmail.com

Last date to submit proof: **September 1st, 2025.**

The student discount amount will be refunded once all the documentation is received and validated. The refund will be credited to the teams after their first game.

Waiver Form

Every player must sign waiver form before their first game. Players can find "**Waiver of Liability**" form in CricClubs under "**Players**" tab. Mich-CA is not responsible for any action from any team or player which leads to fight, abusive language, and/or legal matters. All teams must sign this waiver to leave the committee unharmed and free for any personal actions which may be the cause of personal and/or property damages. No exception for this waiver form. **There will be a \$25 fine per participating without signing form.** (5/02/2023)

Note: Waiver form needs to be filled out prior to 24 hours of respective games.

PROTEST & COMPLAINTS

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



Team Protest Guidelines

1. Protests must be submitted by the team captain or club representative by email to the Mich-CA secretary by no later than Monday 9 PM following the weekend of the game in question.
2. The secretary to review the protest and notify the opposing team of the protest and request any relevant information by the next day (Tuesday) 9 PM.
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/disciplinary committee by Wednesday at 10 pm following the weekend of the game in question.
5. The Rules and Disciplinary committee head will then take consensus from his team on the final ruling by Thursday at 9 pm following the weekend of the game in question and send it to the MICH-CA governing body for review and approval. The secretary will 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. The 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

Guideline to Yellow Card Offences

- Willfully mistreating any part of the cricket ground, equipment or implements used in the match.
- Showing dissent at an Umpire's decision by word or action.



- Using language that, in the circumstances, is obscene, offensive, or insulting.
- Making an obscene gesture towards any player, umpire, team official or spectator.
- Excessive appealing.
- Advancing towards an umpire in an aggressive manner when appealing.
- Throwing the ball at a player, umpire, or another person in an inappropriate and dangerous manner.
- Public criticism of, or inappropriate comments on a match related incident or match official.
- Spitting or using Saliva on the ball for shining. If a player does apply saliva to the ball, the umpires will manage the situation with some leniency during an initial period of adjustment for the players, but subsequent instances will result in the team receiving a warning. A team can be issued up to two warnings per innings but repeated use of saliva on the ball will result in a 5-run penalty to the **bowling side (5 runs added to batting side)**. Whenever saliva is applied to the ball, the umpires will be instructed to clean the ball before play recommences. Only sweat is allowed to shine the ball.
- Any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Yellow card offence.

Offence	Player Level	Team Level	Consequences
1st Offence	Yellow Card	-	Warning to the player and entire team
2nd Offence	Yellow Card	5 run penalty	5 run penalty against the team's score
3rd Offence	Yellow Card = Red Card	5 run penalty	<ul style="list-style-type: none"> → Player suspended from the match. → Player will be banned for the next match of same format.

Guideline to Red Card Offences

- Making inappropriate and deliberate physical contact with another player, umpire, or any other person.
- Intimidation of an umpire whether by language or conduct.
- Threatening to assault a player, umpire, or any other person.
- Physically assaulting a player, umpire, or any other person.



- Committing any other act of violence.
- Using language or gestures that offend, insults, humiliates, intimidates, threatens, disparages or vilifies another person based on that person's race, religion, gender, color, descent or national or ethnic origin.

Offence	Player Level	Team Level	Consequences
1st Offence	Red Card	5 run penalty	<ul style="list-style-type: none"> → Player suspended from the match. → Players banned for the next match of same format.

For any Red Card offence (other than that because of 3 yellow cards accumulated in a game) a detailed investigation will take place into the offence by the Mich-CA Disciplinary Committee and further player participation in the league will be based on that decision.

****These are guidelines where an umpire can pull out a yellow/red card. Umpires will have the authority to make the judgment to pull out cards as per their discretion.***

If a player receives 3 Yellow cards or 1 Red card during the season, the player will serve a 1 match ban.

If a player receives 6 yellow cards or 2 Red cards, the player will be banned from participating any further in the season. Subject to the situation, the player can be banned for multiple seasons.

→ Additional fines or/and suspensions may be imposed on the player by the disciplinary committee.

If a team found guilty playing a player under different names, the following rules will be implemented:

- A. **Scenario 1:** Game was complete but later the opponent or any personnel found out a player was guilty and raised a complain to Mich-CA. If Mich-CA have enough evidence to prove this scenario then – respective team captain will be suspended immediately for next 2 games, 2 points will be deducted from respective team's total point. Players who played the game under a different name will be suspended for 3 games.
- B. **Scenario 2:** At the beginning or middle of the game, a team found the opponent had a player who was added to the roster under different names. Any situation, team cannot stop the game. Opponents can complain after the game and not leave the



game. If a team stops the game and leaves, then forfeit rule will be applied for them. Teams who trying to play a player illegally will be penalized as scenario 1.

APPENDIX A – POINTS SYSTEM

1. Winning teams get 2 points, Tie or Abandoned Games get 1 point each.
 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.
 2. In case of a tie in playoffs match, the winner will be determined by a Super Over. Please refer to **Appendix B** for the details of Super Over.
2. If teams are tied with points after group stage,
 1. The first tie breaker is NRR to 3 decimal places,
 2. Then Head-to-Head in the group stage will be looked at.
 3. Then Number of wins in the group stage will be looked at.
 4. Then win percentage in the group stage will be looked at.
 5. Then a coin toss will determine the higher ranked team.
3. All playoff games may have a reserve day if schedule permits 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. The time of the playoff game on a reserve day will be as per the Mich-CA released schedule. Mich-CA reserves the right to change the schedule.
5. If **eliminator games** are cancelled due to unplayable weather/ground conditions or any other scenarios, games will be scheduled on the following **weekday (Tuesday – Thursday) evening 5 PM**. Mich-CA will reserve the ground and publish the schedule accordingly.
6. Mich-CA GB may consider any alternate plans if any FINALS event has the potential to get washed out.

APPENDIX B – SUPER OVER (Only for Playoffs)

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 batters and the one bowler participating in the Super Over prior to the start of the Super Over.
 - 3.1. Only players from the main match may participate in 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 **F40 and 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.
 - 8.1. 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.
 - 8.2. 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 batters hit the greatest 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 batters 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 un-bowled deliveries will be counted as dot balls.



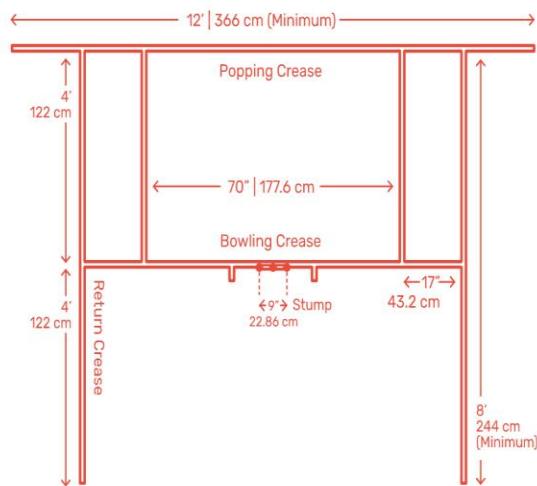
10.4. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e., including any runs resulting from wide, no ball or penalty runs.

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.

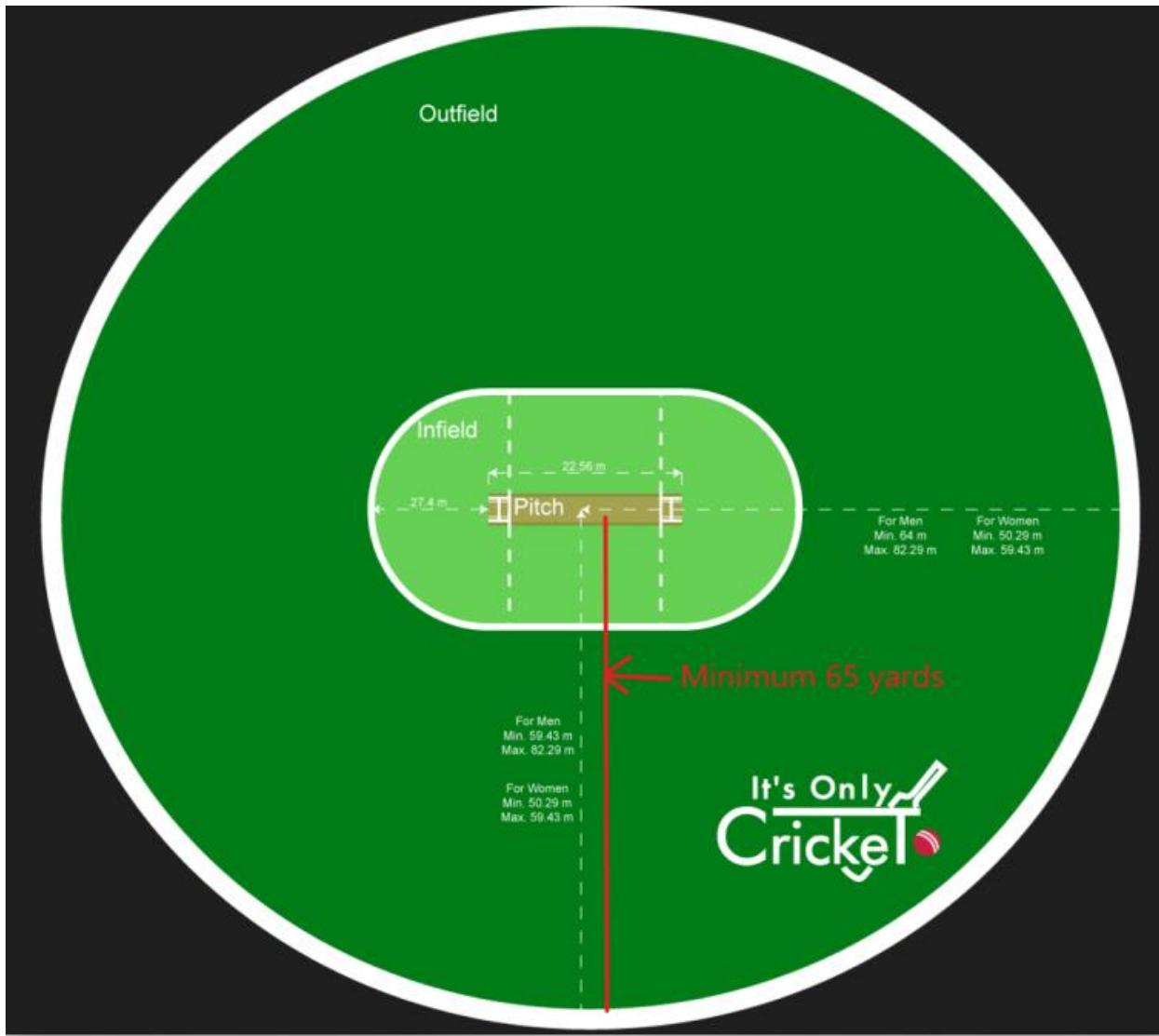
APPENDIX C (a) – CREASE MARKINGS



Cricket Pitches have an overall length of 66' (20.12 m) between wickets and a playing width of 10' (3.05 m). The width of the bowling crease is 8.66' (264 cm) with a minimum popping width of 12' (366 cm) in front. The Wicket is placed 4' (122 cm) back from the popping crease.

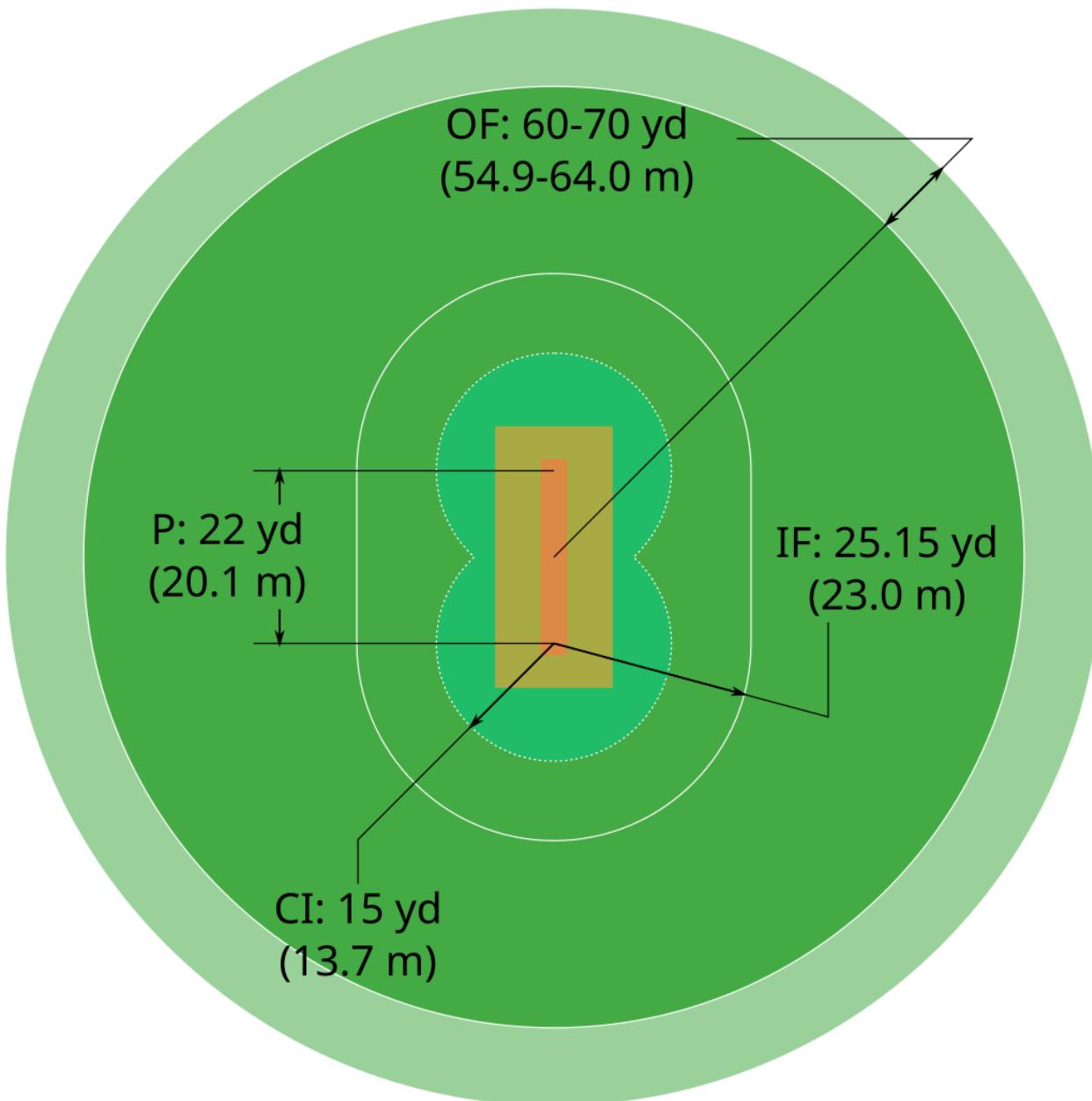


APPENDIX C (b) – FIELD DIMENSIONS



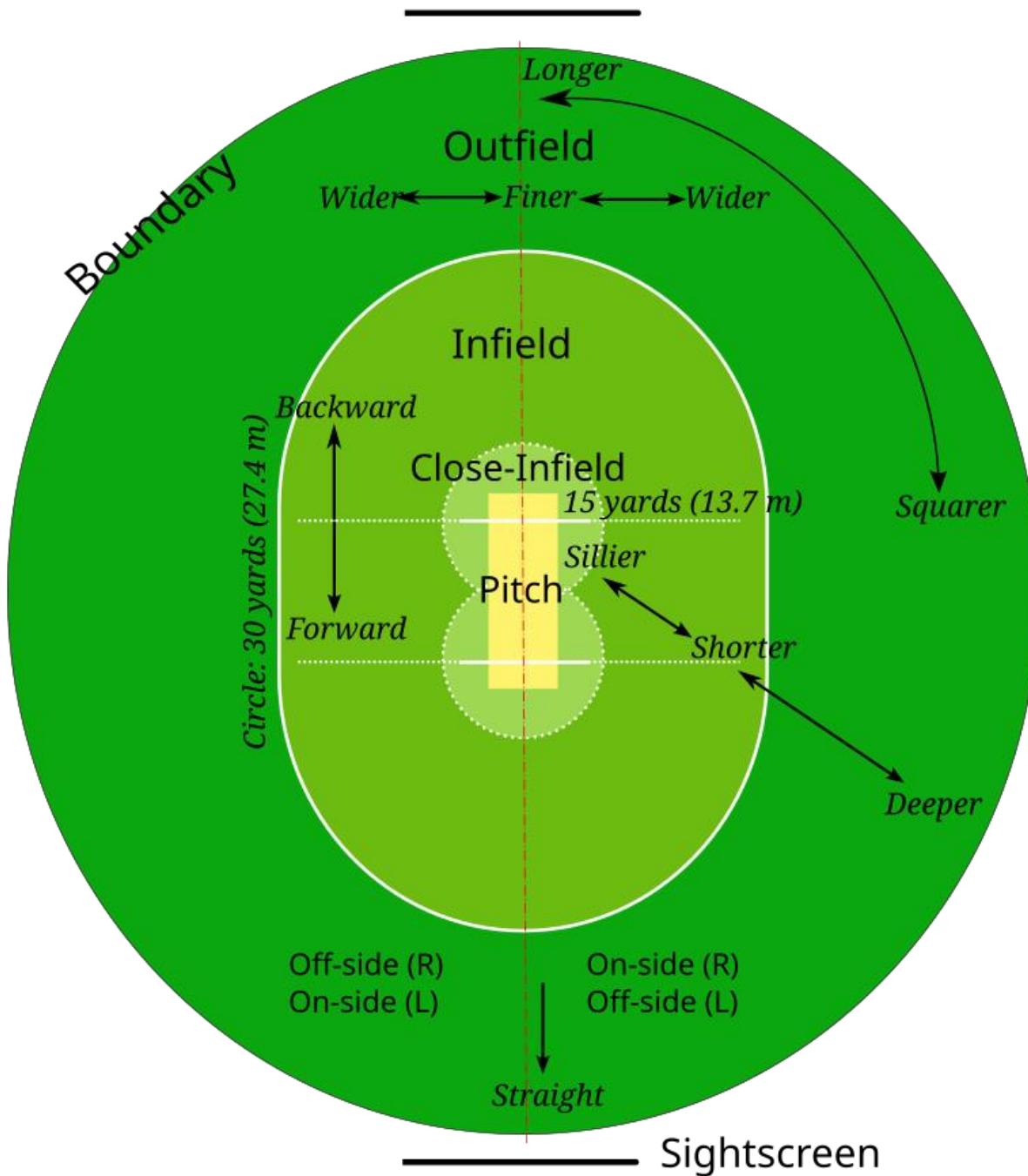


APPENDIX D (a) – FIELDING POSITION RESTRICTIONS





APPENDIX D (b) – FIELDING POSITION RESTRICTIONS





APPENDIX E – 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,[11] 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

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 does not 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.

For 40-over matches decided by D/L, each team must face at least sixteen (16) overs for the result to be valid, and for [Twenty20](#) games decided by D/L, each side must face at least five (05) overs, unless one or both teams are bowled out and/or the second team reaches its target in fewer overs.

If the conditions prevent a match from reaching this minimum length, it is declared a [no result](#) and both teams will share points.

Mich-CA will use [CricClubs DLS Calculator](#) if there is scenario to use D/L method.

DLS Calculator
Note: This Calculator is in accordance with the ICC DLS Calculator 5.0

First Innings				Second Innings			
Over at the start of the first inn:	<input type="text"/>			Over at the start of the second inn:	<input type="text"/> 0.0		
Team 1 final score:	<input type="text"/>			Target:	Par Score :		
Overs/Balls Bowled	Runs	Wickets Lost	Overs Lost Per Side	Overs/Balls Bowled	Runs	Wickets Lost	Overs Lost
+ Add Row				+ Add Row			
Calculate							