
Markham Premier Cricket League

League Structure

League Match is going to be a 20 over format. Each side plays 20 overs and at the end the match one team wins. Winning team will be awarded 10 points and this will help them to lead the points table to qualify for the **play offs**.

Match Structure

20 Overs match:

Each bowler can bowl maximum up to 4 overs.

Only 2 substitute fielders are allowed to field in case of any circumstance where regular fielder needs to go out of the field. Amount of time player stays out of the field that needs to be completed, if it is more than 8 minutes, once he is back in the field and wants to bowl.

Photo ID card will be verified by the main umpire at the time of the toss and those who have valid ID card registered in the league can play in that game.

1 Power plays:

- ✓ First 6 overs of the inning is mandatory power play, 2 fielders are allowed outside the 30 yard circle.
- ✓ From 7 to 20 overs, 5 fielders are allowed outside the 30-yard circle.
- ✓ The ICC 20-20 rules will be applied.

Played with PINK ball:

The bowl which is bought from the league is the only ball permitted in the match/league. No other bowl will be allowed.

Colored uniform:

Colored uniform includes the T-shirt and the Track both needs to be colored and in addition to that batting pads also need to be colored (match according to the team dress color).

Umpire:

There will be one umpire provided by the league which is in charge of the game. All the field decisions will be taken by the main umpire and everyone should respect his decisions, any misbehavior and disobedience will not be tolerated. Each side needs to pay the umpire fees before the start of their innings.

League Rules

Conducting a match

MPCL will follow the ICC recommendations and the following minimum overs allocated to each team will constitute a game: **20 over format = 10 overs** If either team does not have the opportunity to face the specified number of overs as noted above (unless a team was bowled out before the minimum number of overs), the game will be recorded as either rain-out or abandoned. Rain affected games will follow D/L method for target score calculation and/or result.

Approved Match Balls

The Board has been given the mandate to procure balls at a reasonable cost by the League membership. These approved balls will have the league logo and stamp on it and are the only ones permitted for use. No other ball will be accepted or allowed in MPCL League games, unless otherwise directed by the MPCL Board.

Playing Timings/ Match time

Match time is 3 hours, each innings of 85 minutes and 10 minutes of innings break.

Match 1

Team Bat 1st	9:00 am -10:25am	85 Minutes
Interval	10:25am – 10:35am	10 Minutes
Team Bat 2nd	10:35 am – 12:00pm	85 Minutes

Match 2

Team Bat 1st	12:30 pm -1:55pm	85 Minutes
Interval	01:55pm – 02:05pm	10 Min.
Team Bat 2nd	02:05pm – 03:30pm	85 Minutes

Match 3

Team Bat 1st	4:00 pm - 5:25 pm	85 Minutes
Interval	5:25 pm - 5:35 pm	10 Minutes
Team Bat 2nd	5:35 pm - 7:00 pm	85 Minutes

Match 4

Team Bat 1st	1:00 pm - 02:25pm	85 Minutes
Interval	2:25 pm - 2:35 pm	10 Minutes
Team Bat 2nd	2:35 pm - 4:00 pm	85 Minutes

Match 5

Team Bat 1 st	4:20 pm - 5:45 pm	85 Minutes
Interval	5:45 pm - 5:55 pm	10 Minutes
Team Bat 2 nd	5:55 pm - 7:20 pm	85 Minutes

NOTE:

- If the first innings finishes with less than 30 minutes for the scheduled lunch-break, then lunch is taken immediately on the conclusion of the first innings.
- If more than 30 minutes remain after the end of the first innings for the scheduled break, a 10- m i n u t e break is taken and the second innings is started. Lunch is taken at the scheduled time.

Time Restrictions

(a) In uninterrupted matches, each innings should end at, or before, the scheduled or re-schedule time although the over in progress at this time may not be finished. Each team shall bat for their allotted overs unless all out earlier. A team shall not be permitted to declare its innings closed.

(b) Sides are expected to be in position to bowl the first ball of the last of their overs within the allotted playing time. In the event of them failing to do so the batting side will be credited with six (6) runs for every whole over that has not been bowled by the scheduled or re-scheduled cessation time. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score past that of the side batting first then the match shall be deemed to be won by the side batting second.

All penalties in this regard will be imposed immediately the ball becomes dead after the scheduled or re-scheduled cessation time for the innings even if this time is during an over. However, the penalty runs will be considered to be awarded at the instant of the last delivery.

If the innings is terminated before the scheduled or re-scheduled cut-off time, based on the re-scheduled cessation time for that innings then no over rate penalty will apply.

If the innings is interrupted, the over rate penalty will apply based on the re-scheduled cessation time for that innings.

The umpire shall inform the fielding captain when taking the field for the first time and on every subsequent occasion if play is interrupted, the scheduled cessation time for that innings. The umpire at the bowler's end will inform the fielding captain, the batsmen and his fellow umpire of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation). In addition, in all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one overs leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut-off time.

The six runs/over penalty is the only penalty for slow over-rate.

(c) If the team fielding first fails to bowl the required number of overs by the scheduled or rescheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled. The interval shall not be extended and the second session shall commence at the scheduled time. The team batting 2nd will still receive 20 overs even if they have been penalized for a slow over rate. The interval shall be taken at the conclusion of the first innings.

If the team batting first is dismissed in less than Twenty (20) overs, the team batting second shall be entitled to bat for twenty (20) overs except as provided above.

(d)) If the team fielding second fails to bowl twenty (20) overs or the number of overs as provided in 5.1 (b) by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled, or a result achieved. See Clause 5.1 (b.) (c) or (d)

Toss

The toss will take place 15 minutes before the scheduled start of play, unless conditions (as deemed by the umpires) delay the toss. The captain winning the toss has to inform the other captain of his decision immediately. Review **“PRE-CONDITIONS TO THETOSS”**.

Before the toss takes place, the following conditions have to be met:

If conditions allow for play to start on time:

- Each team is responsible for filling their own match sheet and presenting it to the umpires before the start of the game. Any delay in filling the match sheet (before, during or after the match) as required by the umpires is directly attributed to the offending team since the responsibility of filling their own match sheet is entirely on the individual team.
- The ground must be made ready by the home team for play with boundaries, 30-yards marked ,stumps properly placed, crease markings completed including wide-lines etc. appropriately set-up.
- Both teams must have minimum seven (7) players dressed in the team colors who are declared on the match-sheet (handed to the umpire before the toss) present at the ground for toss to take place along with their id cards for identification. Any team that does not have the required 7 players in team uniform at the ground will automatically loose the toss;
- Both teams are expected to take a picture of the filled match sheet (with the players declared with the id numbers) before the game commences. The league may ask for these as and when required during the season.
- If both teams do not have 7 players in their respective team uniforms at the ground, the matter will be reported to the League officials by the umpires; any and all delays to start will be applied to both teams.
- The game will not start till both teams have 7 players in team dress ready to play at the ground. If 40 minutes past the scheduled start time, neither team has 7 players, the match will be recorded as a default by BOTH teams and the matter reported to the League officials by the umpires;
- If Team A has 7 players ready to play, but the other does not, the umpires will note the time Team A had 7 players ready to play (if this team had its players available before the scheduled start of play, then time for the Team B starts from the scheduled start of play).
- The calculation of the penalty (to ensure Duckworth-Lewis integrity is maintained) for the team arriving late will be as follows (for the examples below, Team B is considered as the team arriving late):
 - Late arriving team will face reduction of overs during their batting as penalty.
 - 1 over deduction on late arrival of every 4 minutes.

Example: 1

Team A arrives on time and is available to start the game at the scheduled start of 12noon. Team B arrives at 12:20pm (20 minutes after the scheduled start of play). If game starts 10 minutes later at 12:30pm (30 minutes total time lost), penalty reduction in overs/team will be calculated as:

(Note: The 10 minutes to start time is the umpire's discretion and may be adjusted up or down depending upon the actual time taken to start the match, as the umpire deems appropriate).

Step-1 (Calculating penalty for team arriving late):

Team –B: Late arrival 30 minutes/ 4 = 7.5 =8 (rounded up). So, Team B will have 30-8= 22 overs to bat whether they are batting first or second.

On the other hand, Team- A will have full 30 overs to bat whether they are batting first or second.

If conditions DO NOT allow for play to start on time (delay for game start):

- The umpires will assess if the home team should go about making the ground ready for play (for example, in conditions where rain is falling).
- Irrespective of the ground conditions, both teams must have 7 players ready to play at the ground at toss time (15 minutes prior to the original game start time), though the actual toss may take place 15 minutes prior to the game start when the umpires deem the game ready to play.
- Irrespective of the ground conditions or toss having taken place, if a team does not have minimum seven (7) players named on the match-sheet in team dress ready to play 40 minutes past the original start time, the other team (that has at least 7 players ready to play) can claim the game. It does not matter if the ground was made ready for play or not. This will be recorded as a default against the team that failed to turn up with 7 players and the umpires will inform the League officials accordingly.
- In the event umpire(s) are not available at the scheduled start time, the teams are mandated to appoint umpires from within their player list and start the game.
- In case the umpire(s) arrives within the first 30 minutes of the scheduled start time, the umpire may take over the officiating of the game with the consent of both captains, and the amount of the umpire match fee will be at the agreement of the two captains and the umpire.
- The two captains may refuse the umpires services in case of any delay over the 30-minute limit. In case the two captains and the umpire agree on the umpire disobedience the game, the amount of the umpire match fee will be at the agreement of the two captains and the umpire.
- To claim a default game for the late arrival of a team, the team present must have 7 players ready to play as stated above. If this team has arrived late, then the 40 minutes will start from the arrival of this team for them to claim the game, and not as per the scheduled start. For example, if a Team A has 7 players in dress and on the ground ready to play by 12:15pm and Team B does not, then the 40 minutes wait time to claim a default will start from 12:15pm onwards (till 12:55pm) for Team A to claim the game. A team cannot arrive at 12:35pm, wait for 5 minutes and claim the game. In any event, if both teams arrive 40 minutes past the scheduled start time, the umpires will call off the game and record it as a default against both teams.

Team Clothing:

- All teams are required to adopt standard color clothing (not including white or any color that may camouflage the ball) for their respective club/team. All players of the same team for the day will be required to wear standard uniform clothing.

- No player, for whatever reason, will be allowed to play without the team colors. ANY EXCEPTION MADE BY THE UMPIRE AND PROVEN TO THE BOARD WILL AUTOMATICALLY RESULT IN THE INFRACTING SIDE LOSING THE GAME. The umpire will be disciplined and/or educated on this issue as appropriate. This will not apply to any on-field decisions made by the umpire. In case of application of laws/by-laws by the umpires, as long as they have been consistently applied to both teams, they will not be a cause for filing a grievance.
- All batsmen will wear non-white color pads while batting.
- No white pads are allowed for wicket-keepers.

Conditions playable

- Only the umpire(s) will be the sole judge of the conditions being playable. If a side refuses to take the field when instructed by the umpire(s), or delays taking the field for more than an acceptable amount of time (as per the umpire, but not more than 10 minutes), the umpires may deem the team to have forfeited the game.
- Arguing with the umpire(s) and wasting time will directly go towards the 10 minutes delay to take the field. This forfeit will count towards a default.
- In situations of aggressive behavior, where the umpire has not stopped the play at the first occurrence of such instance, or insists on continuing due to perceived threat to himself and if he stops the match, the opposite team may refuse to play and lodge a protest to the league. The onus is on this team to ensure they have appropriate witness to the incident other than their own team/club members to justify why they refused to continue the match. The umpires will be consulted and their testimony also considered while addressing the matter.

Pre-match activities

All home teams will be responsible for:

- Both teams pay the stipulated match fees to the umpire(s) upfront BEFORE TOSS.
- Ids must be handed to the umpire(s) by both teams, whether the umpire(s) asks for them or not.
- If either captain wants to check the id cards of the opposite team, the umpire(s) will ensure ids are handed to opposite captains and they do perform the task of checking the ID cards and the players, and match them to the match sheet. Each captain will sign-off on the match sheet as having checked the ID cards, in this case. **Important:** *Irrespective of this task, the onus is on the two captains to ensure the authenticity of the players declared by the other team. They have the right to check the ID cards before the game begins and lodge any protest to the umpire(s) and on the match sheet stating their concerns.*
- Umpire(s) ensures players' names/ids are noted correctly on match sheet, with the captain clearly indicated. No initials will be allowed on the match sheet. Minor spelling mistakes may be considered, but not completely different names (e.g. "Neel" may be spelt as "Neil", or "Stephen" may be spelt as "Steven", etc.). The MPCL ID will be used as a conclusive identity of the player who is declared as a playing member. No grievance about incorrect names or players will be entertained once the umpire(s) confirms with both captains before the match starts that neither team has any objection to the other team's players or their identities.
- Both teams will present the match ball to umpire(s) before the game. Any default due to non-availability of the ball will go towards the count of game default.

- Both captains agree to control their players and that no dissent at umpiring decisions will be tolerated by the captains. Captains will be responsible for the players' behavior and conduct at all times - before, during and after the game – as long as the players are on the league/city facilities.
- Both captains will agree with the umpires on any exceptional circumstances with respect to the match (for example - reduced overs, objects within field of play, etc.). This will be recorded on the match sheet and initialed by both captains and umpire(s).

Home Team Responsibilities

- Home team is responsible for the ground conditions and cleanliness after the game. *This does not mean that the home team will clean-up after the visiting team.* The home team will ensure that the visiting team is made amply clear that they have to clear their own area. Also, if the home team leaves before the visiting team, the home team has to ensure their area is cleaned and that the visiting team is responsible for any littering. They can ensure the umpire(s), or any board official, if present, is witness to this arrangement.
- If at the beginning of the game, the home team finds the ground in a messy condition, this has to be brought to the attention of the match official and also to any available Board member before the game commences. Failure to do so will make the home team assume responsibility for the clean-up after the game.
- Umpire(s) to ensure that after the match is over, both sides involve in cleaning the ground while the match sheet is being filled. Both teams have to demonstrate a fair level of cleanliness before the umpire(s) leaves so that the umpire(s) can vouch about the field upkeep.
- Scorers will always sit at the home team area. If the home team, while fielding has no scorer, the scorer may sit at the visiting team area. Any alternative arrangement regarding the scorers' position can be arrived at by mutual consent of the two teams, and after informing the umpire(s) of the same.
- Any team disrespecting the league facilities by any act (littering, vandalizing, etc.) will be dealt with severely and may face stiff fines, penalties and/or expulsion from the League.

Player arriving late or absent

Any player not present at toss when IDs are handed over to umpires is marked on the match sheet (irrespective if he is from the batting or fielding side). THIS IS DONE BEFORE THE TOSS.

- The missing player(s)'s absence time starts from the call of "PLAY" by the umpires. The batting side is to inform the umpires as soon as practical about the arrival of the player (the player has to be in the club colors and ready to take the field to be noted as present). Umpires to visually verify the player and ensure he is the same as the card handed in. Umpire will note the absence time and the player can bat only after the amount of time he was absent has passed. In case more than half the scheduled play time for that inning has passed, he can bat only after 5 wickets have fallen.
- If the player did not bat (was absent for the entire duration of the batting inning), the player will be allowed to bowl after 50% of the allocated overs are completed, plus any time absent after his team has taken the field. For example: Team-A bats for full 50 overs. The absent player does not arrive for batting at all, but joins in while fielding from the first over, he can only bowl after 50% of the allocated overs (25 overs in this example) have been bowled. This will not change even if subsequently the overs are reduced due to stoppage/interruptions, or if the first team is

bowled out before the completion of the allotted overs. If the match is reduced to 38 overs at the start of match, and the player is absent for the entire duration of the batting but takes the field with his side at the start of fielding, then he can bowl only after the 19th over is completed. This will not change even if subsequently the overs are reduced due to stoppage/interruptions, or if the first team is bowled out before the completion of the allotted overs. In both above cases, if the player does not take the field with his team for the second inning (for example arrive another 15 minutes late), then he cannot bowl for the 50% of the overs PLUS the time he was absent when his team took the field. In (a) above, if he arrives 15 minutes after his team takes the field, then he can bowl after 25 overs + 15 more minutes have passed (irrespective of the overs bowled in those 15 minutes after the 25th over). In (b) above, this will be 19 overs + 15 minutes.

Injury during the game

Any player injured during the course of play, ICC laws will apply (including non-allowance of a runner to an injured batsman). The main umpire will make decision to declare a batsman retired out or retired hurt according to situation.

Interventions/Interruptions

Duckworth-Lewis method for calculating target totals in games affected by interruptions is in effect for all MPCL games. See **Appendix H** for link to the Duckworth-Lewis resource tables.

- The umpire(s) will only resort to calling off the game if and only if the required number of overs cannot be completed and/or the conditions are not reasonable enough for play to continue. If, in the opinion of the umpire(s), even after waiting, the chances of the conditions improving so as to allow the game to resume are minimal, the umpire(s) may decide to call the game off earlier without waiting any further. This is completely at the umpire's discretion (only if it continues to rain) and neither team has a say in this. For example, if at 2:00pm, it is raining and puddle are forming on the field, and as per the umpire, even if the rain were to stop, the ground will not be playable to get in the minimum number of overs to constitute a game each side by the scheduled close of play, the umpire(s) may call off the game at 2:00pm itself, rather than waiting till the expected 4:00pm.
- For any other interruptions/interventions, any reduction in time or allocated quota of overs will be followed as per **Appendix F**.

Power Plays

-Restrictions on the placement of fieldsmen:

1. At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.
2. In addition to the restriction contained in clause 1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay Overs) are set out in the following paragraphs.
3. The following fielding restrictions shall apply:

Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer attached Appendix 1). The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

At the instant of delivery:

Powerplay 1: During the first block of Powerplay Overs (as set out below), **NO More than two (2)** fieldsmen shall be permitted outside this fielding restriction area. In an innings of 20 overs, these are overs 1 to 4 inclusive.

Powerplay 2: **No more than four (4)** fieldsmen shall be permitted outside this fielding restriction area. In an innings of 20 overs, these are overs 5 to 16 inclusive.

Powerplay 3: **No more than five (5)** fieldsmen shall be permitted outside this fielding restriction area. In an innings of 20 overs, these are overs 17 to 20 inclusive.

Duration	First Powerplay	Second Powerplay	3rd Powerplay
15	3	9	3
16	3	10	3
17	4	10	3
18	4	11	3
19	4	11	4
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6

Free hit/ Bouncer

- All "No Balls" will be a Free-hit which is not limited to all foot faults No ball (Popping crease-Front foot, Middle - line front foot and Return crease -Back foot).

- The free-hit continues to apply to the subsequent ball till a fair delivery is received by the batsman. For example, if a free-hit has been awarded, and the following ball is a NO ball again, or a wide ball, the next ball bowled will again be a free-hit. If the next delivery is a valid one, the free hit has been utilized.
- For a free-hit, if the same batsman is taking strike to the free-hit as the one who was bowled the no-ball, the fielding team cannot change their field positions (as was during the no-ball). If the other batsman (non-striker or a new batsman) is taking strike to the free-hit, the fielding team can change the field setting, but within the fielding restrictions applicable at that time.
Note: As per the new ICC guidelines, the bowler disturbing the stumps during the process of bowling the delivery (either by foot or hand) will be called a “No-ball” by the umpires.. This does not include the attempt at “ManKad-It” a non-striker, but the disturbing of the stumps in the normal process of delivering the ball.
- A bowler will be allowed only one bouncer per over. A bouncer is considered a delivery which passes over the shoulder height of the batsman while standing upright at the crease (not in the crouching batting stance). Either bouncer passing over the batsman’s head while standing upright will be called a wide and counted as one of the bouncers. The second such delivery will be called a “No-ball” (with a free hit) by the umpires and the bowler will be warned.

Game Results/ Points

Following are the points allocated for the games to each team:

- Win - 10 points
- Loss / Refusal to play - 0 points
- Tie / Rain-out - 5 points

Playing Ethics/ Code of conduct

No abusive language or gestures towards any official, player or spectator will be tolerated. The captains of the teams have to ensure this and demand it off every player.

28.2. The **MPCL** code of conduct will be strictly enforced. If a violation of the code of conduct is invoked, the player may or may not be called for a hearing, before a decision is passed regarding the penalty for the offence. Substantiation from the other umpire and/or the opposite team captain (in case of only one umpire being present) will be taken as proof of the offence.

28.3. *Level-1 offences have no right of appeal and the penalty imposed by the **MPCL** Board based on the umpire(s) report stays (for more details or exceptions, please refer to the Players’ Code of Conduct).*

28.4. While fielding, only the captain or bowler may ask the umpire for any explanation regarding any decision and the umpire may decide to explain or withhold his explanation for later, or may not offer any explanation at all.

28.5. During batting, the on-field batsmen are the acting captains and may choose to ask the umpire regarding any decision EXCEPT A DISMISSAL. It is the umpire’s discretion to either answer it or refuse to answer at that point in time. The umpire may decide to answer it either during a break or after the conclusion of the match, or not at all. This is a privilege, and not a right of the players to question the decisions and the umpire is empowered to refuse any explanation at all.

28.6. **Important:** Any team, or a player from a team, who demonstrates any act of violence during, before or after a game, and when the league permit time is still in effect (or 30 minutes after the game - whichever is later) while still on the League/City facilities, whether it directly hurts any person or object, or not (for example, hitting or kicking the stumps, throwing the bat or ball with or without an intent to hurt, or any such actions depicting violent behavior), this may result in expulsion of the respective team's captain in their next league game. Further penalties, as incurred under the **MPCL** code of conduct, will be applicable and informed to the team as appropriate. The **MPCL** Board will have the final discretion on the interpretation of the Code of Conduct or Penalties/fines imposed thereof. Any penalties/fines handed to a team/club due to violent behavior are not eligible for an appeal, and the team will default subsequent games if the penalties/fines/suspensions are not served as indicated. This may also result and count towards the "2 games default expulsion"

Play Offs

Points table top 8 teams will qualified for the playoffs.

The winner of playoffs will qualified for the semi finals.

First semifinal will be played between 1st and 4th team of the points table.

Second semifinal will be between 2nd and 3rd team of the points table.

Winners of the first and second semifinals go to the final.