

# League Rules

**Rule #001:** The role of the Midweek Corporate Cricket League (MCCL) is to develop and enhance the spirit of cricket within the City and support the game that we are all passionate about. As such it is expected that all teams behave with professionalism and integrity and act in the long term interests of the game and the objective of the MCCL.

*Last update: 29<sup>th</sup> Mar 2023*

## 1 Eligibility

In the spirit of the competition:

1.1 Eligibility: only players currently working or having recently worked for the Corporate are eligible to play for their corporate team.

1.2 Non-eligible players must be fully disclosed and agreed with opposition team captains prior to the match starting.

1.3 The cricket standard of non-eligible players should be clearly disclosed and the opposition captain retains the right prior to or during the game to request the withdrawal or retirement of the non-eligible player if they feel this player may unduly influence the game.

1.4 Any breach to these rules will result in a forfeit of the game and a possible disqualification from the tournament.

## 2 Match Day Timing

2.1 Endeavour to complete the game within 2.5 to 3 hours starting at 18.00.

2.2 Captains should keep in touch on match day to agree a start time. If a team fails to show they forfeit the match (the 'no-show').

2.3 If a team is not ready to play within 30 minutes after the agreed start time this is classified as a no-show. It is at the opposition captain's discretion whether to reschedule, play a reduced over format or claim a no-show.

2.4 For an 18.00 start, both captains should monitor the time through the match to start the 2<sup>nd</sup> innings by 19.20 to give enough light to the opposition.

## 3 Match Balls

3.1 High quality pink match balls to be used for matches (unless both captains agree on alternative coloured balls to be used). Red or white

# League Rules

balls are usually agreed alternatives and particularly early in the season may be preferred by captains.

3.2 Where there is no agreement between captains to use alternative coloured balls then pink balls will be required.

## 4 Umpires

4.1 Each team should offer 2 umpires when batting.

4.2 Wides: anything down the leg side is wide. Skippers have to be reasonable about what constitutes a wide outside off-stump. Wides are 2 runs and no extra ball (unless final over of the innings, in which cases normal rules apply).

4.3 No balls: as well as front foot no balls, any full tosses above waist height for a quick bowler and shoulder height for a spin bowler will be considered a no-ball. No balls are 2 runs and no extra ball (again unless final over of innings, where normal rules apply).

4.4 'Spirit of cricket' at all times should prevail. The game is bigger than any one player or team hence please remember the umpire is trying to do his or her best job and treat the umpire's decision with the respect that the game demands.

4.5 Independent umpires are not compulsory but may be agreed by and paid for upfront by the 2 skippers.

## 5 Match Rules

5.1 Normal cricket rules and etiquette. Again spirit of cricket prevails.

5.2 20 overs per side unless otherwise agreed between captains prior to the start of the match (or during match if to the satisfaction of both captains). If no agreement can be reached the lower number of the 2 captains' suggestions prevails, minimum 16 overs. However, if start is rain affected captains can agree to play further reduced overs. Again if no agreement can be reached the lower number of the 2 captains' suggestions prevails (minimum of 10 overs per side to constitute a match).

5.3 Each team will play with one of two identical balls provided for the match (that either team can offer). If balls are not identical then the winner of the toss will chose which of the two balls presented for the match they will bowl with. Skippers can also pre-agree, but any dispute on the day needs to be agreed prior to entering field of play.

5.4 Each bowler may bowl a maximum of only one-fifth of the total overs per innings (always rounding down). For a full, uninterrupted 20 over match, this is 4 overs.

# League Rules

5.5 For each innings, in the interests of time (and if agreeable to both skippers), bowlers to bowl from the same end for half the innings (10 overs typically) and then switch to bowling from other end.

5.6 Batsman will retire at the end of the over in which they make 25 runs. They can return at the end of the innings in the order in which they retired.

5.7 For a wide and no-ball 2 runs are awarded with no extra ball, other than in the last over of the innings in which a wide or no-ball is 1 runs BUT plus an extra ball.

5.8 Skippers are encouraged to agree on a policy of maximum of 5 fielders outside the '30 yard' circle at any point in the game. This is in the interests of the game and discourages a fairly poor and banal brand of the game. This is at the skipper's discretion.

## 6 Matches Not Completed

6.1 Unless a reschedule is otherwise agreed with the opposition skipper, a side not attending (a no-show) or not being able to field a team (or having to withdraw for some other reason) on its designated fixture date, will forfeit the game and be liable for any cancellation charges for both Teams.

6.2 Group Matches abandoned for the weather pre or during the game can be replayed or decided as long as the replayed game is played before the semi-finals begin. Any unplayed games not played before the Friday prior to semi-finals beginning will be classified as a draw.

6.3 Semis abandoned for the weather that cannot be played prior to finals week will result in a draw, with the winner determined by the table position in the group stages, followed by the best NRR record in cases where the number of points are the same, followed by wickets lost if still tied.

6.4 Finals abandoned (before or after the start of play) can be (re)played within 7 days of the original date and only at the agreement of both captains. If a suitable time is not agreed upon, NRR over group games and semi-final will determine the winner. Where a minimum of 10 overs of the second innings has been played in the final and the game has been abandoned for reasons of weather, poor light or otherwise (note: at umpires discretion only) a winner will be declared based on a D/L calculation e.g.: [Duckworth Lewis Calculator](#)

6.5 Sudden Death - in the event of a tie in the semis and finals a super over will determine the winner. The super over is a reduced version of the match that consists only of one over (six balls) and two wickets for each team. The official result of the match would be a "tie" but within

# League Rules

the context of the League, the winning team of the "Super Over" is declared the winner of the match and the victory is seen as equivalent of one earned in a regular match. Below are the key rules of the Super over:

- The team batting second in the main match will bat first in the Super Over.
- The bowler of the batting team cannot both bat and bowl in the same super over
- Each side has three nominated batsmen, meaning that the loss of two wickets ends the

Super Over.

- Wides in a Super Over result in 1 run and extra delivery
- In the event of the scores being level in the Super Over, the first satisfied of the following criteria will determine the winner:
  - a) The team with the most number of boundaries combined from the main match and the Super Over is the winner.
  - b) The team with the most number of boundaries from the main match (that is, not including the Super Over) is the winner.
  - c) A count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery is the winner. Runs scored from illegal deliveries count towards the total for the following legal delivery

## 7 League Structure

7.1 Winners pick up 2 pts, losers 0 pts ...tied or agreed drawn games as a result of abandonment will mean 1 point each

7.2 Group placing will be determined by pts and then Net Run Rate (NRR)

7.3 Skippers must send match results in the agreed format to the League scorer by close of business the following day of the game. This should be vetted with opposition captain prior to sending.

7.4 For drawn games - NRR from that game is 0.

# League Rules

7.5 For cancelled matches, the non-cancelling party picks up the win and a NRR boost of +1 ~~for~~ that game (based on setting 150 off their 20 overs and opposition chasing and only getting to 130 in their 20).

## 8 Scoring

8.1 Skippers to ensure their team is registered on [Play-Cricket.com](https://play-cricket.com)

8.2 Play-Cricket "Scorer" app [\[iPhone | Android\]](#) to be used for scoring all games and produce the match report

8.3 Match reports to be submitted to the [MCCL administrators](#) no later than 2 days after a completed game

## 9 Disputes

9.1 For any disputes/disagreements/rule changes please contact the MCCL Admin Team.

9.2 MCCL Admin Team will consult any material decision with the team captains (the MCCL committee). In the event of an impasse, the MCCL President will have the final say in any disputes.