



# T20 TOURNAMENT RULES

## THE PREAMBLE – The SPIRIT OF CRICKET

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 with the “Spirit of Cricket”.**

Mediterranean Cricket League (MCL)

## **MEDITERRANEAN CRICKET LEAGUE**

### **1.0 - GENERAL PLAYING CONDITIONS;**

**1.1.** The MCL T20 cricket tournament broadly adopts the '*ICC Standard Twenty20 International Match playing conditions*' and The Laws of Cricket (2017 Code) and these rules apply except as varied hereunder or advised by Infinity Cricket management.

### **2.0 - MCL CRICKET TOURNAMENT RULES;**

**2.1** MCL reserves the right to change or modify the rules as deemed appropriate before or during an event. Any changes made will be conveyed to all team captains and umpires.

**2.2** All players and officials taking part in MCL events agree to the rules & regulations outlined. Any player or team in breach of the rules, spirit of cricket or bringing MCL or the game into disrepute will be terminated from participating in the MCL T20 Cricket Tournament.

**2.3** In matches where only one umpire has been appointed, the person acting as umpire at square leg is to be shown the same respect as an 'MCL Appointed Umpire'. Note the main umpire may at their absolute discretion over-rule an incorrect or unfair decision made by the acting square leg umpire.

### **3.0 - FIXTURES AND TOURNAMENT STRUCTURE;**

**3.1** Shall be determined by MCL Tournament Director and may change during the event. Any changes made will be conveyed to all team captains and umpires; however, it is the responsibility of the team captain/manager to regularly check the MCL Tournament Room, MCL Facebook and Twitter accounts, and their emails for any updates.

### **4.0 - PARTICIPATION OF TEAMS, PLAYERS & SUBSTITUTES;**

**4.1** The minimum number of players required to register a team is 12 players (plus a scorer- can be a player). The maximum number of players in a squad allowed for a team is 14 players (Team Scorer and Manager and support Staff can be additional to this). In exceptional circumstance the Tournament Director may allow more than 14 players in a squad. There is no maximum or minimum number of team support staff. Under special circumstances (e.g. injury) a request can be made to the MCL Tournament Director to

Mediterranean Cricket League (MCL)

register a replacement player/s and the penalty fee may be waived. All players participating in the MCL T20 Cricket Tournament must register themselves with the MCL by email to the MCL Tournament Director by the time specified by the Tournament Director in the MCL tournament invitation.

**4.2** No additions can be made to the team squad after the stated cut-off date and/or commencement of the tournament – save for exceptional circumstances. Captains/Managers need to state any special requests in writing to the MCL Tournament Director.

**4.3** All teams must have their registration fees fully paid **before** the commencement of the tournament. Should a team have an outstanding balance owing once the tournament begins, penalties may apply including fines, loss of points, and ineligibility to progress any further in the competition. The Tournament Director will decide upon the appropriate penalties on a case by case basis.

**4.4** There must be a minimum of 10 players from each team including 2 wicket-keepers for a game to commence. It is advised that teams should not take the field with less than 10 players. For group matches, some leniency may be shown by umpires based on both captains agreeing. The umpire's decision on this matter is final.

**4.5** All teams may use up to 2 substitute players already registered and part of the team's squad. The umpire needs to be notified for the reason before substituting players and may decide against allowing the substitution if under their opinion is not used for acceptable reasons or against the spirit of the game.

**4.6** All substitutes for every match need to be included on the official team lists and handed to both umpires and scorers prior to the commencement of the match. At no time shall a player who is not on the official squad lists be made a substitute in a match. Umpires should take extra care to ensure they are aware of any changes.

**4.7** Refer to **ICC Standard Twenty20 International Match Playing Conditions Law 2.5** In relation to an Absent Fielder or leaving the field. This should be followed closely, especially for knockout and MCL final's matches.

**Umpires** should be aware of all **team substitute players** and make a note when they **enter/exit the field**. Their involvement should be limited for genuine reasons and based on good faith. Teams contravening, and misusing substitute fielders should be

Mediterranean Cricket League (MCL)

officially cautioned and may be penalized including loss of points/tournament progression or fines.

**Note: Substitute players will not be wearing bibs as outlined in the ICC Standard Twenty20 International Match Playing conditions.**

**4.8** Restriction of players – a team may not have professional or paid players in their squad without the prior approval from the MCL Tournament Director. Professional player means; currently active professional cricketer who has played first class cricket (or above) in the present or immediately previous season.

Paid player: any cricketer currently paid to play cricket at First Class or similar level.

**A “Similar Level”** will be determined by MCL Tournament Director. If a team is in breach of this condition penalties may be imposed by the MCL Tournament Director.

**4.9** The duties of the **MCL Team captain** are outlined below:

- Ensure that the team has paid its registration fee in full.
- Ensure that all team members have a coloured MCL authorised team shirt, white long cricket pants and athletic shoes when playing.
- Attend all official MCL Cricket events as required.
- Ensure that the team arrives at the match on time.
- Fills out and hands a copy of the team sheet to the umpire and opposing captain and notifies MCL Tournament Director or MCL Tournament Referee, of any players that are playing and are yet to register themselves online to avoid the fine.
- Toss of Coin; If a team is **not present** for the toss (latest time being 15 minutes before start time, they are “deemed” to have lost the toss.
- Hands the MCL game ball when requested to the umpire after every wicket and at the end of the match.
- Has a copy of the scorecard and designates the responsibility of scoring to a player if there is no official scorer and ensures it is filled out accurately.

**Mediterranean Cricket League (MCL)**

- Ensure that the team and all players play within the MCL *Spirit of Cricket* and adhere to the rules and regulations outlined.
- Approach the umpire for any clarification and controls the behaviours of ALL his players.
- Ensure that the team maintains over-rates.
- Collects and submits the score card & match report to the MCL Tournament Director; or appointed MCL Match Day Coordinator or MCL official as soon as completed post-match.

### **5.0 - DURATION OF THE MATCH;**

**5.1** Matches will consist of one innings per side with each innings being limited to 20 overs per side *excluding extras*.

**5.2** Each innings of **20 overs** shall have an allotted time of **75 minutes**. Slow over-rates may induce 'run penalties' solely at the discretion of the MCL umpires. Where the start of play is delayed, or play is suspended, overs may be reduced by the umpires. (Every 3 minutes delayed, 1 over is lost)

**Extra time for matches will not be granted.** All afternoon matches should aim to start at the published times to avoid issues with bad light.

**5.3** If there is time wastage by the fielding side, the MCL umpire/s should take the following steps:

- a)** Call and signal dead ball if necessary.
- b)** Award 5 penalty runs to the batting side.
- c)** Inform the fielding captain, batsman and co-umpire of what has happened. The umpire/s should also explain to the batting captain what has happened as soon as possible.
- d)** MCL Umpire needs to report the occurrence in the match report.

**5.4** If there is time wastage by the batsman, the umpire should take the following steps:

- a) At the first instance, the MCL umpire should warn both batsmen. This warning applies for the rest of their batting innings. It is the first and final warning.
- b) Inform fielding captain, square leg MCL umpire & batting captain (when possible) of what has occurred.
- c) If there is any further deliberate time wasting by any batsmen in that innings, the MCL umpire shall while the ball is dead;
  - ✓ Award 5 runs to the fielding side.
  - ✓ Communicate to the relevant parties as outlined above.
  - ✓ Report the occurrence in the match report.

**5.5** All MCL captains and MCL umpires should ensure that matches start on time. It is the responsibility of the captain to ensure that all players in the team report to the ground well ahead of the official start time. The toss should ideally take place 15 minutes prior to the start of the match. This is the guidelines that should be followed for all matches;

- First 5 minutes after scheduled start of play – No Penalty.
- Every 4 minutes thereafter, the match is reduced by 1 over for each team.
- The latest that the game can be played AFTER the official start time (not including inclement weather) is 45 minutes and the game will be a 15 over per side contest (only applies to group matches).
- If both teams are late and fail to start the match before 45 minutes after the scheduled start, then the game will be declared a **no-result (14.3)**.
- If one team has arrived on time and the other is delayed and fails to report to the ground before 45 minutes after the scheduled start, then this team will lose the match on an **automatic forfeit (13.1 and 14.4)**.

MCL Umpires should note that they should always round up. **For instance, if the match starts 10 minutes later- it should be a 19 over over-a-side contest. If the match starts 30 minutes later, it should be a 17 over-a-side contest.**

**5.6** Batting teams are not permitted to declare. Teams can be only be bowled out within their allotted 20 overs or bat their full 20 overs with wickets in hand (if batting first) or be bowled out within their 20 overs or make the other teams score within their 20 overs. The 'spirit of cricket' should always be observed.

## **6.0 - MINIMUM NUMBER OF OVERS REQUIRED FOR A RESULT;**

**6.1** If a match is delayed or interrupted, 5 overs per side will constitute a minimum match requirement. If there are less than 5 overs per side, the match will be declared as a 'no-result' unless in the case of a forfeit.

**6.2** If the side batting second does not complete 5 overs and no other result has been obtained, the match shall be declared a **"No-Result"** and teams will share points.

## **7.0 - HOURS OF PLAY;**

**7.1** Refer to the 'Fixtures' section of the MCL Cricket program, MCL Tournament Room and MCL Facebook and MCL Twitter accounts for up to date start times for matches. Times may vary due to conditions but the MCL will alert to any changes

**7.2** For matches in the morning timeslot, the start time will be 9:00am (Toss 15 minutes prior schedule to start of match) and games should finish no later than 12:00.

**7.3** For matches in the lunch timeslot, the hours of play will be between 1pm and 3:30pm. Toss to be done by MCL Umpires and both MCL team Captains discretion, but not less than 15 minutes prior to scheduled start of match.

**7.4** For matches in the afternoon timeslot, the match commencement times are 3:45pm and 6:15pm. Toss to be done by MCL Umpires and both MCL team Captains discretion, but not less than 15 minutes prior to scheduled start of match.

Please Note: If MCL Tournament Director or MCL Tournament Referee in consultation with the Umpires and both team Captains decide on start/finish time changes this is permitted.

Note for group and final's matches – this could change and will be advised.

## **8.0 - INNINGS INTERVAL;**

**8.1** Each innings interval shall be no more than **10 minutes** in duration for all matches.

## **9.0 - DRINKS BREAK;**

**9.1** There will be no formal drinks break. However, in extreme heat conditions, under the discretion of umpires, players may be permitted to take a short drink break.

An individual may be given a drink either on the boundary edge or at the fall of a wicket, provided that no playing time is wasted. In certain limited cases, batsmen can call for drinks between overs with the approval of the MCL umpires and MCL fielding captain.

**9.2** Any player taking drinks onto the field should be dressed appropriately in their MCL approved team shirt. Failure to do so may result in a warning, and subsequent breaches may result in a reprimand.

## **10.0 - THE BALL;**

**10.1** The match ball for all games will be a ball (make and colour) decided upon by the MCL Tournament Director. All matches in the MCL will be played on synthetic wickets with an approved ball. The approved supplier of cricket balls for the MCL will be at the Tournament Directors discretion. The colour of the ball will be at the Tournament Directors discretion.

**10.2** There will be 1 new ball to be used for each innings (unless Tournament Director decides otherwise).

**10.3** In the instance where the ball may be lost or is unfit for play a replacement ball should be used. The MCL will have a limited supply of replacement balls. If there is no replacement ball available, the MCL umpire may choose an appropriate ball.

**Note that OTHER non-approved balls should not be used for the match. Refer to Law 5.5 in the ICC Standard Twenty20 International Match Playing conditions for further guidance.**

**10.4** All match balls must be returned to the MCL umpires at the end of the match and the MCL umpires must secure the match balls until they can give them to the MCL Tournament Director, or MCL Tournament Referee. This is the MCL umpire's responsibility.



**10.5** If the MCL umpires believe that players are tampering with the conditions of the ball or that the deterioration in the conditions of the ball is greater than is consistent with the use it has received, they shall consider that there has been a contravention of this law. They shall:

- a)** Change the ball with the replacement ball (and as soon as is appropriate inform the MCL Tournament Director or an MCL Tournament Referee)
- b)** Award 5 penalty runs to the batting side.
- c)** Inform the fielding captain.
- d)** Inform the captain of the batting side as soon as practicable of what has occurred.
- e)** The incident should be reported in the Match Report and communicated to the MCL Tournament Director, or MCL Tournament Referee.

### **11.0 - THE RESULT;**

**11.1** When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be declared the winner.

**11.2** Refer to Law 21.2 in the *ICC Standard Twenty20 International Match playing conditions*. A result can be achieved if both teams have had the opportunity of batting for at least 5 overs. Where this is not possible the match shall be declared no-result.

**11.3** For circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (13.2), a result can be achieved only if both teams have had the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs.

**11.4** For circumstances where a match is awarded to a team because of the opposing team's refusal to play (13.2), all matches in which both teams have not had an opportunity of batting for a minimum of 5 overs, shall be declared no result.

**11.5** A match shall be lost by a side which;

- i) Concedes defeat.
- ii) Forfeits the match (due to arriving late, not being able to play, late withdrawal from the tournament, disciplinary reasons or any other reasons deemed fit by the MCL umpire and MCL Tournament Director or MCL Tournament Referee)
- iii) In the opinion of the umpire refuses to play – the match shall then be awarded to the other side after all details are recorded and presented to MCL Tournament Director or the MCL Tournament Referee who will refer the incident for review.

**11.6 Correctness of Result** – MCL Umpires have a responsibility to review the scores at the innings break as well as at the close of play. Any decision as to the correctness of scores shall be made in accordance with 'The Laws of Cricket' sourced from the latest edition (2017 Code).

Any query or controversy on the score or result of the match shall be resolved as soon as possible and a final decision made by umpires at close of play. In special circumstances, the on-field MCL umpire may take note of all facts, collect evidence and present to MCL Tournament Director, or MCL Tournament Referee who will make a final decision. It is imperative that accurate scorecards are maintained and the responsibility of this relies with the two MCL captains and officiating MCL umpires.

**11.7** Umpires should check with the MCL scorer at the interval and the end of the match to ensure that the scores are accurate. A manual scoring book will also be available at all venues and at the end of each game should be signed as correct and accepted by the umpires and by both scorers as the official game result.

## **12.0 - TIE AND SUPER-OVER;**

**12.1** If there is a tie, the team who has taken the most opposition wickets will be deemed the winner.

If both teams have taken the same amount of opposition wickets then the team bowling the least amount of wides is deemed the winner. If still no result then least amount of 'no-balls. If still no

result team scoring most 6's and if still no result team scoring most 4's.

**12.2** In the unlikely event that no result has been reached a '*Super Over*' will be played.

An MCL Match Official will toss the coin and choose the end the 'Super Over' will be bowled from. Each team will nominate **three batsmen and one bowler** to take part in the super over. The team that scores the greatest number of runs wins.

If a team loses two wickets, their over is "deemed completed" and the opposition bats.

### **13.0 - AWARDING A MATCH IN AN EVENT OF A FORFEIT:**

**13.1** If after 45 minutes from the official start time of the match, a team that has less than 10 players present or is not able to start the match will have to **forfeit** the match and no points will be awarded.

**13.2** If for any circumstance a team either:

- a) Refuses to play.
- b) Does not present itself for the match.
- c) Does not have the required number of players.
- d) Did not advise MCL Tournament Director or the MCL Tournament Referee of the above situations.
- e) Has breached the spirit of cricket or code of conduct.

The MCL umpires will award the match to the other side on forfeit.

**13.3** Further penalties will apply to teams that have forfeited under the sole discretion of MCL Tournament Director in consultation with the MCL Umpires and anyone deemed by the MCL Tournament Director as an 'Official' of the MCL.

### **14.0 - POINTS, PROGRESSION & PLAYER QUALIFICATIONS;**

**14.1** A team that wins will be awarded 4 points.

**14.2** A team that loses will receive 0 points.

Mediterranean Cricket League (MCL)

**14.3** In the case of a tie, or no-result each team will receive 2 points.

**14.4** In the instance where a team has forfeited, they will lose -2 points, the opposition will secure a win and the 4 points.

**14.5** A bonus point will be awarded if a team wins their game and they have taken all 10 opposition wickets in their 20 overs. So, the winner team would receive 4 points for the win plus 1 bonus point. So, they will receive 5 points for that game.

**14.6** Bonus points are only permitted in a full 20/20 over a side game, not reduced overs.

**14.7** In reduced over matches, the MCL Tournament Director or appointed MCL Tournament Referee, along with BOTH officiating umpires and BOTH team captains can make rulings on Bonus Points in the game. This is to be done within the 'Spirit of the game' and should only be used if teams need to be separated on the points table and by doing so won't disadvantage any other teams in the tournament. No more than 1 bonus point should be allocated in any reduced overs game.

**14.6** In a 6-team tournament, the format of the MCL T20 tournament will be: Group Stage (Days 1-3) and Finals Day (Day 4).

**14.7** In a 6-team tournament. The format of the MCL Finals Day will be done on team rankings as at the end of the Group Stage (determined by win/loss/draw points and NRR if needed). So, Team 5 v Team 6, Team 3 v Team 4 and Team 1 v Team 2. The MCL tournament winner will be the winner of the Team 1 v Team 2 match. The losing team will be ranked 2. Other rankings (3-6) will be awarded on the winners and losers of the other games (3 v 4 and 5 v 6).

**14.8** In 4, or 6 team tournaments. Players need to play at least 2 group matches for their team to be eligible to qualify for Finals Day (unless determined otherwise by the MCL Tournament Director). Teams not adhering to this may be penalised and stripped of points or ineligible for any further progress in the MCL tournament by the MCL Tournament Director or MCL Tournament Referee.

**14.9** In a 5-team tournament all teams will play each other once over the 4 days weather permitting. Final placings after all games played will be determined by win/loss/draw/bonus points and NRR if needed. Should the tournament be affected by weather the MCL

**Mediterranean Cricket League (MCL)**

Tournament Director and MCL Umpires will decide on a format to decide a winner and placing's in the tournament.

### **15.0 - NET RUN-RATE & ITS CALCULATION;**

**15.1** A MCL's teams Net Run Rate (NRR) is calculated by their total runs scored by the number of overs they faced in the games they have played to that point in time. Example: If a team has made 150 runs off 20 overs batted in Match 1, and 200 runs off 20 overs batted in Match 2 then total runs made is 350 divided by 40 total overs which equals a Net Run Rate of 8.75.

**15.2** If teams cannot be separated by their NRR after qualifying games then it will be done on who has lost the least wickets to that point in the tournament. If still unable to be separated then teams will be divided by most 6's hit, and if still equal, most 4's hit to that point in the tournament.

### **16.0 - INCLEMENT WEATHER, BAD LIGHT & CONDITION OF GROUND;**

**16.1** All MCL team captains and MCL umpires will be contacted as soon as practical before the scheduled match start time **if matches are cancelled**. Updates will be posted on the MCL Facebook page or MCL Twitter page, or at the designated MCL Tournament Room. The MCL Tournament Director or MCL Tournament Referee or MCL 'official' will endeavour to notify all MCL captains/team managers and MCL umpires of any game changes or important information through a notice in the MCL Tournament Room, an email or SMS. It is the responsibility of all captains/team managers to visit the MCL Tournament Room, MCL Facebook or MCL Twitter accounts regularly and accordingly communicate with their team.

**16.2** In the event that it is drizzling or there is some light rain, matches should still start as scheduled – however the MCL umpires will remain the final judge. Player safety is of utmost importance to the MCL and the umpires will base their decisions to commence play after considering player safety, fitness of the ground, weather and light for play.

**16.3** The MCL umpires shall be the final judges of the fitness of the ground, weather and light for play. **Refer to Law 3.5.3 b) in the ICC Standard Twenty20 International Match playing conditions.**

**16.4** If the MCL umpire/s agree that the conditions of the ground, weather or light are so bad that there is obvious and foreseeable risk

to the safety of any MCL player or MCL umpire, so that it would be unreasonable or dangerous for play to take place, then they shall immediately suspend play, or not allow play to commence or to restart.

**16.5** The fact that the grass and the ball are wet and slippery does not warrant the ground conditions being regarded as unreasonable or dangerous. If the MCL umpires consider the ground as so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders of the power of free movement, or the batsmen of the ability to play their strokes or to run between wickets, then these conditions shall be regarded as so bad that it would be unreasonable for play to take place.

**16.6** Where there is a suspension of play, it is the responsibility of the MCL umpires to monitor the conditions and keep a track of time. Match times should not be extended– however overs can be reduced (1 over every 4 minutes). Efforts should be made to ensure completion of the match or re-scheduling the match to a future time allotted by the MCL Tournament Director, if possible.

### **17.0 - MATCH OVER REDUCTION & INCLEMENT WEATHER SCORE CALCULATION;**

**17.1** If the match is delayed or interrupted during the innings of the team batting first, the overs requirement shall be reduced by 1 over for each 4 minutes of time lost or part thereof. *Inclement weather – calculation of deciding score for team batting second.*

**17.2** Where the overs received or to be received by the side batting second are not fewer than 5 completed overs, the deciding score shall be the aggregate of all runs made from the first batting side's highest scoring overs equivalent in number to the second side's overs less 0.5% runs for each over of the difference between the maximum set for the first side and the overs for the second side. If the first side is dismissed in less than the set number, the remained shall be deemed to have been received as nil scoring overs and included in the calculation as such.

A = Overs entitlement for first side B = Overs for second side C = Excess overs for first side (A-B) D = Percentage reduction to E (0.5% \* C)% E = Runs from highest scoring overs equal to overs in B F = Runs to be deducted from E (E\*D) G = Deciding score unless Penalty runs apply (E-F disregarding final fraction) H = Penalty Runs to be added (G+H) I = Deciding score.

**17.3** It is the **MCL Umpires** responsibility to ensure this is applied correctly and if any issues arise the MCL umpires must relay them to the MCL Tournament Director, or MCL Tournament Referee and a decision will be made with consultation from all parties.

### **18.0 – BOWLING;**

**18.1** No bowler is permitted to bowl more than 4 overs in an innings. This is not inclusive of the *super over* in the case of a tie, which is applicable in all MCL matches.

**18.2** In the event that the match is played where the overs are reduced, a bowler shall not bowl more than one-fifth of the total overs allowed.

**18.3** If a bowler cannot complete an over due to injury or being penalised, the remaining balls in the over will be bowled by another bowler who has not bowled more than 4 overs.

**18.4** If in doubt, MCL umpires should liaise with MCL scorers and any miscounting of balls/overs or number of overs that can be bowled by a bowler should be avoided. If a scorer notices that an MCL umpire may have miscounted an over – they should immediately notify the MCL umpire.

### **18.5 A bowler is limited to;**

- One short-pitched delivery per over. A short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the popping crease.
- A high short-ball will be called a wide.
- A second short-pitched delivery in the over shall be called a no-ball and the bowler warned.
- If a third short-pitched delivery is bowled, the umpire shall call and signal no-ball and when the ball is dead and remove the bowler out of the attack and will not be allowed to bowl again in that innings.
- The incident should be reported in the MCL Match Report and communicated to the MCL Tournament Director or MCL Tournament Referee. *Waist high full toss please note we are using a variation of ICC Standard Twenty20 International Match Playing Conditions and Laws of Cricket Law 42.6*

**Mediterranean Cricket League (MCL)**

## **18.6 – Waist Height Delivery;**

- Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is deemed a no-ball.
- This includes both fast and slow bowlers.
- The decision to no-ball the bowler rests with the main on-field MCL umpire (upon consultation with the square leg MCL umpire if the main MCL deems necessary)
- If the ball was bowled with a view to inflict injury, the bowler should be cautioned (automatically in the case of a fast bowler and on discretion for a slow bowler) and any repeat of the delivery will ensure that the bowler cannot bowl again for the remainder of the match.
- The incident should be reported in the Match Report and communicated to the MCL Tournament Director or appointed MCL Match Day Coordinator

## **19.0 - FREE HIT FROM ANY NO-BALL & DISMISSAL OFF A NO-BALL;**

**19.1** Refer to Law 24.2 in the 'ICC Standard Twenty20 International Match playing conditions'

**19.2** A delivery that is not a "**Legitimate Delivery**" will incur the signal of a **No-Ball**, which will enforce a "**Free Hit**" being applied to the next ball.

**19.3** Any "**Call**" or "**Signal**" of a "**No-Ball**" during the game will automatically incur the "**Free Hit**" from the next delivery being bowled.

**19.3** Field changes are not permitted for free-hit deliveries unless there is a change of striker.

**19.4** For any "**Free Hit**", the striker may only be dismissed under circumstances that apply to a no-ball, even if the delivery for the 'free hit' is called a wide ball. When a 'no-ball' has been called, neither batsman can be out except the following ways:



- a) Hit the ball twice.
- b) Obstructing the field.
- c) Run Out.

### **20.0 - WIDE BALL;**

20.1 MCL advises MCL umpires to apply very strict and consistent interpretation of this rule to prevent bowling wide of the wicket.

20.2 The leg-side wide will apply. Any ball passing down leg-side of the wickets or passing behind the striker the will be deemed a wide ball.

**20.3 Note: Any delivery that does not "land" on the wicket will be deemed a "Wide" and will be re-bowled.**

### **21.0 – BATTING: MODES OF DISMISSAL;**

**21.1** The batsman may be dismissed in the following ways in the MCL Tournament:

1. Bowled
2. Caught
3. Handled the ball
4. Hit the ball twice
5. Hit wicket
6. Leg before wicket
7. Obstructing the field
8. Run out
9. Stumped

**Please Note;** The square leg umpires are only responsible for run out decisions at their end where the main MCL umpire does not have a clear view.

**Clarification on a bowler attempting to run-out non-striker before delivery: The bowler is permitted, before releasing the ball and provided he has not completed his usual delivery swing, to attempt to run out the non-striker. Whether the attempt is successful or not, the ball shall not count as one of the over. If the bowler fails to run out the non-striker, the umpire shall call and signal 'Dead Ball' as soon as possible.**

10. Timed out – *A batsman must be ready at the crease in ONE MINUTE AND THIRTY SECONDS (90 seconds) after the fall of the previous wicket.*

Mediterranean Cricket League (MCL)

## **22.0 - FIELDING RESTRICTIONS;**

**22.1** Fielding restrictions will apply for the first 6 overs of each innings where a maximum of 2 fieldsmen are permitted outside the fielding restriction area.

**22.2** Once power play completed, only 5 fielders outside the "inner circle" in overs 7 – 20 (In a 20 over game)

**22.3** In ALL overs, at the instant of delivery, there may not be more than 5 fieldsmen on the leg side.

**22.4** The 30-yard (27.43 metres) circle will be indicated by markers on the ground. However, in the case there are no visible markings - the distance may determine at the sole discretion of the umpires and should ensure the fielding restriction area is observed by all players.

**22.5** In the case of a reduced overs match the umpires shall use the following to determine the number of fielding restriction overs;

5-8 over match, fielding restrictions for 2 overs,  
9-11 over match, fielding restrictions for 3 overs,  
12-14 over match, fielding restrictions for 4 overs,  
15-18 over match, fielding restrictions for 5 overs,  
19-20 over match, fielding restrictions for 6 overs

**22.6** A **no-ball** shall be awarded to the batting team for any infringement by the fielding team of the above fielding restrictions. This no-ball is recorded as an 'extra' in the scorebook and not under the bowler's name.

## **23.0 – UNIFORM;**

**23.1** All players will have to purchase and wear official MCL coloured team shirts and caps/hats provided by the MCL. This is mandatory. No 'other' shirt or cap is approved on the field unless prior approval is sought by the MCL Tournament Director. White/cream wide-brimmed 'Greg Chappell' style cricket hats are permitted but coloured team caps are preferred. Umpires are instructed to not allow players to take the field if not properly attired. Warnings may be given **ONLY** in group matches and the MCL Tournament Director or MCL Tournament Referee notified.

**23.2** Players are to wear their own white or cream cricket pants unless coloured pants have been approved by the MCL Tournament Director. NO shorts or long pants other than traditional white or cream are to be worn.

Mediterranean Cricket League (MCL)

**23.3** Uniform breaches should be written in the umpire match reports.

**23.4** Players must always take care to look presentable while on the playing field.

#### **24.0 – PENALTIES;**

**24.1** The batting team will be awarded **5 extra runs** if the ball hits a helmet or equipment not worn by fielders. Further clarification to this point: Any direct hit from a batsman that hits a helmet worn by a fielder and is caught by any fielder is OUT. Please note however – a run out is still possible. Note also that if there is a direct hit by the batsman that hits the non-striker's helmet/umpire and is caught by a fielder – the batsman IS out.

**24.2** Slow over rates by the fielding team may result in a **5 run bonus** to the opposition team at the sole discretion of the umpire.

**24.3** Players will be individually dealt with by the MCL Tournament Director or MCL Tournament Referee in association with the MCL Tournament Referee and MCL Umpires for disciplinary charges.

**24.4** Teams will be penalised for forfeiting a match (Discretion of MCL Tournament Director or Referee) unless their withdrawal was informed to the MCL Tournament Director and approved.

**24.5** This list of penalties is not exhaustive and at the discretion of the MCL Tournament Director and MCL Tournament Referee and MCL umpires. There may be other instances and circumstances that warrant a penalty.

**24.6** All penalty runs should be recorded as extras on the scorecard (umpires must communicate this with the scorers and confirm).

**24.7** MCL umpires must take note of all incidents that take place in a match and record it in the 'MCL Match Incident Report,' to be handed to the MCL Tournament Director or MCL Tournament Referee at the end of the match.

**24.8** If a player is found to be representing multiple teams in the same tournament, the player/s including involved teams/parties may be excluded from taking any further part in the current tournament and future tournaments and the game they are currently involved in *could* be awarded to the other team depending on the circumstances.

Mediterranean Cricket League (MCL)

The MCL Tournament Director will make this decision based on the facts presented. If the MCL Tournament Director is not present the MCL Tournament Referee will make the decision, if they are not there then the officiating field umpires have the authority to decide on how to proceed.

**Note: Players may play for multiple teams if authorisation is granted by the MCL Tournament Director and the officiating MCL Umpires and opposing captain are made aware and have no objections however the final decision is made by the MCL Tournament Director.**

### **25.0 - PLAYER CONDUCT;**

**25.1** The umpire may report any player for misbehaviour, being in breach of tournament rules or going against the spirit of cricket. Wherever possible and as soon as practicable after the occurrence of the event to which a report relates, an MCL umpire shall inform the player so reported, the captain of his MCL team as well as MCL Tournament Director or MCL Tournament Referee and submit a 'MCL Match Incident Report.' We encourage umpires to be proactive and ensure our tournaments are played in the right spirit.

### **26.0 - MINOR PLAYER MIS-BEHAVIOUR – CAUTIONS;**

**26.1** The on field MCL umpire/s upon their discretion can caution or issue warnings to players for minor misbehaviours. This is the initial preferred approach before any 'run penalties' are awarded. *All players that have been cautioned or warned should be recorded in the MCL General Match Report that the MCL umpire will have to submit to MCL Tournament Director or MCL Tournament Referee following each match.*

**26.2** A player that has been cautioned **three times** is to be charged and a 'MCL Match Incident Report' filled out to be reviewed by the MCL Tournament Director or, MCL Tournament Director, MCL Tournament Referee and MCL umpires.

### **26.3 – Unsportsmanlike Behaviours: Awarding of 5 Run Penalty**

Awarded to the opposition team total (in sundries) when;

**a) Player** has had 2 warnings (in total) from **ANY** of the 3 umpires field or 3<sup>rd</sup> umpire) during the duration of a game.

**b) "TEAM"** has had 2 warnings during a game.

Mediterranean Cricket League (MCL)

The infringing umpire/umpires must stop the game and approach the fielding team captain and ask the batting team captain to come on to the ground to briefly inform the captain that a “**1<sup>st</sup> Warning**” decision has been made. Once both captains acknowledge that the warning has been given, the game re-commences with no further time lost. Regardless of which team or player has been given the warning, the fielding team must make up the lost time to ensure that the innings finishes on time.

### **27.0 - MATCH INCIDENT PANEL;**

**27.1** The MCL Incident Panel comprises the MCL Tournament Director, MCL Tournament Referee and MCL umpires.

**27.2** The MCL Incident Panel shall have the power to inquire into and adjudicate upon all matters of misbehaviour reported to it by umpires. The specific powers of the MCL Incident Panel are as follows:

- a)** To hear and determine a report of misbehaviour against a player/s or team. The panel shall, at its absolute discretion determine whether any report amounts to misbehaviour.
  
- b)** To impose penalties against a player or team, consisting of a reprimand or suspension or termination from the tournament.

**27.3** In any disputes on the MCL Incident Panel where a ruling is unable to be agreed upon by a vote, then the MCL Tournament Director will take on board all the information of the MCL Incident Panel and make a final ruling.

**27.4** It must be noted that the rulings and decisions of the MCL Incident Panel are final.

### **28.0 - ELECTION TO FOR GO HEARING & ACCEPT PENALTY;**

**28.1** The reported player/s or team may elect to have his/their case determined without a hearing and accept the penalty.

### **29.0 - PANEL HEARING;**

**29.1** The reported player/s or team shall be required to attend the hearing and give evidence *if called upon*. The player/s or team does not need to be present at the hearing if he has elected to forego it and accept the penalty.

Mediterranean Cricket League (MCL)

**29.2** A representative of the player/s, or team may be appointed to act on their behalf in the hearing. This is ideally the team manager, coach or captain. As part of the hearing, the MCL Incident Panel may allow designated other person or persons to appear before it to give evidence or act as a support person (only an MCL captain or MCL coach or team manager may act in this role) or receive written dated and signed statements in evidence.

29.3 Should the reported player/s or team fail or refuse to attend the hearing, an automatic suspension or termination from the tournament may occur.

### **30.0 - DISPUTES & CONTRIVED RESULTS;**

**30.1** The MCL Incident Panel shall have the power to inquire into all disputes, differences or complaints arising out of or in conjunction with any match.

**30.2** The MCL Incident Panel can call upon disputing teams to appear at a hearing and can call such witnesses and other evidence as is deemed necessary by the committee. Should the team or player fail or refuse to appear before the Incident Panel, the committee shall have the discretion to suspend that player or impose a fine on the team of EUR100.

**30.3** Any team refusing or neglecting to abide by the decision of the MCL Incident Panel shall be excluded from competing in such matches for such time or shall pay a fine determined by the MCL Incident Panel, and if in default of such payments, the team or group of players shall not be allowed to continue in the tournament and may be excluded from future MCL cricket events.

**30.4** There may be certain situations or circumstances where a captain of a team may believe they have a justification in opposing the on-field MCL umpire's decision or ruling. In this case, the captain will have to fill out a 'MCL Match Incident Report' and agree to the 'MCL Dispute Resolution Policy'. Any evidence from team members should be included in the match incident report. The on-field MCL umpire's ruling will stand and be final unless the MCL Incident Panel believes that the case warrants a tribunal.

**30.5** The MCL Incident Panel shall have the power to investigate a game or the actions of the captains of the teams or any players involved in a match if it suspects that the competing teams has colluded or acted in a manner to contrive the result of a match.

**30.6** If the MCL Incident Panel decides to carry out an investigation it will conduct such inquiries as it sees fit and invite submissions about the match or the conduct of either captain or any player and will give any person the opportunity to be heard.

**30.7** If the MCL Incident Panel finds that the MCL teams, captains or players have colluded or acted in a manner to contrive the outcome of a match, the investigation committee, in its absolute discretion, impose any of these penalties including but not limited to;

- a) Fining an MCL team, captain or player.
- b) Suspending an MCL captain or player from playing in any match/matches.
- c) Disallowing any points earned by the team in respect of the match.
- d) Terminating an MCL team, captain or player from playing in the MCL T20 Cricket Tournament.

### **31.0 - MISCELLANEOUS ITEMS;**

**31.1** Where any batsman plays a stroke and the ball hits a tree/branch on the full within the designated field of play, six runs will be awarded. No catch can be claimed. The on-field umpires' decision is final.

**31.2** Team names will be subject to the MCL Tournament Director for approval and may not contain offensive or derogatory words.

**31.3** There is to be no mobile phones to be used in the field of play during a live match except by MCL umpires/match officials in exceptional circumstances or with prior written approval. If a call is to be made, it should be done outside match hours or at the innings interval. If a player is found to have a phone on the field, the MCL umpire should offer a first and final warning. If the fielding team offends a second time, the MCL umpire can award a 5 run penalty to the batting side. The reverse will apply should a batsman be found to have a phone while batting. Any innocent mistakes should be determined on good good-faith by MCL umpires. If an officiating MCL umpire is found to have a phone going off in the field of play – they will be penalised. It is desirable that MCL scorers refrain from using their mobile phones while performing the role as MCL scorer. However, the MCL appointed MCL Official Scorer may use mobile

phones during matches if necessary but this use should not interfere with the scorer's function or accuracy of scoring and should not interfere with the MCL matches in any way shape, or form.

**31.4** Please note that smoking is always prohibited on the field of play or in the surrounding areas of the playing ground, clubrooms etc. The intent of this rule is that any smoking is to be done away from other people associated with the MCL. Drinking of alcohol by players prior or during their team's game is prohibited. Players can drink alcohol once their day's game has concluded. MCL Umpires are not permitted to drink alcohol prior to umpiring a game or during a game (so basically once ALL umpiring duties have concluded for the day the umpire is free to drink alcohol).

**Any MCL players or MCL Umpires found to be in breach of these requirements will be penalised by the MCL Tournament Director or MCL Tournament Director and MCL Tournament Referee.**

**31.5** Social media- The use of social media regarding the MCL and its matches is permitted. Posting anything related to the MCL on all social media forums is subject to the post not being offensive, negative or detrimental to; any MCL player, team, official, supporter or person related to the MCL in any way, the MCL as a tournament, MCL or team sponsors, MCL accommodation/service providers or the hotel's related services.

**31.6** No betting in any form is allowed on MCL matches. Breaches will be penalised by the MCL Tournament Director or MCL Tournament Director and MCL Tournament Referee.

**31.7** The MCL Umpires oversee the condition of the ball being used in play.

**31.8** Ball tampering will not be tolerated and is not permitted in any way, shape or form. Any player or team found conclusively to have altered the state of the ball through devious means by the MCL Umpires during a game will result in the game automatically being concluded and that team losing the game. The team who have been found to tamper with the ball will have all their points stripped for the tournament, not permitted to play any further games in the current tournament and possibly be faced with a ban for future tournaments. This will be at the discretion of the MCL.

**31.9** Scorers- The MCL tournament Director will appoint an MCL Official Scorer/s. All MCL teams to provide a scorer for every match

**Mediterranean Cricket League (MCL)**



played to assist the MCL Official Scorer. Scorers may be a designated team scorer, team player not selected in the playing 12 for that match, or a prior appointed scorer by the MCL Tournament Director or MCL Tournament Referee.

The game day scorer is not permitted to take part in the match, unless approval is sought, and granted, by the MCL Tournament Director or the MCL Tournament Referee.

*Please Note: Cricket can be a dangerous game. All reasonable precautions will be taken by the Mediterranean Cricket League/Croatian Cricket to ensure all games are played safely but players play at their own risk. It is advised that all participating players should have individual travel insurance to cover themselves against any unforeseen event occurring.*



MEDITERRANEAN CRICKET LEAGUE

Mediterranean Cricket League (MCL)