



Midland Cricket **League**

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Welcome to the Third season of the Midland Cricket League

We all need to be mindful of the safe resumption of cricket, so please familiarize yourself with the guidance we have issues.

I wish you every success in the forthcoming season.

Good Luck!

Regards,
Resham Bhangu
(Chairman)

General Rules for the League

- All meetings organized by the league MUST be attended by a representative of the teams. Failure to do so will result in a fine of £50.00.
- No Pro-Player (International current/former, Franchise cricket, first-class, list A) is allowed to participate in the Midland Cricket League.
- All results MUST be sent by text League WhatsApp group after each game. 07417525075 text, till 10 pm.....

Any team failing to do this will be deducted 5 points.

EXAMPLE: - Name of Team sending Text

"Team A, 120 for 6 in 19.4 Overs. V Bali 54. M. Singh 5 for 28.

Team B, 124 for 7 in 10.4 Overs. S Kumar 68. M Sharma 5 for 28.

- Every team must ensure they are present at the ground 30 minutes before the start of the game.
- TOSS will take place 15 minutes before start time and each team must ensure they have a minimum of 7 players present at the ground. If not, umpires will declare the opposite team to win the toss. If any team arrives on the ground afterward the starting time, it has to bear the penalties. There is a one-over deduction for every 4-minute delay. The match must start in its own time.
- The text must contain both teams' scores, the overs and balls they have bowled and faced, and the player and team name of anyone scoring 50 runs or more, taking 4 or more wickets, or a hat trick.
- Any team can register a maximum of 25 players. If a team plays with a player who is not registered, they will receive a penalty of 20 points, even if it is discovered later.
- Each player must wear an identical colorful kit, otherwise, you will not be permitted to participate in the game.
- Spikes are not allowed outside the cricket field e.g. clubhouse, kitchen, bar, toilet, etc.
- Smoking (including vapes) is prohibited on the cricket field. Please use the designated smoking area.
- Each team playing Semi-final and final, MUST ensure that all their playing 11 must have played at least 1 game (of particular the format) for their registered team.
- Each team captain and umpire must ensure to sign the scorebook after each game.
- No substitutes are allowed for runners.
- The batting side must update the scoreboard after each over.

- Bring your scorer with you if possible.
- On getting out, the new batsman will face the next ball.
- On free hit ball, if the batsman gets bold out, still he can take runs.
- On free hit ball, the fielding positions cannot be changed.
- If bales do not get down during stump or any other cases then play will be supposed to be not out.
- If any player marks a complaint against any bowler for his balling action, then the final decision will be of the umpire whether he will be allowed the ball in the match or not.
- If any player of the team is found Mankad run out for the first time in any match (Run out of the batsman on the balling end by the baller before making a ball), it will be supposed to be a final warning to the whole team on the same match.
- Each team must register their players by 15 May.
- Any player wishing to switch teams, must do it before 15 May if he remains unable to play any match from the existing team.
- Each player must ensure to wear all necessary protection including abdominal guard, gloves, pads, etc. We encourage each player to wear a helmet. Else the player will be asked to leave the field.
- Once the match has started, the bowling side will be responsible for providing a new ball to the batting side. If, during the match, the ball becomes damaged or lost, the bowling team is responsible for arranging a replacement ball.
- If the ball is lost during the power play, a new ball will be introduced.
- Making all your team members aware of all the Rules and Regulations, this includes any changes or additions. No excuses, i.e, "He was a new player", or any other reason will be accepted for non-compliance with the rules;
- The batting team captain may be requested to provide umpires in case of unforeseen circumstances when the umpire isn't present.
- New Batsmen must be on the crease within 3 minutes of falling of the previous wicketless will be given out by the umpire.
- All no-balls will be no-balls and will be a free hit.
- The bowler will get a warning after the first beamer and if the same is repeated by the same bowler then he will not be allowed to ball in the same match.

- Walking onto the field of play while a match is being played to protest/confront the Umpire or the opposing team will receive a minimum penalty of a two-match ban; The Captain will also be banned for 2 matches. This decision will only be made. After a report is received from the Umpire.
- The Umpire may call the game off and the match awarded to the opposition. In cases where both teams are affected then, the match will be Void and Both Teams deducted 10 points. If any team is not agree with the umpire's decision then the match will be declared to win for the opposite team.
- If there are any disputes or disagreements, then please complete the innings before raising them with the Umpire (Don't stop the GAME.)
- All points accrued in matches against Team/s leaving the League will be deleted.
- For 30 30-over game, the first 8 overs will be a power play, and only 2 players are allowed outside the 30-yard circle, or it will be a no-ball.
- For the T20 overs game, the first 6 overs will be a power play, and only 2 players are allowed outside the 30-yard circle, or it will be a no-ball.
- Leg Umpire only can make run-out decisions if he is from the batting side.
- Maximum 5 fielders are allowed outside the 30-yard circle after the power play, or it will be a no-ball.
- In the case of 'Tie' where both the teams end up with the same runs at the end of the game, then there will be 1 Super over game for all the formats. If a super-over game remains tied, then another super-over game will be played.
- Fields are only allowed to substitute in case of serious injury and by umpire's authorization. Substitute fielder is not allowed to bowl, wicket-keeper captaincy.
- It will be the responsibility of ALL Home Teams to hire the Wickets, Bails, 30 Yard Disks, and Boundary markers in case the grounds man doesn't provide them. If the home team fails to provide the same then the opposite team will be considered to win.
- The captains are responsible at all times for ensuring that play is conducted within The Spirit of Cricket as well as within the Laws – The Spirit of Cricket and Law (Fair and unfair play – a responsibility of captains).
- A Ball Bouncing More Than Once is a no-ball
- Penalties for Wasting Time

The Fielding Side Wasting Time: If any of the two umpires believe that the over is moving too slowly or that time is being squandered in any other way, the captain of the fielding side is handed a first and final warning.

If any additional time wastage is discovered, the umpires might –Award 5 penalty runs, if time is wasted between overs.

Immediately suspend the bowler from bowling for the rest of the innings, if time is wasted throughout the over.

Time Waste on the Batting Side:

A first and final warning is issued if any of the two umpires believes one of the two batters is wasting time. If any other batter wastes time in that inning, the umpire will award the bowling team five penalty runs.

Other Penalty: if the Ball Strikes the Helmet (or Any Other Fielding Team Equipment) The batting side receives 5 penalty runs

- Given OUT Without an Appeal!

A wicket appeal is a typical occurrence in the game of cricket. However, while appealing to a bowler is quite common, it is not widely understood that a batter cannot be given out if the fielding team does not appeal! This is true even if the batter is legally out, but if the fielding team does not appeal, neither of the two umpires can rule the batter out.

- Fake Fielding

The fake fielding rule is a relatively new addition to the cricket laws. According to this rule, “fake fielding” occurs when a fielder does not properly collect the ball but his actions give the idea that he has the ball, preventing the batter from scoring runs. The fielding team can face a penalty of five runs for such behavior. They created this cricket rule to prevent fielding teams from duping the batter while maintaining fair play.

- No alcohol allowed inside the club except the bar (home team responsibility).
- The home team ensures both Teams must leave the club within 30 minutes after the match (home team responsibility).
- The home team must ensure both home and away dressing rooms are clean and tidy also no rubbish anywhere in the ground.
- The home team must ensure If using club stuff (stumps, boundary flags, etc) put it back in its place.
- The home team must leave the club after the away team.
- If the league gets a complaint from the club home team will be fined £50.
- If there is bad weather, the captains of both teams will be informed on the group about the status of the match, whether it is canceled or will be played.

If rain starts before the match both teams must wait 1 hour 30 mins. If still raining match will be abandoned and both teams will be given 10 points each.

Also if there is rain during the game both teams must wait 1 hour if it's still raining game will be abandoned.

In case of rain If the 11 am match starts at 11:30 then the 4 pm match will start at 4:30. There will be a full game if the match will start at 4.30 otherwise after 30 mins, 1 over will be deducted for every 4 mins. In the same way, there will be a full match if it starts from 11.30, after that 1 over will be deducted for every 4 mins.

If the rain comes in 2nd inning, overs will be deducted (After 30 mins) 1 over after every 4 mins.

The team chasing will have to score 1.25 per run after per over average.

Example Team A 200/6 in 20 overs (10 runs per over).

Team B will have to score 126 runs to win in 10 overs after 10 overs deduction.

- Any team that refuses to play with deducted overs, opposition will be given a full 20 points.
- If teams start a match even 1 over, the match fee will be charged to both teams.
- Teams behind the time will have to bring an extra fielder into the circle.
1 player for 1-2 over
2 players for 3-4 overs
3 players 5-6 overs
- For Any rule not mentioned in the rule book, Umpire will go with ICC rules. The umpire's decision is final

Teams –

- No subs can be used for absent or late players.

Matches-

- Each inning allowed a maximum of 1hr 20 minutes. 10 Mins inning break after the first inning is allowed (T20 Format).
- Each inning is allowed a maximum of 2hr 15 minutes. 10 Minute innings break after the first inning is allowed (T30 Format).
- No player will be allowed to join the fielding team after the 8th over is completed for the 30overs format and will have to wait the same amount of

overs to do bowling and wicketkeeping.

- No player will be allowed to join the fielding team after the 6th over is completed for the T20 format and will have to wait the same amount of overs to do bowling and wicketkeeping.
- Only 24 new balls will be provided to each team, if you wish to have more balls, then the team has to buy them from the League Secretary which will cost approx. £8.
- The match fee must be paid by each team to the umpire on the same day of the game in cash (£90), otherwise, there will be a fine of (£10) per day.
- As a rule of thumb, a Toss will be 15 minutes before the scheduled start time, also if &players are not present (not in cars) the team will lose the toss.
- No abuse of any kind will be tolerated if reported to the league the minimum penalty will be a 2-match ban and a written appeal will be allowed by 12 pm Wednesday, this is the Wednesday following the Sunday whether the incident occurred. In the appeal, the Penalty may decrease or increase
- The umpire will have yellow and red cards. If a yellow card is shown to any player, they can only bowl half the overs and cannot bat in the top 4 positions. If a red card is shown to any player, they will be instantly dismissed from the game, and the team will play with 10 members for the rest of the match. If the same player receives a second yellow card, they will also be dismissed from that game. If any player receives a second red card, they will be dropped from the next two games, and upon a third occurrence, suspended for the entire season.
- If a suspended player does not leave the ground, it is the team captain's responsibility to manage the situation, and there will be a 2-run deduction per minute until the suspended player exits the field. If the captain is dismissed, the umpire will deal with the vice-captain.
- Any team who skips the match will pay the match fee for both teams.
- Any team leaving the league will have to pay for remaining all matches, and also for the opponents.
- Don't start or play a game without 3rd umpire availability, if start, both teams will be responsible for it. Any issue that happens, when 3rd umpire is not available will be considered a dead ball.
- Teams can check players' IDs any time during or after the match.
- If any team is short of spare balls in the first 3 played matches, a new ball will be used unless the committee or batting side doesn't provide balls to the bowling side.
- After three games if the bowling side is short of balls, the match will be awarded to the batting side. (Unless the committee or batting side does not provide balls to the bowling side)
- Any dispute for the bowling action will be reported to the umpire, he will decide bowler can bowl or not.
- In case of rain or any other issue umpire can reduce overs, any team refusing

to play the match will be awarded to the opposition, however, if both teams refuse to play the match then it will be considered the draw.

- 3rd umpire should be neutral and he can't give any advise to the batsman during running overs.

Point System for both formats;

Winning Team –
Full 20 Pts
Losing Team –
Bonus Pts only

Bonus pts – 30 Overs

180 and above – 5 pts
160-180 runs – 4 pts
130-159 runs – 3 pts
100-129 runs – 2 pts

Less than 100 – 0 Pts 80-119 – 2 pts

Bowling Bonus Points – Both

formats All out – 5 pts
7 – 9 wickets – 4 pts
5 - 6 wickets – 3 pts
3 – 4 wickets – 2 pts
Less than 3 - 0 pts

Bonus pts – 20 Overs

160 or above – 5 pts
140-159 – 4 pts
120-139 – 3 pts

Less than 80 – 0 pts

T30 Cup:

The top four teams from both groups will be qualified for the Cup.

T30 Shield:

The 5th to 8th teams from both groups will be qualified for the Shield.

T20 Cup

The top four teams from both groups will be qualified for the Cup.

T20 Shield:

The 5th to 8th teams from both groups will be qualified for the Shield.

Prize Money

T30 CUP

Winner: £1500+Trophy
Runne-Up: £1000+Trophy

T30 Shield

Winner: £500 + Trophy
Runner-Up: Trophy

T20 CUP

Winner: £1000+Trophy
Runner-Up: £750+Trophy

T20 Shield

Winner: £500 + Trophy
Runner-Up: Trophy

Player of the Season: Trophy

Batsman of the Season: Trophy

Bowler of the Season: Trophy

Wicket-Keeper of the Season: Trophy

(There will be a man of the match for each game and a player of the month also)
