

MCL - Winter Tape ball 2022 - Rules (v4)

Tournament Info

- **12** teams in the second Winter Tape ball tournament
- **3** groups. **4** teams per group (seed teams to be selected followed by a random software). Each team plays at least **3** round-robin games
- Games start on 1/28 (FRIDAY) and finish by End of Feb
- Games to be played at The Mill Works Westford Indoor Turf Facility
- Teams will be responsible to setup the pitch and playing arena
- Special Tape balls will be used for each team (balls to be returned to the organizers after each game)
- Awards for Best Batsman, Bowler, Winner and Runner-up teams
- **MASKS are Mandatory**
- **Captain's will ensure that all their players have signed the Waiver form**
- Teams
 - ❖ Upper Valley XI, Rebels, 11 Musketeers, Lions, New England Warriors, Huskies, Burlington Warriors, Burlington United, Boston Bears, Mavericks, Avengers and Eight Ducks

General Guidelines

- Recreational play, Healthy competition only
- No smoking is permitted in the property. The property has designated toilets
- Masks are mandatory in the property
- Please also carry your identity cards (DL)
- Teams that are reported for violating this rule shall be barred from the tournament effective immediately
- Don't sledge opposition, encourage teammates
- Proper and detailed scoring, Umpires - knowledgeable, fair & honest
- All on-ground conflicts (ideally it shouldn't reach this stage) must be resolved by **JUST** the captain
- Bowler can not wear white clothing

Umpiring Duties

- Batting side will umpire in the league games
- In the KO games: SF and Finals, Organizing committee will umpire

Awards

- 1st Prize (Champions), 2nd Prize (Runner Up)
- MVP (from App)
- Best Bowler (from App, in case of a tie we will consider average)
- Best Batsman (from App, in case of a tie we will consider average)

NOTE : *One award for Best Batsman, Bowler, MVP to be given to a player in case there is one player who is nominated in more than one categories*

Rules

- 1) Unless otherwise mentioned below MCL and then ICC rules apply. Also, in case there is any confusion or dispute or argument during the game, try to apply ICC rules and be consistent for the period of the game. MCC rules are over here: <https://www.lords.org/mcc/laws>. After the game, the captains can report the rule in question to the organizing committee and we'll put out an official ruling.
- 2) Controversies, both resolved and unresolved, should be brought to the attention of the organizing committee by the captain(s). Organizing committee's decision is binding. If not mentioned already about the penalties in the rules document, the organizing committee can take and shall take a balanced decision on the amount of penalty for a rule break during the course of the tournament. This may result in points deduction or a re-game or any other penalty based on what the organizing committee decides while taking into account the facts
- 3) **8** overs max game per side (one innings)
- 4) **8** players max a side can field (add **9** players in the app). The **9th player** will be a **real player** and not just a fielding sub. He can be brought in to **bat or bowl as a Super Sub**.
- 5) **4** bowlers can ONLY bowl **2** overs max
- 6) Minimum **4** players required to bowl **8** overs. Teams have the provision to use as many bowlers to bowl their stipulated **8** overs.
- 7) One player can represent only ONE team
- 8) Time will be given to close on the Team Rosters in CricClubs. Players can be added to the Team Roster **only during the league game stage**. The Rosters will be closed before the KO stage (last day of the league stage game. Currently it is **Feb End i.e. 2/20**)

The Roster will be open until the round-robin games (**3** games in each group per team) and there is NO limit to the number of players that can be added to the Roster. However, every player added to the Roster will be approved by the planning committee.
- 9) **NO Power play**
- 10) Boundary lines markers on the turf field (owners will be notified before the game to set the stumps and crease)
- 11) A win is **4** points and **1** bonus point is awarded for if the team wins with a run rate that is **1.25** times the other team
- 12) Equal points will be awarded to teams for a tied game in the league stage. Knock-out games that end in a tie will be decided by a super over following ICC rules. Team batting second in the regular innings will bat first in the super over
- 13) NO Man of the Match awards
- 14) Umpires will be provided by the Batting side (NO Neutral umpiring in the league games)
- 15) It is very important for your team to arrive **10** minutes before the scheduled start of your match for logistics (team setup in app and toss to be done **15** minutes before the game start time)
- 16) If all the players of any team have not arrived **5** minutes before the start time, the match can only start with at least **5** players. Late comers can join when they arrive.
 1. If the complete team doesn't show up within **10** minutes of the match's scheduled start time, we will grant a walk over to the team present.
 2. Please respect the start times, because we are running on a strict schedule, and are paying per hour for the field permits, so your help is greatly appreciated in keeping the schedule running in an organized and timely fashion

17) Game Start Time

- i. Fridays between 7:30-9:30 pm, Sundays 7-10pm. Minimum 5 players required to start a game
- ii. Team(s) responsible for any start beyond the stipulated time gets docked 1 over out of their quota of 8 overs for every 4 minutes of delay caused
 - i. **Example- If the game start time is 7pm and needs to be completed by 8pm and the game doesn't start by 7:10 due to any delays* by One team, then two overs (1 for each 4 min delay) will be deducted and the game will be carried out for ONLY 6 overs each side**
 - i. **For the game to start at 7, both teams have to be at the ground 10 min before the start time and app setup and toss has to be completed before 15 min of the start time.**
 - ii. **Delays could be the team did not setup the app, toss didn't happen or min 5 players aren't on the field**
 - iii. **The other team will get the full quota of 8 overs**
 - ii. **If both teams delay the game then overs will be deducted from both teams as explained in the Example above**
- iii. Early/Late starts cannot be necessitated because of ground availability.
- iv. Captains should establish the start time beforehand and are responsible for making sure team mates arrive 30 min before start time. Timely start means timely completion and low probability of game interruption

18) NO LBW

19) Leg byes and Byes will be allowed

20) **NO FREE HIT** for a no ball

21) Bowling will be from one side of the wicket only

22) **New Batsmen are always on strike** other than when we have a run out. This will reduce the confusion when the batsman gets out caught

23) A batsman who retires/declares is not considered out and is allowed to bat later, but only after all but one of the other players in his team is out. If Batsman retires for any other reason or due to injury NOT picked up during the course of the game, they can come back after all the wickets have been claimed. Again, runner is upon the discretion of the fielding team captain

24) Standard wide line Rules on Turf pitches

25) Please note that the umpire's decision is final, and no argument will be tolerated with the umpire. If your team wants to express any concern during the game, only the team captain is allowed to communicate it to the umpire

26) In case of confusion with regards to 4/6 or out/not-out when it comes to the boundary, a straight line is assumed

27) The rule for a substitute follows the ICC standards. **9** players need to be added to the app (in the game) before the start of the game. **The 9th player will be a real player and not just a fielding sub. He can be brought in to bat or bowl as a Super Sub. (Rule#4)**

28) App calculates all team and player rankings. App rules for player points and ranking and included in the last chapter in the rule doc

29) Height No-ball: Above waist full-toss is a no-ball. **NO FREE HITS**

30) Overstepping and return crease no-balls rule as per ICC rules

31) Ball to be called wide if it goes above batsmen's head after one bounce. Multiple wides can be called in an over if the balls go over head after one bounce. If the batsman touches and is caught or hit wicket, then he will be deemed out

32) Batsmen adjusting right and left towards the wide lines during a ball bowled or the batsmen advances, umpires will make sure to adjust the wides accordingly

- 33) If the ball bounces more than twice before the batting crease, it will be called a NO-Ball and NOT a dead-ball. A dead ball is only awarded if the umpire deems that the ball has rolled along the ground towards the batsman or the bowler either lost/dropped the ball by mistake or misdelivered the ball
- 34) Run-out clarifications: a. If both the bails are down, the fielder has to pull the wicket out of the ground with the ball in hand and under control, in order to affect a runout. In case of spring-loaded stumps, please pick the stumps up. A run-out can also be affected if the stump(s) get fully uprooted via a direct-hit. In case of spring-loaded stumps, this doesn't apply — they have to be lifted. b. If one bail is down, run-out can be affected by taking the other bail off.
- 35) Stumping vs run out: If the ball without touching any part of the batsman's body goes to the keeper, and the keeper distrusts the wickets with the ball, it's a stumping and not a run out. Also, stumping is not valid on no balls.
- 36) It is the umpires duty to ask the bowler on the side. NO Neutral umpiring.
- 37) Batsmen can notify the umpire if the bowler's action is illegal. The umpire will decide and give a dead ball. The organizing committee will decide on the bowler's actions if 2 such complaints come for the same bowler.
- i. If a batsman or both batsman on the field call out the bowler for chucking and both the umpires (leg umpire in particular) agrees that the bowler is chucking then the umpire needs to on the spot ask the bowler to correct the action and repeatedly so. The ball will be declared a dead ball. (NOT a no-ball). The fielding captain may ask the bowler to slow down his pace and make sure the ball is a legal ball or choose to replace the bowler. Other rules regarding only one bowler bowling 2 overs max still holds good.
- 38) Wicket Keeper's positioning: It is not mandatory for the keeper to inform the leg umpire before standing up or going back. Keepers generally do it for their own benefit so as to make sure leg umpire watches out for stumping. The keeper is not allowed to have any significant movement once the bowler has started his run up. If the keeper does so, the ball will be called a dead-ball. While other fielders can take a start (2-3 steps) towards the striker or the striker's wickets, keeper's movement is restricted to 1 step if needed to get in to a crouching position but no drastic movements are allowed
- 39) If the ball hits the batsman on the body and they run then a runout is considered as out
- 40) Run Rules
- i) For Balls hit by the batsmen and touch the roof, **NO run will be declared.** However, Both batsmen can run. There will be **NO** catch and the batsmen will be declared not out if the ball is caught after it touches the roof. However, a batsmen can be runout if he/they choose to take runs once the ball touches the roof
 - ii) For Balls that are hit by the batsmen and touch the square wall/nets on both sides of the wicket, **NO run will be declared but** both batsmen can run. There will be **NO** catch and the batsmen will be declared not out if the ball is caught after it touches the wall/nets on the both sides of the wicket (squares). However, a batsmen can be runout if he/they choose to take runs once the ball touches the walls/nets on both sides of the wickets
 - iii) Boundaries (**4 and 6**) will be declared on the mid-on, mid-off, long-on, long-off regions and the straight boundary behind the umpires. Line markers will depict the boundaries (straight line boundary). Line markers to depict the boundaries
 - iv) **1 Run** will be declared on the back side of the stumps on both sides. Line markers to depict the boundaries (straight line boundaries). The wickets will be moved back so that: There will be only **1 run declared behind the keeper.** More distance for a 4 and 6 behind the bowler
 - v) If the ball hits the wall or the roof and then crosses the boundary line marker (irrespective of where it had hit the wall or the roof) at long-off/long-on it will be declared a **4 (not a 6)**
 - vi) If the ball hits the wall or the roof and then crosses the boundary line marker behind (irrespective of where it had hit the wall or the roof) the keeper it will be declared a **1 (not a 4)**
 - vii) **One Run Declared** for ball **stuck** on the roof or on the field
 - viii) If the ball hits the wall past the bowler end stumps, it will be a declared **2 runs** (cones will be placed on either side). These **2 runs** will only be declared if the batsman take a run. If the batsman *don't run* for the single, then **no 2 runs** will be allocated. If the batsman take a single then 1+2 = 3 runs will be allocated. Otherwise Zero runs. This way the right batsman will be in strike in the App.

NOTE : For 40(i) and 40(ii). If the batsmen chose to take a run, the fielding team can run the batsmen or runner run out

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41) Out of the **12** teams, **3** groups, **1** top team based on points and run-rate from each group will qualify for the Semi Finals. Remaining One team to qualify for the SF will be from the other **9** teams with the highest points and run-rate. The ranking of the teams 1-3 will be based on the points and run-rate followed by the remaining One team (also based on points and run-rate)

42) ONLY **3** Fielders max allowed after the Bowling Stumps

43) Once a bowler has assigned to bowl an over, the batting side can pick an over between **overs 3 and 6** and the runs will be **doubled** with **every ball** in the over. The extra runs will be scored as ***Penalty Runs***.

1. The rule can only be implemented by the batting side between **overs 3 and 6** (only for **1 over**). This way we avoid the last two overs that are crucial for games
2. **No target** needs to be set by the batting team and the score scored in the over will be doubled after each ball under penalty runs
3. Once the bowler has been designated by the bowling side and the batting team had announced that they want to apply the rule for the over, the bowler **can not be changed** after that
4. Example:

1. If the batting team score 10, then 20 runs will be added to the score with 10 as **Penalty Runs**
2. If the batting team score 0, then no runs will be added to the score

NOTE : Every bowling innings will get a new Tape ball and if the Tape ball is damaged, an old ball or a new ball will be given as replacement

KNOCK-OUT STAGE						
GROUP A-C TEAMS RANKED POST LEAGUE STAGE			KO CRITERIA FOR GROUPINGS	KNOCK-OUT POOL	SF FIXTURES	FINAL
Group A	Group B	Group C	Top One team from each from GROUP-A, GROUP-B And GROUP-C Qualify (Ranking 1-3 based on highest points and/or Run Rate combined between three groups)	1st Ranked team	SF1 - Rank 1 (TBD) vs Rank 4 (TBD) SF2 - Rank 2 (TBD) vs Rank 3 (TBD)	FINAL - SF1 Winner (TBD) vs SF2 Winner (TBD)
Team 1	Team 1	Team 1		2nd Ranked team		
Team 2	Team 2	Team 2		3rd Ranked team		
Team 3	Team 3	Team 3		4th Ranked team		
Team 4	Team 4	Team 4	Top One team from the remaining 9 teams (All groups combined) qualify based on highest points and/or Run Rate			

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