



MEMPHIS MINOR LEAGUE

T-30

Rules & Regulations

Version 1.0

(2024)

Section 1:

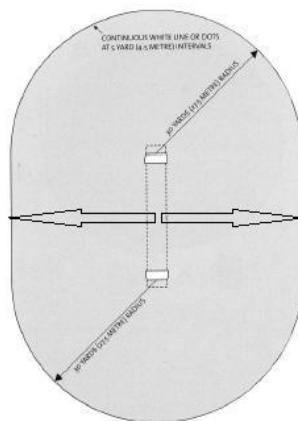
Captains Responsibilities:

1. The individual captains & vice captains are responsible for explaining all the rules and regulations to their teams.

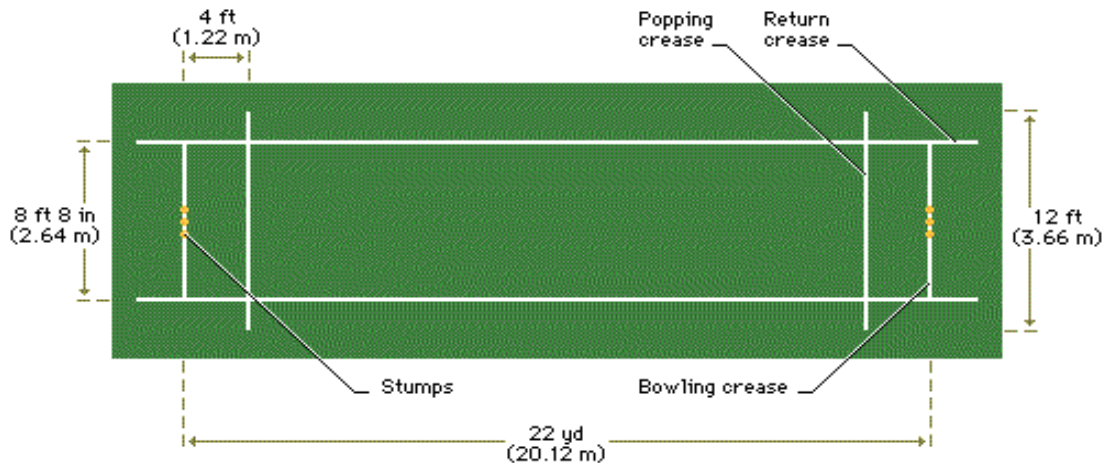
Section 2:

Rules regarding overs, refreshments, playing conditions and field dimensions:

1. The home team should mark the boundaries clearly that is **200 feet**.
2. An inner circle of 30 yards should be drawn.
 - a. How to mark this circle: From center of stumps, facing away from the pitch; draw a semi-circle of 30 yards (90 feet) each from both ends. Then join the ends of these semi-circles by straight line forming an elliptical shape.



3. A return crease and wide line indicator must be clearly marked. In case your pitch is not broad enough and the length of return crease falls outside the carpet area then you must paint the return crease for better visibility.



4. All Home teams must provide water/drinks to the visiting teams. The visiting teams in this context will be teams that travel from out of town. No water to be provided if both teams are local, each team takes care of its own water needs.
5. At any given point in time of a maximum of 5 fielders will be allowed on the leg-side. There is no restriction on number of fielders allowed on offside.
6. If a team has less than 9 players present at a game (start of the game), that team has to concede the game making opposite team winners and awarding them full points.
 1. Each league game will be played for 30 overs.
 2. An individual bowler can bowl a maximum of 6 overs per innings.
 3. All games will be played from either one end or both ends depending on home team decision.
 4. Power Plays:
 - a. *Field Restrictions:*
 - I. Between overs 1-6: Seven (7) fielders inside the 30 yard circle.
 - II. Between overs 7-24: Five (5) fielders inside the 30 yard circle.
 - III. Between overs 25-30: Four (4) fielders inside the 30 yard circle.
 - IV. Field restrictions hold true even if a team has fielded less than 11 players.

Section 5:

Equipment, Clothing and Shoes:

1. All members of one team should be dressed in same uniform (White).

2. Use of spikes is allowed on playing field except the carpet/pitch area. However, wearing spikes on carpet/pitch will be considered a severe offense. The occurrence of such an act while batting or fielding will disqualify the player to continue playing that match and the Captain has to continue playing with remaining 10 players only.
3. Helmet with Grill is now mandatory in first Power play of each innings in a match. Umpire has full authority to deny the batsman to bat during this time.
4. *Helmet is mandatory for all minors throughout the batting inning.*
5. *White Clothing Rules:*
 - a. WHITE collared clothing is mandatory. The color of clothing should be visibly white.
 - b. WHITE pads are required to be worn by all teams.
 - c. Umpire clothing consist of white t-shirt and dark pants (No shorts allowed).
 - d. All safety equipment and gears being used except for helmets has to be white in color.

Section 6:

Time, restrictions, scoring and umpiring:

1. Game Start Time: Game should start on time for local teams as defined on schedule. Teams travelling from outside will have a 30 min grace time. For e.g. 10 AM game has to start by 10:30 AM. Penalty for late team arrival is as defined below. This applies to both local team as well as travelling team except that travelling team has 30 minutes grace time to begin with as said above.
 - a. For first 10 minutes delay, one over will be deducted from team that is late. If they bat first then they will bat for total overs - 1 only while other team will get their full quota of full overs. The same applies if they bowl first.
 - b. After first 10 minutes delay, every 5 delay minutes will account for additional 1 over penalty. For e.g. if any of the local team is on ground late and match starts late because of them then 10:20 AM start for a 10 AM start game will provide late team to play with only total overs - 3 against full overs quota for other team.
 - c. Travelling team is a team driving 50+ miles for their game. Ex: IL (Home) Vs. CAM (Away).
 - d. Teams from the same city playing a game will not be considered for grace period time. Ex: MCC (Home) Vs. BYCC (Away).
2. For going over the time limit of an inning, 1 over will be cut from faltering party's batting quota of overs for every five minutes.

3. Teams bowling second will lose 5 runs (from their total runs) per every over, which is outside the time limit for that inning. They will still have to complete their full quota of overs.
4. For going over the time limit during the second innings, the batting team will be awarded 5 runs per over that is remaining to be bowled. Bowling side will still have to complete their full quota of overs.
5. Captain must disclose the playing (11+1) full names before the TOSS to the opposing team captain and the umpires. At least 9 (both batting & fielding) players must be on the ground at game start time, and can start the game with 9 players. If there aren't 9 players on the ground for a particular team, then umpire has to wait until 9 players are available and if it is beyond an hour (Refer point 9) from the scheduled start time then he will call the game off and points will be awarded to the opposing team. This will result in a forfeited game for the team with less than 9 players.
6. Game has to start on time regardless of whether Neutral Umpire shows up on time or doesn't show up at all. Both captains need to do coin toss 15 mins before start time as mentioned above. Bowling team captain can choose qualified umpires from the opposite team, to umpire until neutral umpire arrives. If neutral umpire fails to show up for the entire game, captains will have to make do with qualified umpires from within opposite teams.
7. The teams should setup CricHero to score the game, and make sure accurate team information has been shared with the opposite team.
8. Administrators of web-sites belonging to individual clubs should refrain from writing any malicious things, using abusive or derogatory language towards other teams.
9. If a team is late to the game for more than an hour from the scheduled start time other than grace time rules, then it will have to consider as Forefeit.
10. The captain(s) will report to the committee regarding any team starting late. If two captains do not come to an agreement on the field, after due inquiry, the committee will then decide to expunge the score of the first over bowled per every 10 minutes after the start time.
11. Scoring on CricHero: While entering teams into CricHero, teams should only enter the playing 11 and not the 12th man. Any team found entering the 12th man would be issued a warning for the first instance.
12. The teams should exchange "Full Names" of the players before start of the game. If there are two or more players in the same team with same first and last names then one player has to use his original name and others can pick a nickname to use instead of first name. Whatever nicknames are used should stay for the whole season. Captains should make sure there is consistency in these names.

13. Scorecard submission: Team Captains will be held responsible if the full scorecard is not submitted for every game. Should there be a problem with the scoring device; captains must submit whatever is on their CricHero scoring device for that particular game and notify the neutral umpire as well as committee of the device problem. Captains are responsible to verify the scorecard on CricHero and must include the fielder's name and bowler's name when a batsman is dismissed. (E.g.: If the Batsmen gets out caught the scorecard should reflect the fielder's name as well as the bowler's name unless the fielder is a substitute in which case teams can enter Unsure/Substitute).

- a. Both teams must score the game on their respective devices and submit scorecards thereafter.
- b. Irrespective of whether a team has a 12th man, teams are still responsible for scoring on their respective devices.
- c. If there are any discrepancies in the two scorecards, it is the two captain's duty to go over it after the game and let the committee know which scorecard is to be the official scorecard. (Note: Scorecards cannot be edited after they are submitted)
- d. It is advised that both teams' scorers sit together and score so as to avoid unnecessary interruptions to the game arising from disputes over score.
- e. Any queries/concerns regarding scorecards should be addressed to committee.

14. Umpiring: Captain of bowling side will select 4 players from the batting side to be square leg umpire. For final game league will try to provide two neutral umpires, if the league has volunteers. Neutral umpires have the right to override a leg umpire decision if they are sure that the leg umpire has made an erroneous decision.

- a. Main umpire decision is final. If in case the umpire needs to change his decision, he can talk to the opponent captain and change his decision but cannot contact anyone else or get influenced by others' opinion.

15. Roster Management:

- a. There is no limit on team roster.
- b. All team reps are required to notify committee about new additions to their roster by **Friday mid-night** after the initial roster has been submitted. A team can remove players from their roster and add to it if needed.
- c. Player who has played at least single game in the ongoing tournament, is not allowed to play for any other team for that tournament. In case if a player changes his affiliation for

his team after he played a single match in a tournament such player will be disqualified from participating in the league for the whole season.

- d. Player once deleted from a team's roster cannot be added back to the same team's roster.
- e. Player who has already played a single game, if deleted then cannot be added back to any team's roster from MML.
- f. Player addition/deletion/move across teams / clubs
 - I. Player who has played at least one game is not eligible for move.
 - II. MML is allowing players who did not get a chance to play in the tournament for a team to be moved to a different team before quarterfinal, semi-final and final.
- g. Players under 16:
 - I. Players under the age of 16 will need to submit an age proof to the committee along with MML waiver form and get approval.

16. Player qualification for Semis and Final: Every player has to play atleast 1 game in Round 1 or in any knock-out game to play Semifinals and Finals (inclusive). Washed out game is not counted as played game. Please Note: If the game has started and at least one ball is bowled before the game is declared rained out then all the players of that game will be counted towards eligibility (unless the same game is rescheduled and played again, if applicable).

17. Forfeit games: Team will be held accountable for all forfeited games and will be penalized with fines.
- a. 2-Point deduction for each game.
 - b. \$200 fine for the 1st forfeited game.
 - c. \$300 fine for the 2nd forfeited game and 1 year ban for the team from MML.
 - d. After the 2nd forfeited game team will be disqualified from the tournament and all their remaining games in the season will be considered forfeited.
 - e. The number of forfeits during the MML season will result in that many years of BAN for the teams to participate in future seasons.
- Forfeit Dues: Dues must be paid within a **WEEK** of the forfeited game. If the dues are not paid within the allocated time, teams will be penalized \$25 for every additional week thereafter, until the amount is paid in full.

18. All playing 11 must be on the ground before the 7th over has commenced. Any player joining the team after the 7th over has commenced is ineligible to participate the game. Teams can decide to play remainder of the game with number of players on the ground prior to commencement of 7th over or decide to forfeit the game. 12th man can't be in playing eleven after the names are declared.

- a. Each innings excluding allowed breaks should take **no longer than 2 hours 45 minutes** to complete. A game at normal weather conditions are allowed 2 drinks break of 7 minutes each, after the 10th over and 20th over. Lunch Break should be no longer than 30 minutes. **A game has to be completed within 6 hour including breaks.**
Note: Please look at weather section for additional breaks during hot weather conditions.

Section 7:

Rain affected games:

1. It is the responsibility of the home-team captain to assess the weather situation and let the traveling team know about the possibility of game. This will avoid unnecessary travel. Also 2 captains can decide on a late start and reduce the number of overs if needed.
2. *For any games that get washed out points will be split unless buffer weekend is specified in schedule.* It is the umpire's as well as the two captain's responsibility to communicate to the committee and let them know that a game has been washed out. Without any written communication committee will not award points to either team.
3. Duckworth-Lewis method will be implemented for partially played game, wherever applicable.
4. The rules applies to all games where there are chances of rain (50% or greater) later in the day. *Prior to the toss*, neutral umpire after consulting with a committee member, can decide to shorten a game so as to complete the game before it starts raining. So as to be uniform all weather.com forecasts will be used to determine rain chances.
5. **Flexibility Rule:** The games scheduled for a specific weekend and impacted by weather are allowed to be preponed or postponed within that weekend (Saturday game to Sunday and vice-versa) under specific guidelines:
 - a. Any ground of the league is valid (across cities/states).
 - b. Ground is free and available to play the other day of the same weekend.
 - c. Both the teams agree to play and find their own umpire if assigned umpire denies travel and committee won't be responsible for any umpiring issues.
 - d. The games played on the same day gets higher priority to be played over a game moved from a different day. (eg: If Saturday and Sunday have rain prediction, games scheduled for Saturday will get priority to be moved to the open slot on the available ground to play over Sunday's games, if two Saturday games needs to move to a open slot on Saturday then the slot will be divided between two games, similar rules apply to Sunday games).

- e. Request for agreement by both teams should not consist of conditional clauses by either of the team. For e.g. team A wants to play **only** full game. In that scenario, the request is discarded and considered invalid even though request by other team (team B) is valid.
- f. Home team or team with home ground has the highest priority.
- g. Committee can resolve conflict for multiple requests by scheduling reduced over game and the game reschedule is considered official as any other game. Failure to play that game will be considered as Forfeit.
- h. Once a game has commenced on assigned day and later rained-out then it is NOT adjusted on other day, time or ground.
- i. Grace Time: A grace period of one hour will be provided to delay the game for the following scenarios.
 - a. Time lost because of having to changes venues.
 - b. If the ground is wet or having dew
- j. Early Start: If both teams agree then they have the option to start the game early by an hour. Ex: If the team chooses to start 30 minutes early then the game start time will be 9:30 am. The games in-spite of starting early should follow the regular game duration rules. It is Home team captain's responsibility to inform the umpire so he can be on-time for the early start. The game cannot be started before 9:00 am.
- k. The request will be denied if moving the game involves bad weather conditions. For e.g., Team "A" & "B" request the game to be moved from Sunday to Saturday with mutual understanding but the weather predicts more than 50% chance of rain on Saturday and very less chance of rain on Sunday. In this condition, the committee reserves the right to deny the request.
- l. The committee reserves the rights to override this rule for important play-off games.
- m. Playoff Games: All playoff games will be scheduled on Saturdays depending on ground availability with Sunday as the backup day incase of weather/ground issues.

Weather – Extreme Temperatures:

- a. If the weather in www.weather.com is 40F or below, or 120F or above throughout the game time (10 AM – 5 PM) then the game cannot be played and points will be split between the teams unless buffer weekend is specified.
- b. If the weather in www.weather.com is between 101F – 120F, then we request the umpire to have game drinks break every 8 overs. i.e. breaks after 8, 16 and 24th overs to accommodate the extreme temperature.

Shortened Games :

- a. A game cannot be made shorter than 7 overs a side.
- b. The following rule will apply only to games affected by rain that have *not* already commenced. If a scheduled game will not take place because the home ground has been deemed unplayable because of *rain*, said game will be moved to another ground (if there is a ground(s) available and it is fit for play). There are three scenarios to this situation detailed below:
 - I. The latest start time can be defined with neutral umpire for a 7-overs a side game. Each team will have 35 minutes within which to complete their innings. There will be a 10-minute break between innings. The neutral umpire can choose to remain at the ground or he can choose to return at postponed start time to inspect the ground and make sure it is playable.
 - II. Scenario 1: *Ground is unplayable night before the game and chances of game being playable the following morning on scheduled ground are slim to none:* Home team needs to communicate with the away team, committee, and neutral umpire via group by 7PM night before the game, and inform them of the situation. If another ground is available and is playable, game will be moved to that ground.
 - III. Scenario 2: *Ground is playable night before the game but due to overnight rain scheduled ground has been rendered unplayable:* Home team needs to communicate with the away team, committee, and neutral umpire via group by 7AM on game day, and inform them of the situation. If another ground is available and is playable, game will be moved to that ground.
 - IV. Scenario 3: *Ground is playable up until 7AM but rain between then and 9:45 AM has rendered the ground unplayable:* Home team needs to inform the committee (via phone) of the situation. If another ground is available and is playable, game will be moved to that ground. Any games that are moved to another ground in this scenario will implement time lost due to having to change grounds.
 - V. For any other games that don't fall in to the above scenarios regular rain rules will apply.

Section 8:

No-Ball - Free Hit / Wide-Ball / Dead-Ball:

1. Bouncer: Bowler is allowed to bowl one ball between shoulder and head of batsman in an over.

2. Any ball bowled over the head and not touched by the batsman will be called wide-ball along with a warning (even if that's the first occurrence in an over). Similarly if touched it will be called no-ball and any additional ball bowled between shoulder and head in that over will be called a no-ball.
3. If a bowler oversteps the bowling crease it will be called a no-ball.
4. If the batsman is at his crease and the ball is above his waist then it is awarded a no-ball. If the batsman is outside his crease, and if the umpire feels the ball would've been above the waist height of the batsman (considering the height of batsman when standing on the crease), then the no-ball is awarded by the umpire. The law governing No-ball (Law 42.9) says "A fast high full pitched ball shall be defined as a ball that passes, or would have passed, on the full above waist height of a Batsman standing upright at the crease."
5. Any ball that pitches outside the 'mat' will be considered as **Normal** ball. Wide will be declared wide, out will be out, run scored will be runs & so on.
6. Neutral Umpire can override leg umpire in case of wrong decision.
7. If the ball bounces twice before the batting crease or roll along the ground then it will be declared as no-ball. ICC Law 24.6 (No Ball).
8. Free Hit No Ball - All NO balls, as per new ICC rule, will be a free hit for the batting team. Fielding teams cannot change their field unless the batsmen have changed strike. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball) then the next delivery will become a free hit for whichever batsman is facing it. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball. The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight up and moving it in a circular motion.
9. If any fielder is talking after bowler starts to run in, umpire can call dead ball if he can't stop the bowler in time.

Section 9:

Substitutions:

1. A wicket-keeper doesn't have to wait for any time to start bowling. (A substitute fielder can keep wickets).
2. No runner, under any circumstances, is allowed for a batsman (exhaustion, cramping, etc.).
3. A batsman, if retired hurt, is declared retired hurt and has to wait until he is the last batsman left. If the batsman is not hurt and wants to leave the field then he is declared

retired out. Hurt is defined any genuine injury caused to the player and include cramps or other player-defined injuries but will depend on discretion of Neutral Umpire.

4. If a player is carrying an injury into the game, he will not be allowed substitutions on the field.
5. A team can have a maximum of 2 substitutes in a game. Teams have to inform umpire and opposite team captain before the game who their 12th and 13th men are, and umpire will be the final judge.
6. Player leaving field :
 - a. If a bowler leaves field for any reason, he has to wait for the number of overs he was out for, or 5 overs, whichever is sooner, before he can bowl again.
 - b. A player has to field a *minimum of 15 overs in an innings* in order to be able to bat in the second innings (if team fields first). If a team bats first, the batsman has to field at least 15 overs in the second innings without substitutions. This does not apply to players with genuine injuries. Neutral umpire will make the final call.

Section 10:

Penalties:

1. Any breach related to submission of scorecards or any team admin activities will be addressed by the committee. Each breach will account for administrative penalty per occasion.
2. Illegal Players: If a player is not on the team roster for current year and plays a game, he will be considered an illegal player and will not be allowed to participate in MML for rest of the season and the team will be penalized 2 points and the Captain will be banned 1 game per each illegal player played.
3. Any breaches of rules in any sections should be reported to the committee. Faltering parties will be penalized fairly and strictly at committee's discretion.
4. The penalties mentioned above are for most commonly occurring breaches. They do not state or limit to all possible causes that need to be penalized as it is simply impossible to determine all breaches that might happen and specify penalties against each. If a breach occurs for the first time then one can determine penalty for it depending on the context, circumstances etc.

Section 12:

Disciplinary/Ethics/Behavioral Rules:

1. A player who is part of the playing 11 or a substitute if found guilty of consuming Alcohol, under the influence of alcohol or any controlled substance during the game time then the committee will apply level 4 offense against the player(s). Any repetitive offense will lead to a ban from the active tournament plus the next 2 MML tournaments.
2. Any registered MML member watching a game is restrained from publicly consuming Alcohol or any controlled substance on the ground. If found guilty of consuming Alcohol or any controlled substance the first occurrence would be a level 3 offense and any future occurrences will lead to a ban from the active tournament plus the next MML tournament.
3. Any registered MML member who is watching the game and not part of the playing 12 or 13, gets into an argument or fight on the field will lead to a level 4 offense for the first occurrence and any future occurrences will lead to a 12 month ban.
4. A player who is part of the playing 11 or a substitute gets into an argument or fight on the field will lead to a level 3 offense for the first occurrence and any future occurrences will lead to a ban from the active tournament.

Disclaimer: MML is not an authorized entity to test alcohol or any other illegal substance but will rely on the facts/evidence such as pictures, videos and other proofs during the investigation before determining the final verdict. We are having this rule to reduce the number of fights on the field and also making it amicable to our family who occasionally comes to visit our games.

SPECIAL NOTES:

1. All ICC rules apply regarding the rules of play as applicable that are not addressed in this document.
2. According to ICC rule, illegal bats are not allowed to be used within the league.
3. For any special circumstances, the committee will be the ultimate authority, and the team not abiding by the rulings will be disqualified.
4. Point System:
 - a. Winning team – 2 Points
 - b. Rained out game – 1 Point per team
 - c. Tie-out game – 1 Point per team unless knockout games. Please see point 6 below
5. Table position when teams are having equal number of points:

- a. League stage
 - i. *** If points are equal, the team with the most wins will be placed in the higher position.
*** If there are teams with equal points and equal wins, the team with the higher net run rate will be placed in the higher position.
*** If still equal then the team position will be determined by drawing lots.
6. MML-30 knockout games that are tied after the regular innings will follow ICC super-over rules from T-20 format.
7. No Game confirmations needed.
8. Whatsapp is official mode of communication within MML.
9. Zero Tolerance: A player(s) will be banned for up to 1 game for misconduct or offence, irrespective of whether said player is in playing 11 or not or involved with any other MML team. Respective team's Captain along with the involved player will be held responsible and disciplined by the Committee.
10. Total ZERO Tolerance: Any kind of threat to any MML members on or off the field during a game will not be tolerated. Player will be banned for 1-3 years from playing in any MML sanctioned games for any team.
11. Send all complaints to any of committee member email address.
12. Flexibility rule applies for games scheduled for a specific weekend to be preponed or postponed within that weekend (Saturday game to Sunday and vice-versa, and any ground within MML) and is based on weather related event.
13. *If not specified than default deadline / timeline for last week submissions for any communication, notification, email or any game related official stuff is **Tuesday 9:00 PM**.*

APPENDIX:

Cricket Laws:

<https://www.lords.org/mcc/laws-of-cricket>

<http://www.rulesofcricket.co.uk>

<https://www.youtube.com/playlist?list=PLMnF7vW2Mvk6nbkwzhytJlfSX6Qw1QeH6>