



RULES BOOK

SEASON 2024

CHANGE LOG

DATE	AUTHOR	APPROVED BY
6/2/2024	ROUNAK JAGGI	MCA EXECUTIVE COMMITTEE
7/8/2024	ROUNAK JAGGI	MCA EXECUTIVE COMMITTEE

Diversity Rules

Team Representation:

- Priority is to secure teams from different countries before allowing multiple teams from the same country.
- Country representation is needed to form a country team. (Minimum 50%, for everything else it is World XI)
- Team representative needs to be either from the country of origin or nationality to form a country team.
- Team representative can only represent one country team.
- Team representative can also play as a player, they do count towards the maximum number of players from the same MCA team.

Team Representative Selection Process:

- Candidates can nominate themselves or a nomination can be made by any MCA Board Members during the open window.
- A short-written statement shall be submitted by each candidate, or by his/her nominator indicating candidate's expertise, background, community engagement, MCA engagement, and general broader MCA player perception. A key input will be candidate's ability to pull quality talent in their team.
- Final selection will be made by the executive group based on experience, leadership quality and team feedback.
- Once the Team Rep is chosen, their tenure will be for two years.

Player Participation Criteria *(Mutually exclusive criteria. A player can choose to pick any preference based on their own personal preference)*

- First Preference: Player can choose to play for their country of citizenship.
- Second Preference: Player can choose to play for their country of origin.
- Third Preference: Player can choose to play as a free agent for any team.

Team Composition:

- Team rosters are limited to 18 players at max.
 - Players can only be added during group stages. *(15 minutes before the game start time)*
 - Player needs to play at least one group game to be eligible for playoffs.
- Teams must include players from at least four different MCA teams.
 - A maximum of 3 players from the same MCA team can be in one country team. *(We will consider current year T20 roster)*
- Teams must first include players from the same country of citizenship, second country of origin. Only if the team is unable to find players from the same country of citizenship or origin, they can include other free agent players, with an exception from the board/commissioners. *(Does not apply for World XI or Asia XI)*

100 Ball Cricket Rules

- It's 100 balls per innings. Whoever scores the most runs wins.
- Bowlers deliver either five or 10 consecutive balls. The captain decides.
- Decision to bowl 5 or 10 balls can be made at the end of the 5th ball.
- Batsman change ends after 10 legitimate deliveries even if this results in change of ends between 10 balls from a bowler.
- Each bowler can deliver a maximum of 20 balls per match.
- No-balls are worth two runs and a free hit. Wide's are not doubled.
- Only 1 Legitimate bouncer is allowed in the set of five.

Match Length & Power Play:

- A 25-ball powerplay for each team.
- During powerplay, a minimum of 7 fielders needs to be inside the 30 yards circle, in addition to bowler and keeper.
- After powerplay, a minimum of 4 fielders needs to be inside the 30-yard circle, in addition to bowler and keeper.
- A match of The Hundred will last two and a half hours.
- Innings are 70 minutes each and 10 minutes interval between innings.
- All games should start & end at the specified time.
- Toss will commence 10 minutes prior to the game start time. At least 5 players need to be there on the ground before the toss.
- Toss is forfeited if 5 players from a side are not physically present on ground at the toss time.
- 5:45pm is the cutoff time for players to not get penalized. After that existing MCA T20 rule applies.
- Umpires exercise strict control on the time and may cut down the game depending upon the time.

No/Balls/Bouncers/Full Pitched Delivered/Free Hit

- Only 1 Legitimate bouncer is allowed in the set of five. Subsequent bouncer shall be declared a No-Ball and the bowler given an initial warning. If the bowler bowls another bouncer in the same set of five, the ball shall be declared No Ball and a Final Warning will be given. Even if a bowler announces at the beginning of the over that they'll bowl 10 balls, they are still only allowed 1 bouncer per set of 5 legitimate deliveries.
- Any Ball that is a bouncer and sailing over the head thereby not offering the batsman a fair chance of offering a shot shall be declared a Wide. This will be counted as 1 legitimate bouncer too.
- Any Full-Pitched delivery over the waist (Fast Paced or Slow Paced) will be declared a No Ball – the first occurrence elicits a FINAL WARNING and repeat occurrence during bowler's spell will PREVENT HIM FROM BOWLING FOR REST OF THE MATCH
- If a bowler ever delivers any kind of No Ball, in addition to penalty runs and an extra ball, the batting team shall be awarded a 'Free Hit'. Normal Free Hit Rules shall apply.

Result:

- Points System
 - Winning Team: 2 Points

- Tie (Non-Playoff): 1 Point Each
- TIE Match – Only valid for Playoff games
 - In case of Tie – The outcome of the match will be based using a ‘SUPER FIVE’
 - Team batting second during the normal match will play bat first. In case of a tie after a Super Five, there will be another Super Five.
 - Batting team will pick 2 batters, who will play all the 5 deliveries in Super Five.
 - Fielding team will pick 1 bowler who will deliver all 5 deliveries in Super Five.
 - In Super Five, every boundary 4 or 6 will be doubled and any wicket will result in -4 runs. Any runs acquired by running will not be doubled.
 - The team that scores more in the Super Five is declared the winner.
- Tie Breaker – In case of a tiebreaker in the points table at the end of the round robin matches, the tie breaker rule to be used to rank the teams, shall be as follows:
 - The team with the highest net run rate (NRR)
 - In case of Walk Over, the team giving the Walk over will be removed from the final NRR Consideration for all teams in the group.
- To calculate a team’s net run rate, the average runs per over scored by that team is deducted from the average runs per over scored against it.
- **Rain affected games** – In case of a rain affected match, the result will be declared using D/L Method
 - The D/L method shall be used only for declaration of results.
 - The D/L method shall be applicable Only if there is rain interruption anytime during the match.
 - To constitute a match, a minimum of 25 balls must be bowled to the team batting second.
- Reserve day is only for finals.
- Highest ranking team will qualify to the next round. (*For a washout game*)

Umpiring:

- 1 Neutral umpire to be provided by the organizers for all the games.
- Leg Umpiring will be done by batting team.
- Neutral umpire can overturn leg umpire’s decision if needed.
- Organizers will pay the umpiring fees for all the matches.
- Umpires exercise strict control on the time and may cut down the game depending upon the time.
- Replacement of balls during the match shall be the full discretion of neutral umpire.

Other Rules:

- The captain shall declare a list of 12 members for each match to the Umpires Prior to the toss including a Super-sub.
- A Super-Sub can only do one role Bat or Bowl, not both. Super-Sub can keep wickets and can field for someone.
- If a team submits only 11 players on the roster, then they cannot assign a Super-Sub later.
- The standard substitution rules for other situation shall remain the same in line with ICC, including the 'No Substitute Runner to be allowed'. Injured batsman can retire anytime and comeback when a wicket falls, or another batsman is retired hurt.
- The tournament organizers shall provide the official white balls for the tournament.
- When a batter is out caught, the new batter will keep the strike regardless of whether the other player crossed or not.
- Saliva is not allowed but players can still use sweat to shine the ball.

Code of Conduct:

- All players must adhere to the tournament's code of conduct, ensuring sportsmanship and respect for diversity.
- Any violations may result in penalties, including suspension or disqualification of the player or the team.
- All Team Representative/Captains shall be responsible for the impeccable behavior of it entire team. Any dissent, inappropriate behavior including abusive language (irrespective of language), intent to injure (Whether resulting in an injury or not), taunting etc., will be very strictly dealt with and may result in severe penalties, ejection, and suspension too. Continued misbehavior may even result in suspension of the team.
- The umpire may call on the captains of both teams to resolve any disputable matters. Under no circumstances shall any player, manager, officer, or any other person in any capacity, of either team enter the field of play from outside in case, to argue, resolve or fight over any matter, unless the umpires deem fit for any specific individual to be inside. This includes players inside the field.

Disputes and Appeals:

- Any disputes regarding player eligibility or team composition will be reviewed by the tournament committee.
- Teams have the right to appeal decisions, which will be resolved within 48 hours by the committee.

Compliance:

- The tournament committee reserves the right to audit team rosters and player eligibility at any point during the tournament.
- Non-compliance with the representation rules may result in disqualification from the tournament.

Safety/Protection:

- The Tournament committee takes the safety of players very seriously. All players are REQUIRED TO WEAR A HELMET during batting, keeping up to the stumps or players in close-in catching position.
- The teams are liable for themselves in case of any serious injuries.

IMPORTANT

- ICC/MCA Rules will be used for all other matters.
- Tournament Organizing Committee reserves the right to disqualify any team from participation if found in breach of the code of conduct or violation of disciplinary code during the tournament.
- Organizers have all rights to make any changes or decisions related to the tournament.

By adhering to these rules, the Diversity Cup Cricket Tournament aims to promote inclusivity and representation from various regions and communities within each participating country.

