



RULES BOOK

SEASON 2024

CHANGE LOG

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Table of Contents

- 1. Governance Structure**
 - MPL Commissioner
 - Committees
- 2. Eligibility of Owners**
- 3. New Franchise**
- 4. Auction Pool**
 - Player Registration
 - Base Price
- 5. Auction Format**
 - Auctioneer
 - Bidding Process
 - Time Limits
- 6. Squad Composition**
 - Team Budget
 - Team Rosters
 - Retain Players
 - Right to Match Card (RTM)
- 7. Auction**
 - Players Auctioned Based on Ranking
 - Auction Increments
 - Unsold Players Re-Entry
 - Budget Management
- 8. Transfers**
- 9. Penalties**
- 10. Player Availability**
- 11. Player Withdrawal**

- Pre-Auction
- Post-Auction

12. Format

- T20 Format
- Applicable MCA T20 Rules

13. Result

- Points System
- Tie Match (Playoff Games)
- Tie Breaker
- Net Run Rate Calculation
- Rain-Affected Games
- Reserve Day

14. Umpiring

15. Other Rules

16. Code of Conduct

17. Disputes and Appeals

18. Compliance

19. Safety/Protection

20. Important Notices

Minnesota Premier League (MPL) Rulebook

Governance Structure

MPL Commissioner:

- The MPL Commissioner is the highest authority in the league and has the final say in all matters related to the league's operations and governance.
- The Commissioner is responsible for upholding the integrity of the game and ensuring that all rules and regulations are followed.
- The Commissioner has the power to impose penalties on teams or individuals who violate league rules.

Committees:

- **Rules Committee:** Responsible for interpreting and amending the league rules as needed.
- **Grievance Committee:** Handles disputes and complaints from teams or players.
- **Operations Committee:** Oversees the day-to-day operations of the league, including scheduling, logistics, and player registration.

Eligibility of Owners

- Franchise owners are determined on a first-come, first-served basis, however, MCA reserves the right of first refusal.
- Franchise owners are responsible for paying the franchise dues.
- Owners can be registered as players or non-players.
- Owners participate in auctions to build their teams, following league rules on player eligibility, salary caps, and team composition.
- Owners are responsible for marketing their teams, including choosing team names, logos, and branding strategies.
- The league reserves the right to terminate a franchise if the owner fails to meet their obligations or breaches league rules.

New Franchise

- New franchises can pick up two Marquee players from the free agent pool before the auction.
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Auction Pool

- **Player Registration:**
 - Players who wish to be part of the auction must register by a specified deadline.
 - **Base Price:**
 - Each player sets a base price, which is the minimum bid that can be placed on them during the auction.
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Auction Format

- **Auctioneer:**
 - The auction is conducted by an auctioneer who introduces each player to be bid upon.
 - **Bidding Process:**
 - Teams can bid on players starting from the base price. Bidding continues until no further bids are made, and the player is sold to the highest bidder.
 - **Time Limits:**
 - There may be a time limit for each bid or round of bidding, ensuring the process moves efficiently.
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Squad Composition

- **Team Budget:**
 - Each team has a fixed salary cap of \$1,000,000 USD, which they must adhere to when bidding for players.
 - Teams are required to pick up 14 players under the allocated salary cap.
- **Team Rosters:**
 - Team rosters are limited to 14 players at maximum.

- **Retain Players:**
 - Each team can retain 2 players from the previous season before the last day of player registration.
 - **Right to Match Card (RTM):**
 - Each team can use 1 RTM card during the auction, which enables them to match the highest bid for a player who was part of their squad in the previous season.
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Auction

- Players will be auctioned based on the current year's T20 MCA ranking.
 - The auction will proceed in increments of \$10,000 USD.
 - If a player does not receive any bids during their initial round, they may be reintroduced later in the auction.
 - **Unsold Players Re-Entry:** Unsold players may be brought back into the auction pool for bidding at the current base price.
 - Any remaining budget from the auction cannot be carried over to future auctions.
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Transfers

- No transfers are allowed.
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Penalties

- All teams must ensure their squads comply with the league's regulations. Failure to do so may result in penalties, including fines.
 - If an ineligible player participates in the game, it will be considered a forfeiture, and the points will be awarded to the opposing team. Action will be taken against the captain and team owners.
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Player Availability

- Players who indicate partial availability will only be allowed to play as indicated. For example, if a player indicates availability only for Sunday, they will not be permitted or allowed to play on Saturday.
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Player Withdrawal

- **Pre-Auction:**
 - Players may withdraw from the auction before it begins, typically due to injury.
 - **Post-Auction:**
 - If a player withdraws after being bought, the team may be allowed to sign a replacement only from the free-agent registered player pool, subject to league approval.
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Format

- The tournament will follow the T20 format.
 - All MCA T20 rules are applicable.
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Result

- **Points System:**
 - Winning Team: 2 Points
 - Tie (non-playoff): 1 Point Each
- **TIE Match – Only valid for Playoff games:**
 - In case of a tie, the outcome of the match will be determined using a 'SUPER OVER'.
 - The team batting second during the normal match will bat first. In case of a tie after a Super Over, there will be another Super Over.
- **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 the case of a Walk Over, the team giving the Walk Over will be removed from the final NRR Consideration for all teams in the group.
- **Net Run Rate Calculation:**
 - The average runs per over scored by a team are 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 the D/L Method.
 - The D/L method shall be used only for the declaration of results and is applicable only if there is a rain interruption anytime during the match.
 - To constitute a match, a minimum of 5 overs must be bowled to the team batting second.
 - Reserve day is only for finals.
 - The highest-ranking team will qualify for the next round (for a washout game).
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Umpiring

- 2 Neutral umpires will be provided by the organizers for all the games.
 - Organizers will pay the umpiring fees for all the matches.
 - Umpires exercise strict control on time and may cut down the game depending on the time.
 - Replacement of balls during the match shall be at the full discretion of the neutral umpire.
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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, either 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 situations shall remain the same in line with ICC, including the 'No Substitute Runner' rule. Injured batsmen can retire anytime and come back 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.
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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 Representatives/Captains are responsible for the impeccable behavior of their 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, from either team enter the field of play from outside 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.
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Disputes and Appeals

- Any disputes regarding player eligibility or team composition will be reviewed and actioned by the MPL Commissioner.

- Teams have the right to appeal decisions, which will be resolved within 48 hours by the grievance committee.
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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.
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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 positions.
 - The teams are liable for themselves in case of any serious injuries.
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IMPORTANT

- MCA and then ICC Rules will be used for all other matters.
- The Tournament Organizing Committee reserves the right to disqualify any team from participation if found in breach of the code of conduct or violation of the disciplinary code during the tournament.
- The MPL Commissioner has all rights to make any changes or decisions related to the tournament. The MPL Commissioner's decision will be considered **FINAL**.



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