

MEMPHIS JUNIOR LEADERS

Rules & Regulations

Version 5.0

(Revised 2025)

Section 1:

Web-site and membership:

1. The website (<http://www.memphisminorleague.com>) is the official source for scores and data. Any rules, restrictions and laws posted on the website by league committee will be applied in all scenarios.
2. The committee will make sure that it lets everyone know about any and all changes, but it is the responsibility of each team to keep track of information on league website or group email.
3. The committee with consent of all participating clubs will determine membership fees every year.
4. The fees must be sent to the current treasurer before the deadline provided by the committee.

Section 2:

Format and Schedule:

1. The committee will create the format and schedule. All teams should submit dates of non-availability well in advance. In case of last minute notice of unavailability, the team will be held responsible for their action and lose all/any balance or refund due to the team. Special cases may be considered by the committee.
2. The committee will decide on the schedule and format every year depending on number of teams playing and availability of teams and grounds. It will be communicated accordingly to every team and also updated to website once finalized.

Section 3:

Captains Responsibilities:

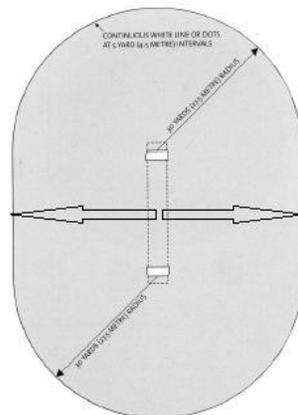
1. The individual captains & vice captains are responsible for explaining all the rules and regulations to their teams.
2. The captains need to submit acknowledgement to the committee before the start date of the league confirming that they have read and understood all the rules.

- Captains have to submit team rosters within the deadline set by the committee.

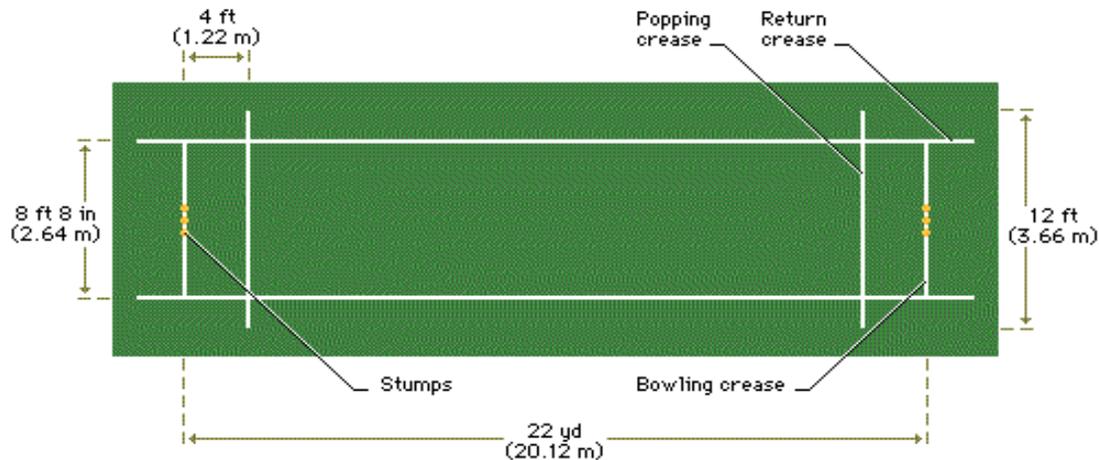
Section 4:

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

- The home team should mark the boundaries clearly that is **200 feet**.
- An inner circle of 30 yards should be drawn.
 - 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.



- 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 7 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.

T20 Specific:

1. Each game will be played for 20 overs.
2. An individual bowler can bowl a maximum of 4 overs per innings.
3. All games will be played from one end only on all grounds (no exceptions).
4. Power Plays: For T20, we have 1 power play only (mandatory 6 overs at the beginning of an innings).
 - a. *Field Restrictions:*
 - I. Between overs 1-6: Seven (7) fielders inside the 30 yards circle.
 - II. Remaining Overs: Four (4) fielders inside the 30 yards circle.
 - III. 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/similar uniform. The team members not in uniform will be allowed to play.
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. In case the batsman refuses to do so and intentionally/forcefully bats without helmet during the Power play, then the committee has full right to suspend the batsman and warn the Captain for such an offense. Committee will define the suspension period for the batsman as well as level of offense to the Captain based on the incident.
4. *Helmet is mandatory for all minors throughout the batting inning.*

T20 Specific:

- a. COLORED matching clothing is mandatory
- b. COLORED pads are required to be worn by all teams except wicket-keeper.
- c. Umpire clothing consist of colored t-shirt and dark pants (No shorts allowed).

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 10 min grace time. For e.g. 10 AM game has to start by 10:10 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 10 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: CACA (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. For example, in case of T-20, at 1 hour 40 minutes if 17.3 overs have been bowled, batting side at the end of the 18th over, will be awarded 10 bonus runs. Bowling side will still have to bowl the 19th and 20th 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 before the TOSS (15 mins before 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 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 CricHeroes 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 in MML.
 9. If a team is late to the game for more than an hour, it will have to concede the game and opposite team will be awarded the match.
 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 CricHeroes: While entering teams into CricHeroes, 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. The committee thereafter, will penalize administrative penalty of \$10 for every occurrence of the 12th man's name on the scorecard.
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 CricHeroes scoring device for that particular game and notify the neutral umpire as well as statistician of the device problem. Captains are responsible to verify the scorecard on CricHeroes 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 statistician 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 Statistician.
14. Neutral Umpire: We will have one neutral umpire per game for all games in regular season this year. **The neutral umpire provided by team should umpire the complete game unless approved by both Captains.** Captain of bowling side will select 4 players from the batting side to be square leg umpire. For semi-final and final games 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. Reports:

- a. Umpire Reports are not required. If the umpire has any issues he can send an email to mmlexec@memphisminorleague.com and [WhatsApp](#) about the same.
- b. Match reports are not required. If teams have any on field issues or any issues with the umpiring standards during a game they can email the committee at mmlexec@memphisminorleague.com and [WhatsApp](#) about the same.
- c. Umpire Complaints: If during the course of the season there are multiple complaints against a particular umpire, committee will review the games in question and take appropriate action.

16. Roster Management:

- a. There is no limit on team roster.
- b. All team reps are required to notify committee about new additions (via mmlexec@memphisminorleague.com and [WhatsApp](#)) to their roster by **Friday 6 PM** after the initial roster has been submitted. There is no limit on the number of players in a team roster. A team can remove players from their roster and add to it if needed.
- c. Player who has played at least single game is not allowed to play for any other team in MML. In case if a player changes his affiliation for his team after he played a single match for that team then the president will call a hearing and such player may be disqualified from participating in the league for the whole season. Committee may consider special cases.
- 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 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.

17. Player qualification for semis and final: Player qualification for semi-final and final will be 1 played game and not washed-out 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).
18. Forfeit games: Team will be held accountable for all forfeited games and will be penalized with fines.
- 2-Point deduction for each game.
 - \$200 fine for the 1st forfeited game.
 - \$300 fine for the 2nd forfeited game and 1 year ban for the team from MML.
 - After the 2nd forfeited game team will be disqualified from the tournament and all their remaining games in the season will be considered forfeited.
 - The number of invalid forfeits during the MML season will result in that many years of BAN for the teams to participate in future seasons. Applies to more than 1 forfeit.
- Forfeit Dues: Dues must be paid within **TWO WEEKS** 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.
19. 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.

T20 Specific:

- Each innings should take no longer than **1 hour and 45 minutes** to complete including **10 minutes drinks break (on the field break) after 10 overs. Innings Break should be no longer than 15 minutes. A game has to be completed within 3 hours & 45 minutes.**
- For every Tie-out game, super over will be played with rules as defined below.

Section 7:

Rain affected games / Flexibility Rule:

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.* It is the neutral umpire's as well as the two captain's responsibility to email 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. For any play-off or knock-out game that gets rained out, committee will take a decision on rescheduling said game. Higher ranking team will advance if the game doesn't happen.
4. Duckworth-Lewis method will be implemented for partially played game, wherever applicable.
5. 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](https://www.weather.com) forecasts will be used to determine rain chances.
6. Flexibility Rule: The games scheduled for a specific weekend are allowed to be preponed or postponed within that weekend when impacted by weather/rain (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.
 - 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. *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.*
 - e. Home team or team with home ground has the highest priority, no matter what.
 - f. Two home teams with games on Saturday and Sunday, will have priority on the day the game is scheduled. For e.g. Team A has game on Saturday and there is only one game scheduled on that day. In that case, if the game is delayed or pushed due to rain, then Team A has higher priority to use that ground on that day.
 - g. *Conflict for multiple requests can be resolved by committee 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 where result is possible then it is NOT adjusted on other day, time or ground.
- i. Time lost because of having to change venues will be taken into consideration while calculating total number of overs to be played.
- j. 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.
- k. Committee reserves the rights to override this rule for important play-off games.
- l. If the game is rescheduled across weekend by teams (not affected by rain but mutual agreement by two team Captains) and the game does not happen due to conflicts created by either team then both teams will get NO points (0 point) and there will be no split points awarded to either team.
- m. If the game is rescheduled across weekend by teams then they will be responsible to find their own neutral umpire. Committee will NOT be responsible for providing them with neutral umpire.

T20 Specific:

- a. A game cannot be made shorter than 5 overs a side.
- b. The following rules apply to game that have not already commenced:
 - I. *Games that don't start on time due to rain:* The minimum number of overs for a game to be considered official will be a 5-over a side game. Each team will have 25 minutes within which to complete their innings, and a 10-minute break between innings, totaling to 60 minutes. Latest start time for a 10 am game will be 12:40 pm. For a 2 pm game latest start time will be 4:40 pm. Under no circumstances will rain-shortened games be allowed to start later than the aforementioned times. Power Plays will last for 2 overs when total overs have been reduced to 5-overs a side. Captains please make sure that umpires you send to officiate a game are aware of this rule.
 - II. *Games that start on time with rain chances 50+% later in the day:* Prior to the toss, neutral umpire after consultation with a committee member can decide to shorten a game so as to complete said game before it starts raining. Game will be reduced to 5-overs a side. In the interest of being uniform all weather.com forecasts will be used while determining rain chances.
 - III. *Reduced overs games:* For any games that have a delayed start, for every 10 minutes lost 2 overs will be deducted from the total number of overs to be played. For example if 30 minutes have been lost, 6 overs will be reduced and teams will play a

17-over a side game. Neutral umpire will decide on duration of break between innings depending on number of overs lost due to delay in start time (break cannot be shorter than 10 minutes or longer than 20 minutes). All games scheduled to start at 10 am *must* finish by 1:40 pm, and all games scheduled to start at 2 pm *must* finish by 5:40 pm. Number of Power Play overs in reduced games can be found in the table below:

<i>Total Number of Overs</i>	<i>Powerplay Overs</i>
5-8	2
9-11	3
12-14	4
15-18	5
19-20	6

- c. Since we may be following a tight schedule with back to back games it is imperative that neutral umpires strictly adhere to time limits for innings, and if teams are found guilty of going over the limit for an innings, they should be fined accordingly.

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 will be called wide-ball along with a warning (even if that's the first occurrence in an over), and any additional ball bowled between shoulder and head in that over will be automatically called a no-ball.
3. If a bowler oversteps the bowling crease, will be called a no-ball.
4. Ball above head is wide-ball but if touched is no-ball.

5. 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."
6. Any ball that pitches outside the 'mat' will be considered a NO ball.
7. Neutral Umpire can override leg umpire in case of wrong call.
8. Ball bouncing more than twice or rolling along the ground: The umpire shall call and Signal No ball if a ball which he considers to have been delivered, without having previously touched bat or person of the striker, either (i) bounces more than twice or (ii) rolls along the ground before it reaches the popping crease. ICC Law 24.6 (No Ball).
9. 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. Field changes are not permitted for free hit deliveries unless there is a change in strike (the provisions of clause 41.2 shall apply). 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. Neutral Umpire can override leg umpire in case of wrong call. Ball above head is wide-ball but if touched is no-ball.
10. 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. The game cannot start with a substitute player.
2. A wicket-keeper doesn't have to wait for any time to start bowling. (A substitute fielder cannot keep wickets).
3. *No runner, under any circumstances, is allowed for a batsman (exhaustion, cramping, etc.).*
4. *A batsman, if retired hurt, is declared retired hurt and has to wait until he is the last batsman left. If the batsmen is not hurt and wants to leave the field than 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.

5. If a player is carrying an injury into the game, he will not be allowed substitutions on the field.
6. A team can have a maximum of 1 substitute in a game. Team will have to inform umpire and opposite team captain before the game who their 12th man are, and umpire will be the final judge to allow substitute on field.

T20 Specific:

- a. If a bowler leaves field for any reason, he has to wait for the number of overs he was out for, or 3 overs, whichever is sooner, before he can bowl again.
- b. A player has to field a *minimum of 12 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 12 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. All administrative penalties will have monetary fine of \$50 unless defined specifically.
2. Any breach related to submission of scorecards or any team admin activities will be addressed by the secretary and statistician respectively. Each breach will account for administrative penalty per occasion.
3. **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. Special cases may be considered by the committee.
4. 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.
5. 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.

6. **Umpiring confirmation is mandatory and needs to confirm on MML WhatsApp group** no later than **Friday evening 6 PM** deadline. Change in umpire has to be informed via WhatsApp before the commencement of match. If there is NO confirmation regarding umpire then that umpire will be treated illegal and in such case the team may be penalized accordingly. The following will be considered with respect to umpires:
 - a. If umpiring confirmation is not done by Friday deadline than half of umpiring fee will be reduced.
 - b. If umpire does not show up in proper dress code, half of umpiring fee will be reduced.
 - c. If umpire shows up late half of umpiring fee will be reduced by half. The umpire has to be on ground 20 minutes before the game commences. For 10 AM start game he should be on ground by 9:40 AM and for 2 PM game he should be present by 1:40 PM. Neutral Umpire travelling to umpire a game more than 50 miles will be given 15 minutes grace time.
 - d. **If umpire does not show up for a game, the team will be penalized -1 point and will lose any deposits submitted to committee. Captain will be banned for next played game and multiple occurrences can result in team ban.**
 - e. If an umpire is running late and he fails to inform the home team captain, then the particular umpire will be penalized half of his umpiring fees. Home teams not confirming game changes with the neutral umpire will be issued warnings for 2 separate incidents. If it occurs a 3rd time where the home team fails to notify the neutral umpire of any changes the home team will be penalized -1 point.
7. Teams that do NOT play with their playing 11 (full team):
 - a. Teams are allowed to play two (2) times per season with less than 11 players with minimum of 7 players.
 - b. If the incident occurs 3rd time then the team will be penalized \$50 fine per player short on their playing 11 quota. For e.g. with 7 player squad the penalty is \$200.
 - c. More than 3 times, the above penalty.
8. Teams approaching MML group more than twice for not being able to arrange an umpire will be penalized \$100 towards administrative fee.

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 – 3 Points
 - b. Rained out game – 1 Point per team
 - c. Tie-out game – As defined above
 - d. Split Point - For 3-point system, 1 point will be awarded to both teams.
5. Umpiring confirmation is mandatory on WhatsApp group.
6. Email / WhatsApp is regarded official mode of communication within MML and WhatsApp can be used for weekend game time communications, requests and updates.
7. **Zero Tolerance:** A player(s) will be banned for up to 3 games 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.
8. **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.
9. Send all complaints regarding umpiring to mmlexec@memphisminorleague.com and [WhatsApp](#)
10. If any team members have specific requests / comments, we request them to send it directly to committee (mmlexec@memphisminorleague.com and [WhatsApp](#)).
11. No forfeits due to administrative mistakes, for e.g. game confirmations, match report, scorecard submissions, or any other team admin related work. However monetary penalty of \$50 will be applied in each case unless otherwise specified.
12. Players of the week criteria: Anyone scoring a century or taking a five-wicket haul will be considered. If there are more than one player in each category, then we shall decide based on the MVP points awarded in CricHeroes. A third person becomes eligible only if it's an exceptional performance.
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.***
14. **Any rules communicated on Whatsapp messages that are still not documented in this rule book, will be considered official and will eventually be added to this document.**
15. *Committee is the final authority for any decision making.*

Super-Over:

1. Subject to weather conditions the Super Over will take place on the scheduled day of the match at a time to be determined by the MML Umpire. In normal circumstances it shall commence 10 minutes after the conclusion of the match.
2. The umpires shall stand at the same end as that in which they finished the match.
3. Only nominated players in the main match may participate in the Super Over. Should any player (including the batsmen and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the relevant Laws and Playing Conditions as they apply in the main match shall also apply in the Super Over.
4. Each team's over is played with the same fielding restrictions as apply for the 20th over in a normal MML match.
5. The team batting second in the main match will bat first in the Super Over.
6. The loss of two wickets in the Super Over ends the team's Super Over innings.
7. The team scoring the most runs in the Super Over shall be declared the winner.
8. In the event of the teams having scored the same number of runs in the Super Over:
 - a. If the original match was a tie under the D/L method, clause d. below immediately applies.
 - b. Otherwise, the team whose batsmen hit the most number of boundaries (fours and sixes) combined from its two innings in the main match and the SuperOver shall be the winner.
 - c. If the total number of boundaries hit by both teams is equal, the team whose batsmen score the most number of boundaries (fours and sixes) in its innings in the main match (ignoring the Super Over) will be the winner.
 - d. If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its Super Over, then any unbowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from wides, no ball or penalty runs.

Example:

Runs scored by:	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1

Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However team 1 scored 2 runs from its 4th ball while team 2 scored a single so team 1 is the winner.

- e. If still equal, the higher ranked team is announced the winner.

APPENDIX:

League Facebook Page:

<https://www.facebook.com/mplcricketT20>

Cricket Laws:

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

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

https://www.youtube.com/playlist?list=PLMnF7vW2Mvk6nbkwzhytJlfSX6Qw1_QeH6