

Midwest Open Cricket League

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MOCL By-Laws (Rule Book) - 2006

Compiled by the Tournament Organizing Committee

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1 Midwest Open Cricket League By-Laws 2006

1.1. General

This document presents the rules and regulations for the cricket tournaments conducted by MOCL under the auspices of Greater Dayton Cricket Club during the 2006 season.

- a) The following will be the order of precedence (from highest to lowest) applicable to MOCL tournaments: (i) MOCL By-Laws 2006 (contained solely in this document) (ii) ICC ODI playing conditions, and (iii) ICC Laws of Cricket - 2000 code & 2003 amendments.
- b) The MOCL Core/Scheduling committee will be the sole authority for providing interpretations of and rulings on the rules, for the purposes any tournament conducted by MOCL.

1.2. Team Registration

The registration fee for the season will be announced at least 2 months before the season's first game. A check for this amount should be made out to Greater Dayton Cricket Club and mailed to the club Treasurer's address, before the date set by the TOC.

1.3. Start and End of Season

The season will officially commence from the 1st week of May and run to completion by approximately the 1st week of September. The exact duration of the season will be determined by the official schedule published by MOCL.

1.4. Member Registration

All participating teams shall submit a list of at least fifteen (15) and at the most twenty (20) members before they play any of their scheduled games. Additional members (more than 20) may be added during the season provided these players have not represented any of the other team in the league, for an additional charge of \$10 per member added before July 01 2006. **The check for the additional member/s shall be received by the treasurer by Friday of next week failing which the points gained from that game will be void. It is the prerogative of the team to confirm from the treasurer the receipt of the additional charge. In due course the receipt / acknowledgement shall be mailed or conveyed by the treasurer.**

- a) All teams must use registration forms/website supplied by the League to register a minimum of 15 their players prior to the start of the league.
- b) The registration list submitted by a team is only a provisional list. A player on that list becomes officially registered only when the player appears in the playing XI for a tournament game.
- c) Players may not transfer from one team to another affiliated to the same club. The MOCL rules committee shall be the sole judge of what constitutes applicable affiliation.
- d) **No new registrations or transfers are permitted after July 01 2006.**

1.5. Registered Players

No team may field in their playing XI players who are unregistered or officially registered to a different team. In case of such players being fielded the following provisions will apply.

- a) If discovered before the start of the match, such a player or players shall not be allowed to participate in the game under any circumstances. If that player's captain insists on playing him, the umpire will call the game off and award the game and all available game points to the opposing team.
- b) If such an incident takes place and is discovered during a match in progress, the umpire will stop play, call the game off, and award the game and all available game points to the opposing team.

- c) If such an instance is brought to the notice of MOCL after completion of the game, the offending team will lose the game, and all available game points will be awarded to their opponents in that particular game.

1.6 Approved Equipment

All clubs will be required to use cricket equipment deemed legal as per the ICC regulations. In addition, all participating teams are required to use official tournament balls supplied by MOCL.

- a) Any team not using an official tournament ball or a ball not approved by the umpire will be penalized \$100.00 per game
- b) If a team does not have an official tournament ball available for play the umpire will attempt to find a suitable replacement ball. If the game is delayed due to lack of an official ball the team responsible will be penalized for the delayed start (as detailed in the rules covering the same).
- c) If both teams do not have official balls, then the rules for delayed start will be followed with both teams having their innings equally shortened.

1.7 Game Scheduling and Venues

- a) MOCL organizing committee shall schedule all games. No games will be rescheduled once the day of the game has arrived. In some circumstances (such as, but not solely, in case a scheduled field will not be available on the scheduled date) MOCL may alter the schedule of games prior to their scheduled days.
- b) All game venues will be determined by the MOCL scheduling committee.
- c) The MOCL scheduling committee will also assign a team to umpire each scheduled game. The procedure for completing the umpiring assignment are detailed separately under the section on umpiring.
- d) A home team will be designated for every scheduled game. The designated home team is responsible for making sure that the field is ready to play (in the judgement of the umpire) prior to the start of the game. This will include (but is not limited to) marking the field boundaries, setting up the wickets and bails and clearing any debris or dirt from the pitch. If the field is not ready for play due to inadequate preparation by the home team, the umpire will report this to MOCL and the home team will be fined \$50.00 payable prior to their next scheduled game.

2 MOCL Tournament Format

In the first edition of the game 18 teams will be accepted to compete. In case of more than 18 teams applying to participate, the first 18 applications will be entertained. The decision of MOCL will be final in this regard. These 18 teams will be divided into 3 pools of six teams each.

2.1) LEAGUE/POOL STAGE AND RANKING.

- A) In the pool/league stage each team will play against every other team in the pool. There will be 2 points for a win, 0 points for a loss and 1 point each for a NO RESULT/DRAW. At the end of the pool/league stage all teams in a pool will be ranked from 1 to 6, based on the number of points gained with the highest points as number 1 and lowest points as number 6. In case 2 teams have the same number of points than the ranking will be established as follows:
 - a) Head to head result with the winning team ranked above the losing team in their match against each other.
 - b) In case (a) is not possible, then the ranking will be based on the net run rate (NRR). The team with higher net run rate will be ranked above the

team with lower run rate. The NRR will be calculated as Runs For/Overs For minus Runs Against/Overs Against.

- B) At the end of the league/pool stage all teams will be ranked from 1 to 18. Number 1 teams from each pool will be ranked 1, 2, 3 based on their NRR with the highest NRR ranked highest. Similarly number 2 teams in each pool will be ranked 4, 5, 6 based on their respective NRR, number 3 teams in each pool will be ranked 7, 8, 9 and so on till all rankings from number 1 to 18 are established.
- C) Teams with final ranking 1 to 8 will qualify for Division 1 play off while the teams ranked 9 to 18 will play the division 2 play offs.

2.2) DIVISION 1 PLAY OFFS

- a) Teams ranked 1 to 8 will play the division 1 play off. In the division 1 play of each qualifying team will play against every other qualifying team, except for the ones which qualify from the team's own pool. Performance against other qualifying teams from the same pool will be carried forward including results, points, scores, NRR, etc. For example if X, Y, Z teams qualify from pool A. Team X will play all other qualifying Division 1 teams in play off except team Y and Z. Team X will carry forward its performance against Y, and Z in the pool matches.
- b) Again, in the play offs each winning team will be awarded 2 points for a win, 0 points for a loss and 1 point each in case of a NO RESULT/DRAW. At the end of the round robin stage of the play off in Division 1, all teams will be ranked 1 to 8, based on the number of points gained with the highest points as number 1 and lowest points as number 8. In case 2 teams have the same number of points than the ranking will be established as discussed in 2.1(A).
- c) Teams ranked 5 to 8 will have this, as their final ranking in the overall league, while teams ranked 1 to 4 will play the Semi- Finals and the FINAL.
- d) Number 1 ranked team will play the Semi-Final against number 4, while number 2 will play the Semi-Final against number 3. The winner of each Semi Finals will play the Final, while the losers will play for the 3rd and 4th ranking position. The winner of the Division 1 final will be declared the Champion of 2006 Midwest Open Cricket League.

2.3) DIVISION 2 PLAY OFFS

- a) Teams ranked 9 to 18 after the pool/league stage of the tournament will play the Division 2 play offs. The format of division 2 play offs is different from Division 1. Teams ranked 9 to 14 will qualify for the quarter finals of the division 2 play offs, while the teams ranked 15 to 18 will play each other for the remaining 2 spots in the Division 2 play offs quarter finals.
- b) Team ranked 15 will play against team ranked 18 and the winner will qualify for quarter finals as the number 15 ranked team in Division 2 play off.
- c) Team ranked 16 will play against the team ranked 17, and the winner will qualify for the Division 2 quarter final as number 16 team. The losers of matches mentioned in 2.3(a) and 2.3(b), will play each other for a ranking match to establish the final number 17, and 18 position.
- d) Team ranked 9 will play against team ranked 16, 10 will play 15, 11 will play 14, and 12 will play 13. The winners will play the semi finals, while the losers will play the ranking matches.
- e) The semi-finals, finals, and ranking matches will be played as follows:
 - Match 1. Winner of 9 vs 16 will play the winner of 12 vs 13 in first semi-final.
 - Match 2: Winner of 10 vs 15 will play the winner of 11 vs 14 in the second semi-final.
 - Match 3: Loser of 9 vs 16 will play loser of 12 vs 13 in a ranking match.
 - Match 4: Loser of 10 vs 15 will play loser of 11 vs 14 in a ranking match.

Match 5: Winner of match 1 will play winner of match 2 in the final of Division 2. The winner of division 2 will get the final ranking as number 9 team in the overall league, while the runners-up will get the final ranking number 10.

Match 6: The loser of match 1 will play the loser of match 2 to determine the 11 & 12 ranking in the final league.

Match 7: The winner of match 3 will play the winner of match 4 to determine the 13&14 ranking in the final league.

Match 8: The loser of match 3 will play the loser of match 4 to determine the 15 & 16 ranking in the final league.

2.4) FINAL RANKING

After all matches, the teams will be ranked from number 1 to number 18. This ranking will be used for pool allocation for the next year's tournament.

3.0) Game Duration and Timings

- a) All matches will consist of one inning per side. Each inning will be of 35 overs. A bowler will be allowed to bowl no more than 1/5 of the total allotted overs.
- b) The scheduled time for the toss is 10:15am and game start is 10:30 am. The scheduled time for the start of the 2nd innings is 2:00pm. These scheduled times may be altered only by the official umpire in the case of delayed start or other interruptions (due to rain, injuries, etc.). In all cases no game shall extend beyond 6:00 pm.
- c) Each team will be required to bowl the allotted overs in no more than 3 hours inclusive of two 5 minute drinks breaks, to be taken at the end of the 14th and 28th overs. To ensure that drinks breaks are completed on time, the players will not be allowed off the field for drinks. The 12th man or other designated player will be allowed to bring drinks onto the field.
- d) Teams not completing their overs in the allotted time will be penalized 5 runs for every over begun after the allotted time.
- e) In case of extremely hot weather (or for other reasons solely determined by the umpire) the umpire may relax the game timings and allow more frequent drinks breaks to ensure player safety. In all cases the umpire shall keep the captains continually informed of the game schedule.

3.1 Detailed Game Timings

- a) Both teams must be 'ready to play' ([See 3.5. Ready To Play](#)) at the ground by 10:15 a.m.
- b) The toss shall be conducted 15 minutes prior to the scheduled start time as determined by the umpire (including any delay of start).
- c) At the time of the toss, if one of the teams is not 'ready to play', then the toss will be awarded to the team that is 'ready to play'.
- a) After the toss is over, if a team is still not 'ready to play' at start, the team shall lose an over for every 4-minute delay. If a team is not 'ready to play' by 30 minutes after scheduled game start, the match and all game points will be awarded to the opposing team, provided the other team is 'ready to play'. The official umpire will make the final decision regarding 'ready to play' and game awarding. Both teams will still have the assigned 3 hours to complete their overs.
- b) If both teams are not 'ready to play' at the scheduled start time, the match will be reduced by 1 over for every 8-minute delay. The time available to the teams to complete their overs will be prorated according to that fraction of 70 overs that was lost.
- c) If both teams are not 'ready to play' by 30 minutes after scheduled game start, the match will be counted as a loss for both teams, and no points will be awarded.

- d) The umpire and both the captains should agree to the start time and the number of overs to be bowled per innings. If one of the captains does not agree with the umpire, the game will be awarded to the opponent team.

3.2 Reduction in game length due to rain or other interruption

In the event of the game being delayed or interrupted due to rain or other causes, the umpire will reduce the number of overs to be played according to the following guidelines.

- a) If the game start is delayed, the umpire will reduce the number of overs to be played by 1 over for every 8 minutes lost.
- b) If game is delayed after game start the umpire will adjust game length to maximize the likelihood that both team innings are of equal length or that each team innings is of at least 20 overs length. For this purpose a team that is all out in less than their allotted overs will be considered to have had an innings length equal to the over allotment.
- c) The umpire may shorten the lunch break to 10mins to facilitate completion of the game.
- d) In the case of a shortened game where each team innings are at least 20 overs long, the game result will be determined by the D&L method. The umpires will be trained in calculating the D&L method.
- e) If either team innings is less than 20 overs, the game will be abandoned and each team awarded 1 point.

3.3 Reduction of Allotted Overs

If the number of overs is reduced prior to the start of the game, then the max. number of overs bowled by a bowler is determined as below:

- a) In the event of a team being penalized for a late start, the number of overs allocated to each bowler of the other team remains at 1/5 of the **original** number of overs scheduled for the innings.
- b) In the event of other reduced games, overs reduced are distributed across the 5 bowlers (min) clause, i.e. if the match is reduced to 37 overs then only 2 bowlers can bowl max limit of 8 overs and all others will have a limit of 7 overs.

3.4 Field Restrictions

- a) At any point in the game, there shall not be more than 5 fielders on the on-side (leg-side).
- b) No more than 2 fielders are allowed backward of square on the on-side (leg-side).
- c) The umpire shall call a no-ball if the above two conditions are not met.

3.5 Ready to Play (Minimum Players)

- a) A team shall be considered 'ready to play' if they have seven (7) players present on the ground, properly dressed and are accountable for the Umpire.
- b) In addition, the home team **MUST** have the stumps in place, all the necessary markings (creases, boundary, cones/flags), and any other field preparations completed by 10:15AM.
- c) Both team captains must submit a duly signed **TEAM DECLARATION** sheet to the umpire for any scheduled game before the toss is made. No alterations will be allowed once the **TEAM DECLARATION** sheet is submitted to the Umpire. Both the captains are authorized to review the **TEAM DECLARATION** sheet along with the umpire.
- d) Names of substitute fielders must also appear on this list.

3.6 Cancellations & Bad Weather

- a) If affected by bad weather, no game may start later than 2:00 p.m. If one of the teams is not ready to play by the adjusted time, they shall lose the game and all points will be awarded to the opposing team. If both teams are not ready to play by the adjusted time, then the match will be registered, as a LOSS to both the teams and no points will be awarded.
- b) In case of inclement weather the assigned officiating umpire will make the decision regarding the game. The host captain shall inform the assigned umpire(s) and discuss possibilities of delaying or canceling the game. He must also inform the visiting team captain no later than 8:00 a.m. on the day of the game. An earlier notification time is urged to allow a distant visiting team sufficient time to notify its members prior to long distance travel. Teams MUST show up (unless travel time is too much), as in most cases a reduction in overs can still see completion of the game.
- c) Teams are expected to show up for all the scheduled games, and the umpire(s) on the field would make a decision whether the playing conditions are favorable to play or not.
- d) If the team captains disagree with the umpire's decision, they may lodge a complaint with MOCL, and play under protest. The score sheet has to reflect that they are playing under protest.
- e) If one of the team captains disagrees with the Umpire's decision and refuses to play, then the game will be awarded to the opponent team.

3.7 Umpiring

- a) An MOCL umpire(s) will officiate all games unless or until otherwise specified.
- b) Umpire shall wear proper attire: White Shirt, Black trouser and Shoes
- c) The officiating umpire MUST show up for the game 20 minutes before the start time.
- d) All teams must submit names at least 2 members who will be certified by MOCL to officiate as league umpires. MOCL will try its best to arrange recruited umpires for all matches. In case no volunteers are available than any team can be assigned to send its certified individual for umpiring in a given match. In such case the schedule will be given at least 2 weeks in advance and these individuals will be paid umpiring fee as outlined in 3.7e. No team will be asked to send an umpire in more than 3 matches unless the team member himself volunteers. The schedule of such a member for umpiring will not coincide with the match schedule of that team.
- e) The umpires will be paid \$85.00 per game during the regular season. If more than 100 miles of traveling is involved, \$15.00 will be added to the umpiring fee of \$85.00
- f) In case a game is rained out completely, or the game is called off after the umpire reaches the ground, the umpire will be paid half the umpiring fee.
- g) In case of an umpire from a MOCL teams no shows; the assigned team will be penalized \$100 for the first offence. A second offence will result in \$100 fine and the loss of 2 points. In case an individual umpire not representing any team does not show, he will be fined \$100 and not considered for future umpiring assignments till fine is paid Any fine must be paid (checks mailed in envelope post marked) before the liable team can participate in further games.
- h) MOCL will assign the umpiring duties to the individuals and teams in the beginning of the season along with the schedule. The assigned team/Individual shall confirm to the umpiring coordinator/Secretary and to the two playing captains by every Wednesday mid night of that week by email or phone. If not confirmed, alternate arrangements will be made and be treated as umpire no show.
- i) In the absence of an assigned umpire the teams have two options:
 - (i) Provide their own umpires, agreeable to the opposite captain, and play the game.
 - (ii) Call the game off and receive 1 point each.Either way, the decision on the game will be final and no protest can be lodged.

- j) The square-leg umpire shall be a playing or a non-playing member of the batting team.
- k) If the square-leg umpire appears to have made an error in judgment, then the official MOCL umpire has the authority to reverse that decision. If the official umpire finds the square leg umpire to be incompetent, he may request to have him replaced.
- l) Teams may request the league for a 2nd neutral umpire, as long as they are willing to pay his match fee of \$85. Such a request shall be accepted if an umpire is available.
- m) The league will provide two umpires for all semi-final and final games.
- n) Team captains may lodge a complaint with MOCL in case they are not satisfied by the standard of umpiring (only if umpire is officiating under the instructions of the league).
- o) No one is allowed on the field during play other than the batsmen, the fielding side and the officials. In case of an injury or substitution, the umpire must be notified.

3.8 Playing Surfaces, Markers, & Grounds

- a) All games must be played on surfaces approved by MOCL. These include grass, astro-turf, jute matting and certain types of matting surfaces.
- b) If the umpire feels that the surface is dangerous to play on, he may call the game off and file a report to MOCL.
- c) The creases and boundaries shall be distinctly marked by the home or designated home team
- d) Players shall not be allowed to wear metal spikes or other types of footwear that may cause damage to the pitch.
- e) Any clubs with specific rules pertaining to their field, that may affect playing of the game, shall send copies of these to all participating clubs.
- f) The scheduling committee has the right to approve or disapprove any ground for league matches. Each team will have to submit a photograph of its ground with directions to be posted on the website. If a team does not register its ground (as mentioned above) at least a week before the announcement of the schedule, it will not be considered for league matches. Based on the recommendation of the official umpire and visiting teams, the scheduling committee may remove a ground from official status. All grounds will be allowed status as follows:
 - 1. Approved for all matches including Division 1 play offs.
 - 2. Approved for only pool matches
 - 3. Approved for only Division 2 play offs.

3.9 Game Results

- a) The team scoring the greater number of total runs in the allotted overs shall be declared the winner.
- b) If a game is cancelled due to bad weather, then both teams will split the points.
- c) In case a game has to be shortened due to weather, a minimum of 20 overs per innings will have to be bowled for it to constitute a complete match.
- d) If the game has to be abandoned after only one of teams has completed its inning, the Rain Rule may decide the result (the 20 overs minimum still holds). If that is not the case, then the game will be cancelled and both teams will be awarded 1 point each.
- e) In case of a tied regular season game, both teams will gain 1 point.
- f) For all play-off games, a tied game will be decided on the basis of the following criteria considered in order until the tie is broken:

- (i) The team having lost fewer wickets shall be awarded the game.
- (ii) Greater number of points in head to head games in the regular season
- (iii) Run Rate Differential in the round robin league games considered for qualification for the playoff game
- (iv) If all the above fail to break the tie, then a coin toss supervised by the umpire shall decide the outcome of the game

3.10 Friendly Games

- a) The association schedule will take precedence over any and all other scheduled commitments.
- b) If a ground is not available due to community activities, the concerned club must inform the association statistician and secretary at least one (1) week in advance.

3.11 Team Declaration Sheets

- a) Only official MOCL team declaration sheets will be used.
- b) Captains must submit the team declaration sheets duly signed to the umpire before the toss.
- c) No alterations to the team declaration sheet will be permitted after the toss with the exception in the case of a substitute fielder being used other than the declared 12, the umpire shall ask the captain to add the player's name to the team declaration sheet under his supervision.
- d) Team Captains are required to put complete names of all players including the 12th man.
- g) The team declaration sheet duly signed by the umpire shall be sent to the statistician.

3.12 Scores Cards & Umpire Reports

- a) Scorecards for all association games must include the full batting, bowling, and fielding records.
- b) It is the sole responsibility of the winning captain to provide the Umpire/Secretary with the scorecards at the end of the game and no later than the Wednesday after the scheduled game. Umpires MUST sign a completed score sheet and insure that both captains also sign it. It is the responsibility of all the teams to update the score sheets online before the Wednesday of the week.
- c) If the winning captain or the losing captain fails to comply, his team shall be penalized one (1) point, for each Wednesday that passes without the scorecard being updated after the completion of the game.
- d) Both captains are responsible for providing and completely filling in the entire statistics from their innings (this includes their battings and the other team's bowling and fielding details).
- e) Teams are urged to put names of fielders involved in a dismissal on the score sheets.
- f) If a game is played under protest, this should be mentioned on the report. Any and all other issues (e.g., delays, misconduct, umpire incompetence, etc.) MUST also appear on the score sheet.
- g) The team that batted first shall fill out the score card during the lunch break.
- h) In case of a tied/abandoned/rained out games, the scorecards and the team declaration (TDC) sheets shall be sent to the statistician by the home team (first team in the schedule). For example if the schedule shows MCC vs. KCC, then MCC shall send the score cards and TDCs.

3.13 Umpire Evaluations

- a) Team captains should fill in the evaluation for the official MOCL umpire at the space provided in the score card. The umpiring shall be evaluated on a scale from 1 to 5 with 5 being excellent and 1 being worst.
- b) Detailed Evaluations of the official umpires should be sent to the Umpiring Coordinator.

3.14 Trophies, awards, & prizes.

- a) The winner of championship will be given a trophy and prize money of \$1000.
- b) The runners-up of the championship will be given a trophy and prize money of \$500.
- c) The winner and runners up of division 2 will be awarded trophies.
- d) Man of the match of each league/playoff match will be given a gift certificate of \$15. This will be given at the final ceremony.
- e) Awards will also be given for the following:
 - Best Batsmen of the league
 - Best Bowler of the league
 - Best fielder of the league
 - Most Valuable player of the league
 - Best Umpire of the league.

3.15 Protests & Complaints

- a) All protests and complaints regarding game disputes must be submitted in writing (by email or regular mail) to the association secretary by no later than the Wednesday following the weekend of the game in question.
- b) Teams must also check the scorecards (as maintained on the official league statistics site: cricket-usa.com) and the points table every week. No protests regarding the scorecard or points awarded from a particular game will be considered after the Friday following the game in question.
- c) No protests or complaints will be valid if a game is played without an official MOCL umpire.
- d) The decision of the rules committee will be final regarding all protests and the turnaround time for all the decisions in 7 days.
- e) No protests or complaints will be considered unless proper procedures are followed.

3.16 Time Delays

In case of time delays, when the ball is lost or a player is injured, it is the duty of the umpire to make note of the time. It is a good practice for both captains to also make a note and remind the umpire. Either way, the umpire's decision, as in all cases, will be final and no requests can be made to reconsider time delay issues.

3.17 Disputes with Boundaries and Boundary Catches

In case of a possible dispute regarding a hit for 4/6 runs and /or a catch at the boundary, fielders are advised to stay put and help the umpire make the decision by holding their ground. Benefit of doubt shall always go to the batsman.

3.18 Umpires intervene for:

- Time wasting
- Damaging the pitch
- Dangerous or unfair bowling
- Tampering with the ball
- Assessing a situation when a batsman gets injured or dehydrated and asks for a runner. The umpire's decision is final in case of an injury during the game but in case of dehydration the umpire shall ask the batsman to retire if he can't perform his task and shall allow the retired batsman to come back anytime during the innings.
- Any other action that they consider to be unfair

3.19 Proper Clothing

It is very important that players present themselves in proper attire when on the field of play.

- a) Preferably collared white shirts and pants (and light colored sports shoes) are required for all players.
- b) In case of cold weather cricket sweaters may be worn. If cricket sweaters are not available players are advised to wear warm clothing underneath their cricket shirts.
- c) The umpire must ask an improperly dressed player to change to proper attire and inform his team captain, unless the opposing captain has no objection. If the player does not comply the umpire must ask him to leave the field unless the opposing captain agrees to allow the player to remain on the field. Once, proper attire has been obtained the player is free to enter the field again. No substitution will be allowed in this case.

3.20 The spirit of the game

Players are required to adhere to not only the letter but also the spirit of the laws of cricket as outlined below.

- a) Respect the umpire, your opponents, your own captain and teammates and the traditions of the game of cricket.
- b) It is against the spirit of the game to
 - a. dispute an umpire's decision by word, action or gesture
 - b. To direct abusive language towards an opponent or umpire
 - c. To indulge in cheating or any sharp practice such as to appeal knowing that the batsman is not out
 - d. To advance towards an umpire in an aggressive manner when appealing
 - e. To seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own team.
 - f. Use taunting words on the umpire.
 - g. In case a player's behavior is not in line with the spirit of the game as outlined above, the umpire has the right to give warning to the respective team captain. After 2 warnings the umpire can expel the player from the match. Two warnings though are not an absolute requirement for such an action. Depending on the type of disciplinary breach the umpire can expel the player immediately as well. It is recommended though that umpires use this power very judiciously. The umpires can also recommend to the Secretary/Core Committee of the league for further action against the player as well. Such action will have to be taken by Core Committee in consultation with the rules committee. And umpire. In case of disciplinary expulsion of a player, no substitute will be allowed.

3.21 DISPUTE RESOLUTION

a. All complaints/disputes received by the secretary as outlined above will be first resolved as recommended by the official umpire. If a team wants to dispute such a decision, the dispute will then be resolved within 48 hours by the scheduling committee. If the team lodging the dispute is not satisfied, it can lodge a complaint to rules committee. The rules committee then votes and reaches a decision by majority within 48 hours. If the decision is not acceptable to any involved party it can complain to the Core Committee. The Core Committee can then decide in a week but the decision of the Core Committee will be FINAL and binding on all participating teams.

b. This is to be mentioned here that technical decisions of official umpires during the game cannot be disputed, and are considered final. If a team is not satisfied by the umpiring it can mention that in the umpire evaluation form.

4.0 MOCL Tournament Organizing Committee (TOC)

The Greater Dayton Cricket Club (GDCC) is the main organizing body of the league. To assure the proper organization of the tournament the Secretary and Treasurer of GDCC will serve as the Treasurer/Secretary of the league. In addition the board of GDCC will nominate the President of the league and members of all committees (except rules committee) at the start of the each season in line with the rules set forth in the following paragraphs.

- a. The following committees shall constitute the TOC of MOCL.
 1. Core Committee
 2. Rules Committee
 3. Umpiring Committee
 4. Marketing & Advertising Committee
 5. Scheduling Committee
 6. Website Committee..

4.01 CORE COMMITTEE

The core committee will consist of 3 members including the President of the league. The main goal of the core committee will be to oversee the professional organization of the league. In case a dispute is not resolved by other means the core committee will decide the dispute. The decision of the core committee will be final and cannot be challenged. To assure impartiality, the core committee can only consist of individuals who are NOT PLAYING MEMBERS of any participating team.

4.02 RULES COMMITTEE

Each participating team will have the right to put a member in the rules committee. In addition the board of GDCC can nominate up to 8 members in the rules committee. The purpose of the committee will be to resolve any disputes and make

recommendations to change or improve the format of the league. All decisions by the rules committee will be approved by simple majority. At least half members should vote for it to be valid. In case any team does not wish to have a member in the rules committee the position will be left vacant.

4.03 UMPIRING COMMITTEE

The role of the umpiring committee is to arrange for proper training and scheduling of all umpires. It will consist of 3 or more members.

4.04 MARKETING AND ADVERTISING COMMITTEE:

This committee will be responsible for organizing the brochure of the league, organizing fund raisers in consultation with the treasurer. The committee can have as many members as needed.

4.05 SCHEDULING COMMITTEE

This committee will consist of three or more members and will be responsible for scheduling of all matches. The committee in consultation with rules committee will decide changes in the format of the league at the start of the season if needed. The committee will also make changes to the rules and adjust fees as required at the start of the season. This will be done preferably in consultation with the rules committee. The committee also resolves disputes as mentioned above.

4.06 WEBSITE COMMITTEE:

The website committee consists of three or more members and will be responsible for maintaining the website of the league. Posting all notices and scorecards on the site in a timely manner is the most important duty of this committee.

This concludes the rules for MOCL 2006.