



Millennium Cricket League Umpires Cheat Sheet – 2011 Season

Item	Description
Umpire Fee	For each Umpire, \$90 - Match held in NJ, \$110 - outside NJ; teams will share the cost
Ground Setup	Matting, Boundary/30-yard circle markings should have been completed 15 minutes before scheduled start time
Playing 11	Collect names playing 11 from both teams before start of play and verify photo IDs, if required
Toss	Toss time is 15 minutes before scheduled start time. Visitors call the toss. Teams not having 8 players (in whites) on the field by toss time will automatically forfeit the toss.
Total Play time	4.25 Minutes Per Over. For 40 overs game, 170 Minutes per innings, 180 minutes with 2 breaks.
Extra Time	10 Minutes Extra Time, if an innings can't be completed in 170 minutes.
Penalty Runs	Penalty runs will be added after extra time. Check MCL Rules [Captains will have copies].
Slow Over Rate	Inform teams about their over rates every hour/during break.
Drinks Break	Two 5 minutes break each innings. Break taken after 15 overs or One Hour, whichever is early.
Boundaries	Boundary is a straight line between two adjacent cones. Confirm with both teams about runs/boundaries, if there are any goal posts / trees in the ground.
Overs Per Bowler	Maximum overs per bowler = Total Overs Played / 5
Balls	Both teams will provide balls for their innings. Please make sure both balls are same. Only one new ball can be used per innings. If balls are lost during the game, use similar old balls.
Field Restrictions & Power Play	Min 4 players should be inside 30-yard circle at all times. Max 5 players on the leg side. Power play will be 16 overs. Mandatory PP: First 8 Overs; Min 9 players should be inside 30-yard circle. Bowling & Batting PP: 4 overs each; Min 8 players should be inside 30-yard circle. Batting/Bowling PP can be taken by respective captains anytime after the mandatory PP overs are concluded. Check MCL Rules for shortened games.
LBW	As per ICC Rules.
No Ball/Free Hit	As per ICC Rules. Main umpire can overrule leg umpire's (batting team) No Ball call for above waist full toss. No Ball shall be called when more than 5 fielders are on the leg side. Free hit shall be called for foot fault No Balls.
Wide Ball	As per ICC Rules. Delivery outside leg side is considered wide.
Dead Ball	As per ICC Rules. 2 or more pitches before reaching batting crease. Make distinction between low kept ball and balls pitched twice or more.
Obstructing View	First offence - Unofficial warning, Second offence - Official warning. Third offence – Bowler can't continue for the remainder of the game.
Declaration	Not allowed in MCL.
Forfeiture	Team doesn't show up for the game. Team has less than 8 players after 45 minutes in the game.
Drawn Game	Less than 20 overs per innings.
Duckworth Lewis	Minimum is 20 overs. DL charts will be available with the Captains
Scoresheet	Verify after each innings, sign at the end of the match. Make sure wides, noballs etc are specified.
Miscellaneous	Umpires at no circumstances shall award the match to any of the teams, because of any player's bad behavior. Umpires can reconsider their decisions if teams provide documentary evidence of MCL rules or ICC rules.
Additional Rules	Check MCL Rule Book
Documents	Teams will have copies of MCL Rules, DL Charts & MCC rules.