# 2024 MWCL T10 Format and Rules

## Format:

we have 12 teams locked for MWCL 2024 T10 and based on last year T10 ranking we divided those teams into 3 pools

**Round 1:**

Here is the information about pools

<http://www.mwcl.org/mwcl/viewTeams.do?clubId=93>
Each team is going to play 3 games within their pool in league stage

**Round 2:**

Quarters : We flatten the ranking of all 12 teams by points and run rate ( if equal points ) in league stage and we qualify top 8 teams to quarters. Based on ranking top rank team will play bottom rank team and so on.

Example : Team with rank 1 plays against team with rank 8

**Round 3:**

Semis : Teams won in quarters will be moving to Round 3. Games will be conducted based on their rank again. Top seed will play lowest seed.

**Round 4:**

Finals : Winners of semis compete each other in finals.

## **Roster Mgmt and Scoring:**

1. Each team can have a maximum of 18 players in their squad during the tournament
2. Rosters will be locked after a team plays it’s 1st match
3. No player transferred is allowed in the tournament
4. Captains have live scoring access on Cricclubs. If case of app issues, please contact the Reps group but proceed to play by scoring manually

## **Player Eligibility:**

1. Player must have played at least 1 completed group stage match in 2024 T10 season (washouts not included) to be eligible for knockout stages of the tournament

## **Playing rules:**

1. Max overs per innings 10
2. Powerplay will be 3 overs
3. Minimum 9 players must be inside the circle during powerplay
4. Teams must play 5 overs from each end
5. No bowler can bowl more than 2 overs
6. Incase of washout. The points will be split. If weather interrupts in the middle of the game, batting 2nd team should have played at least 5 overs and a score comparison will determine the winner.
7. Minimum of 5 overs per team must completed for the match to be recognized as completed. Less than 5 overs will be considered a washout.
8. In case when scores are tied, the team losing with less wickets will be declared the winner. If there is still no winner, then it's a tie.
9. NO SUPER OVER for league games. Super over will be applicable from QF onwards
10. T10 matches in 2024 must only be played with the white balls which will be provider to each team before the 1st match- teams must not use white balls from previous seasons or other brands

## **Time management:**

1. Each innings shall last a maximum of 50 mins
2. No breaks are allowed during the innings
3. Innings break must not be more than 10 mins
4. In case of weather interruptions at the beginning of the match, teams can wait for maximum of 1 hour to start the match- else it will be counted as a washout
5. It is umpire and the captains responsibility to ensure that matches start and finish on time
6. Toss must be done 10 mins before that start of play
7. 1 over per side must be deducted for every 10 min delay
8. Teams need not wait for the umpire for conducting the toss
9. 1 point will be deducted from the umpiring team if the umpire fails show or call umpire shows up 5 overs after the 1st innings

## **Weather rules:**

1. Match will be played only if the Real Feel/Feels like temp at Minor Park is greater than 40°F
2. ⁠Use Accuweather for Zip 64131 to determine the weather.
3. ⁠No play will be allowed in case of icy/freezing rain last more than 10 mins.
4. ⁠Weather check will be performed by umpire.

Refer to a) MWCL T20 rules followed b) ICC T10 rules for anything not covered in this document. MWCL executive committee reserves the right to implement rules which are not covered under any of these documents.