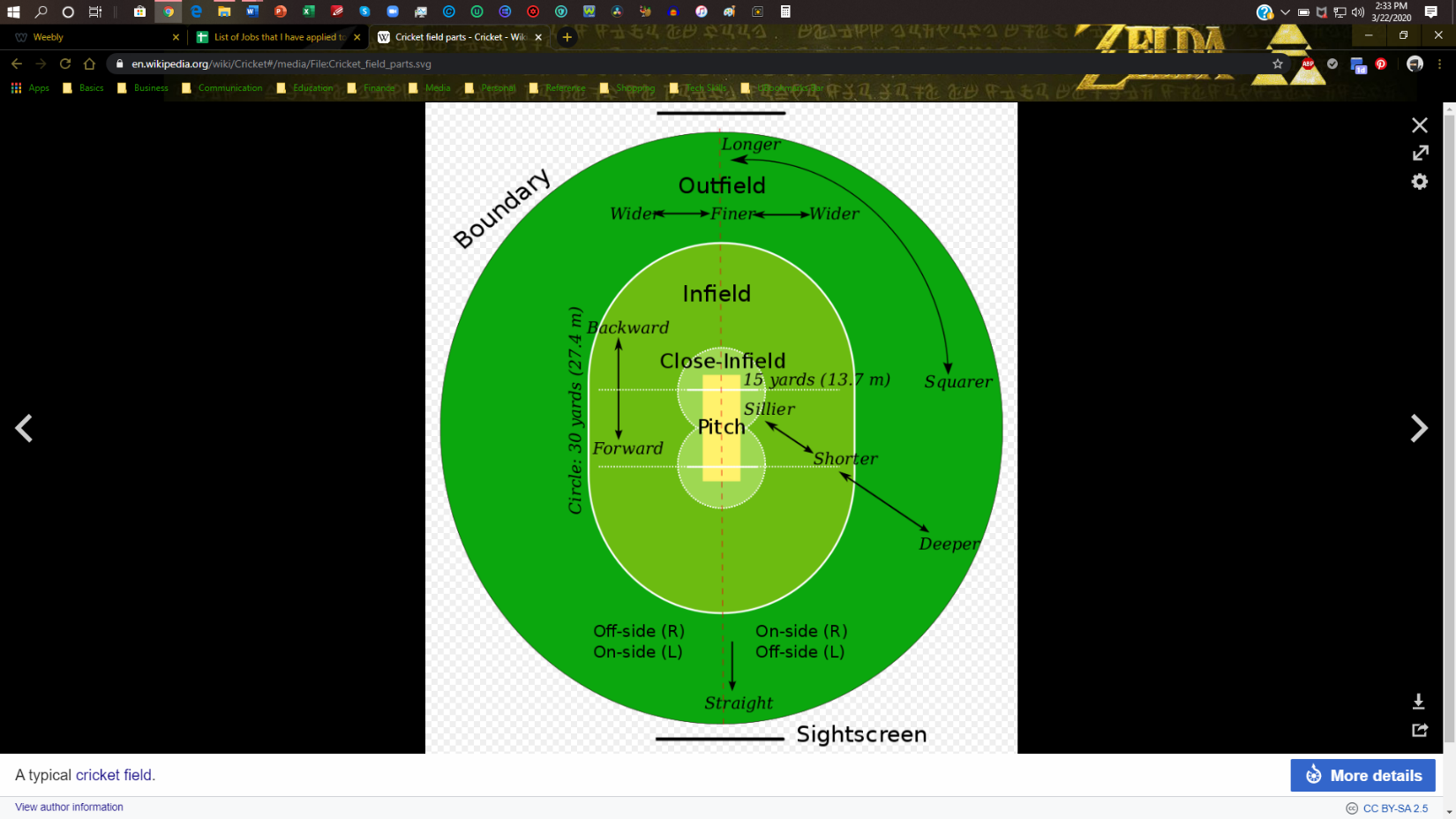
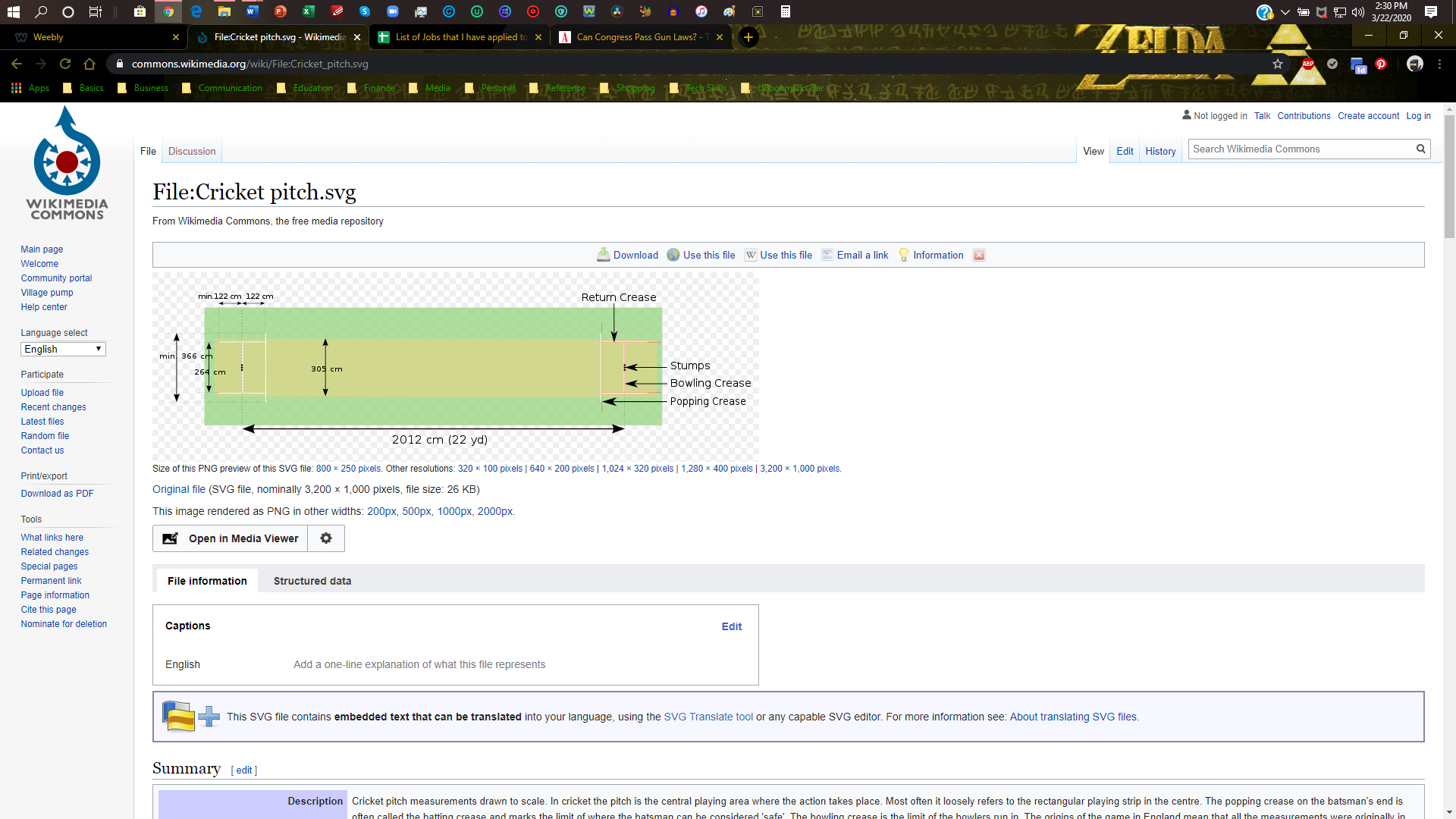
# **Season Structure:**

1. **The Preseason:**
   1. *Each team plays 2 games during June:*
      1. All spring training games must be played at the Central Broward Regional Park *(20,000)* in Lauderhill, Florida.
      2. Each team plays 1 game per week during the weekend (i.e. Saturday & Sunday).
   2. *The national teams (including the USA) will play three 3 Test Cricket exhibition series against any other national team(s) beginning on March 1 with a 1-day break in between each series every year the World Cup is not held:*
      1. All of the national team players will complete winter training with their MLC teams & then report to their national team’s first stadium at least 3 days in advance.
      2. All of the national team players must be paid during the preseason while they are playing with their national team.
      3. *All tickets for the exhibition games for all of the national teams must not exceed the following in 2017 US$ (must be annually adjusted for inflation):*
         1. $50 = lower levels.
         2. $25 = higher levels.
2. **The regular season is played from the last week in June to the last week in August:**
   1. 2022 Example = June 25– August 28.
   2. *Each team plays 14 Games (7h/7a):*
      1. Eastern Division = each team plays the other 6 teams twice (1h/1a) in addition to 1 random team from the Atlantic conference.
      2. Southern Division = each team plays the other 4 teams twice (either 2h/1a or 1h/2a) in addition to 1 random team from the Atlantic conference.
      3. Central & Western Divisions = each team plays the other 6 teams twice (1h/1a) in addition to 1 random team from the Pacific conference.
   3. *If games have days that are rained out, they will not be made up, and the combined total for the games remaining will determine the winner:*
      1. However, all ticket purchases must be refunded if this happens.
3. **The MLC Special Games:**
   1. *The MLC All-Star game will occur in September after the MLC Championship*
      1. The venues traditionally alternate between the 12 teams in a 12-year cycle.
      2. The Home Run Derby, a contest among the best batsman voted on the fans, will be held on the first day of the All-Star Break (i.e. June 30). The Home Run Derby prize will be $1,000.
      3. The All-Star Legends and Celebrity Softball Game pits teams with a mixture of former cricket players as well as celebrities from music, film, television, & other sports. This game is held on the day after the Home Run Derby.
      4. Another exhibition game for the USA national team is played on the day prior to the MLC All-Star Game.
      5. The All-Star Legends and Celebrity Softball Game, The USA Exhibition Game, & the MLC All-Star Game are all played in the T20 format.
4. **The top 4 teams will automatically be entered into the 4-team single-elimination tournament:**
   1. There must be a 3-day break in-between the end of the regular-season and the start of the postseason.
   2. All 4 teams will be seated 1 through 4 based on the number of bonus points that they have, & will never be reseeded.
   3. 1st Round = 1v4 & 2v3.
   4. 2nd Round = MLC Grand Final.
   5. The format for all playoff games will be a 5-day game with the first two days held at the lower ranked team’s stadium, with the final 3 days at the higher ranked team’s stadium.
5. **Bonus Points System:**
   1. 2 points for winning a game
   2. 1 point for drawing a game
   3. 0 points for losing a game
   4. .5 bonus points for losing by 8 points (or fewer) or in overtime.
   5. .5 bonus points for scoring 4 sixes (or more)
   6. Points are being implemented in order to encourage attacking play throughout a game and to reward teams for "coming close" in losing efforts.
   7. *At the end of the regular-season, the team with the best regular-season record (i.e. highest point total) is awarded the MLC Supporter’s Shield:*
      1. For those who don't know, it echoes the practice of the top European soccer leagues in which the team with the best record is the champion, similar to the Supporter’s Shield in MLS.
      2. The MLC Supporter’s Shield winner is guaranteed home-field advantage in all rounds of the playoffs they compete in, including the MLC Grand Final.
   8. *Tiebreaker criteria when competitors are level on points:*
      1. The team that won the head-to-head match or series (if applicable) is ranked first.
      2. If this game/series was a draw, then the team with the more wins is ranked first
      3. Point difference (PD) = is the number of goals (or points) scored in all league matches minus the number of points conceded.
      4. Points for (PF) = is the total number of points scored by a team over the course of the regular-season.
      5. Points against (PA) = is the number of goals scored against them by their opponents over the course of the regular-season.
      6. Fewest disciplinary actions.
      7. Strength of schedule = two-third (66 2/3%) for the opponent's record and one-third (33 1/3%) for the opponents' opponents record.
      8. Total number of points scored on the road.
      9. Road point difference.
      10. Total number of points scored @ home.
      11. Home point difference.
      12. If still identical, a play-off is required.
      13. Coin toss (2 teams) or drawing of lots (at least 3 teams).

# **Roster:**

1. All teams can have a minimum of 18 players along with a minimum of 2 two rookie contracts and a maximum of 5 overseas players in the squad.
2. All teams are also required to have a physiotherapist and a coach.
3. Each team can also have a maximum of 2 overseas replacement players, in case the original overseas players get injured or withdraw due to any particular reason.
4. **The salary cap is $1 million:**
   1. Under-22 players are to be remunerated with a minimum annual salary of US$15,000, whereas for others the minimum is US$25,000.
   2. *A hard salary cap means that all contracts which cause a team to violate a hard cap are subject to major sanctions, including any of the following while breaching salary cap rules:*
      1. 1st offense = reduction of $25,000 in their salary cap for the next season.
      2. 2nd offense = reduction of another $50,000 in their salary cap for the next season in addition to the previous reduction.
      3. 3rd offense = reduction of another $750,000 in their salary cap for the next season in addition to the previous reductions & the voiding of violating contracts.
      4. 4th offense = reduction of another $100,000 in their salary cap for the next season in addition to the previous reductions, the voiding of violating contracts, & the stripping of championships won.

# **General Play:**

1. **Summary of Cricket:**
   1. *Two batsmen take up positions on the pitch, at either end:*
      1. One begins as the ‘striker’—similar to the hitter in baseball—and one begins as the ‘non-striker’—similar to a baserunner.
   2. *The fielding team have roles roughly analogous to the fielding set-up of a baseball team:* 
      1. one ‘bowler’ delivers the ball to the batsman (as does the pitcher in baseball), one ‘wicket-keeper’ stands behind the batsman to receive the ball if it is not struck by the batsman (as does the catcher in baseball), and the remaining nine members of the fielding team arrange themselves around the field.
   3. *The bowler delivers the ball to the batsman, but, crucially, the bowler must deliver the ball with a straight arm (i.e. the bowler must deliver the ball in a windmill action):*
      1. The bowler runs up to one end of the pitch, and bowls the ball to the on-strike batsman, who is standing at the other end of the pitch, guarding his or her stumps.
      2. The ball may bounce twice or not at all, & the ball is not allowed to arrive above the batsman’s waist without bouncing).
      3. A bowler cannot bowl 2 overs consecutively, so after Bowler A bowls the ball six times, he or she retrieves his/her hat and sunglasses from the umpire (who chivalrously holds them during the over), and takes up a position in the field. Bowler B, who was in the field during the last over, will bowl the next six balls, but will deliver the ball from the opposite end of the pitch than Bowler A.
   4. *The batsman attempts to hit the ball to a vacant area anywhere in the 360 degrees of the field, in order to score runs:*
      1. There are no restrictions on the permitted batting style, but the traditional stance is similar to a baseball stance, but with the bat held at hip-level with the end pointing back towards the wicket-keeper.
      2. If the Batsman A hits the ball to a suitably remote and vacant part of the field, the two batsmen may—but are not obliged to—run from their end of the pitch to the other, passing by each other as they go.
      3. The batsmen may choose not to swing at the ball and let it sail harmlessly to the wicket-keeper, or may choose to strike the ball with his or her bat but then not run, unlike in baseball where running on a live ball is compulsory.
      4. There are no balls and strikes; as long as a player is not given out, there is no penalty for, say, swinging and missing at a delivery. There is also no strike zone, nor any ‘live-ball’ part of the field—the whole of the field is fair-play territory, and the batsmen can hit the ball anywhere they please in order to score runs.
   5. *The five common modes of dismissal are as follows.*
      1. *Bowled:*
         1. To be bowled out is when the bowler successfully bowls the ball past the batsman’s defenses such that it crashes into the stumps and knocks at least one of the bails off. This is by far the most gratifying mode of dismissal for a bowler, and the most crushing for a batsman. A satisfying and humiliating wooden clunk sound adds to the theatre.
      2. *Caught:*
         1. To be caught out is self-explanatory. If the ball is caught by a fielder after striking the batsman’s bat and/or glove, and before the ball hits the ground, the batsman is out. If, however, the ball only strikes another part of the batsman’s body or armory (e.g. legs or helmet, and without hitting the bat or glove), the batsman cannot be out caught. A fielder attempting a catch near the boundary must stay in bounds, and if the fielder touches the ground on or beyond the boundary while in contact with the ball, the ball is deemed to have reached the boundary.
      3. *Run Out:*
         1. To be run out is similar to being thrown out in baseball. If the batsmen attempt to run, and the fielding team is able to throw the ball into one of the sets of stumps before the batsman can make it to the white line (the ‘crease’) at that end of the pitch, that batsman is out. The fielding team can either strike the stumps with the ball via a direct hit, or a player can catch the ball and then knock off the bails with the hand(s) that is/are holding the ball.
      4. *Stumped:*
         1. The stumping is essentially a sub-set of the run out, where the wicket-keeper breaks the stumps of the on-strike batsman after the batsman has inadvertently moved out of his or her crease while swinging at and missing at the ball. The same rule applies that the stumps must be broken while the batsman is out of the crease, so if a batsman swings and misses but remains established behind the white line, they cannot be out stumped.
      5. *Leg Before Wicket (LBW):*
         1. The cricketing rule of leg before wicket, or LBW, surely ranks as one of the more complex rules in all of sport. Imagine the difficulty of explaining soccer’s offside rule, crossed with the byzantine legal definition of a catch in the NFL. The essence is this: if the ball strikes the batsman on the leg (or any other part of the body) without first hitting his or her bat or glove, and the ball would have otherwise gone on to hit the wickets, the batsman is out.
         2. The name is a literal description of the mode of dismissal: the ball hit the batsman’s leg before it would have gone on to hit the wickets; leg before wicket. Today, umpires have access to technology which not only tracks how the ball did travel through the air (like in tennis), but predicts where the ball would have travelled had it not come into contact with the batsman. This technology is used in many of the higher forms of the game—although India is notably skeptic and refuses to consent to the use of the technology in its matches—and teams are given a prescribed number of reviews per game.
2. **The Field:**
   1. There are no fixed dimensions for the field but its diameter usually varies between 450-500’ (137-150 m).
   2. On most grounds, a rope demarcates the perimeter of the field and is known as the boundary. Within the boundary and generally as close to the center as possible will be the square which is an area of carefully prepared grass upon which cricket pitches can be prepared and marked for the matches.
   3. *The Pitch:*
      1. In the middle of the oval is the ‘pitch’, a 22-yard-long strip of rock-hard earth covered by very short grass.
      2. At each end of the pitch stand three wooden stakes (‘stumps’ or ‘wickets’), with two wooden pieces (‘bails’) resting on top, giving the look of a small wooden castle.
      3. 
3. **The following**[**fielding**](https://en.wikipedia.org/wiki/Fielding_(cricket))**restrictions apply:**
   1. No more than five fielders can be on the [leg side](https://en.wikipedia.org/wiki/Leg_side) at any time.
   2. During the first 6 overs, a maximum of 2 fielders can be outside the [30-yard circle](https://en.wikipedia.org/wiki/Fielding_(cricket)#Restrictions_on_field_placement) (this is known as the [power play](https://en.wikipedia.org/wiki/Powerplay_(cricket))).
   3. After the first 6 overs, a maximum of 5 fielders can be outside the fielding circle.
4. **Number of Innings:**
   1. *Each team has 1 inning per day (i.e. 5 innings per game) in which they have 20 overs:*
      1. An over is 6 consecutive legal bowls
   2. Each bowler may bowl a maximum of only one-fifth of the total overs per innings. For a full, uninterrupted match, this is 4 overs.
5. **Batting Order:**
   1. The away team gets the pick for the coin toss.
   2. The team that wins the coin toss has the choice of batting first or last.
   3. The batting order is predetermined by each team's manager.
   4. *The team batting order alternates each day:*
      1. Example: Day #1 = home team bats first, Day #2 = away team bats first, etc.
6. **Scoring System:**
   1. one run is scored each time the batsmen run to each other’s end of the pitch (from one end to the other).
   2. *A boundary (or Home Run) scores the batsmen either 4 or 6 runs:*
      1. A four is scored by hitting the ball past the boundary after hitting the ground while a six is scored by hitting the ball past the boundary on the full (before it hits the ground).
      2. Once a 4 or 6 has been scored any runs physically ran by the batsman are null & void. They will only obtain the 4 or 6 runs.
   3. Other ways runs can be scored according to the cricket rules include no balls, wide balls, byes & leg byes. Cricket rules state that all runs scored by these methods are awarded to the batting team but not the individual batters.
7. **The following penalties will occur if any player intentionally hits another player, regardless of the method:**
   1. 1st Offense = fined at least $1,000 and being suspended for at least 2 games.
   2. 2nd Offense = fined at least $2,000 and being suspended for at least 4 games.
   3. 3rd Offense = fined at least $4,000 and being suspended for the rest of the season (this includes the postseason).
   4. If any player gets penalized at least 3 times in at least 2 consecutive seasons, then the player is banned from playing in both MLC for the rest of their life.

# **TV Broadcasts:**

1. Australia: Network Ten
2. New Zealand: Sky Sport
3. India, Sri Lanka, and Bangladesh: STAR Sports
4. Pakistan: PTV Sports
5. South Africa: SuperSport
6. United Kingdom: Sky Sports
7. United States: YouTube & Sling TV.

# **Minimum Ticket Pricing Standards:**

1. Minors aged 5 & under = Free
2. Minors aged 6-17 = $7
3. Adults aged 18-64 = $12
4. Seniors aged 65 & up = $10