**ARJUNAS Super 6 Rule Book**

* **Each team will have maximum of 6 players + 4 extra(s). Names of all the 10 players to be provided at the time of registration. Players from one team cannot play on another team. For a given match, only 6 announced can bat or bowl. Organizers may ask for identification of the players if the need arises.**
* **Teams will be divided into 2 groups (5 teams per group) and Top 4 team from each group (total 8) will qualify for quarter final. Top 4 teams from quarter final will qualify for Semi Final. Winner’s from Semifinal will play final.**

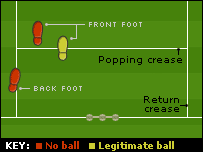
**Format:**

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| **L e a g u e** | **Bhim** | **Nakul** |  | **Q u a r t e r** | Team Bhim 1 -> Team Nakul 4 | **S e m I** | TS1 | TS1 -> TS4 | **Final** | TF1 | **Champion** |
| Rising Star | Falcons |  | Team Bhim 2 -> Team Nakul 3 | TS2 | TS2 -> TS3 | TF2 |
| Avengers | Carolina Challengers |  | Team Bhim 3 -> Team Nakul 2 | TS3 |  |  |  |  |
| Trailblazers | Arjunas |  | Team Bhim 4 -> Team Nakul 1 | TS4 |  |  |  |  |
| ABC | CSK - Retreat |  |  |  |  |  |  |  |  |
| Ninja | Invincible |  |  |  |  |  |  |  |  |
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* **Each team will bowl 6 overs. Only 2 bowler(s) can bowl maximum of 2 over(s).**
* **Wicket keeper can be replaced anytime. Wicket Keeper can use the keeping gloves.**
* **There is no last man batting.**
* **Any player can be retired after end of the over and can come back after all other remaining players are out.**
* **One Fielder minimum per side should be placed all 6 overs apart from keeper and bowler, short boundaries will be marked with ropes on boundary lines.**
* **Substitute rule – only 1 over a sub can stay and main player should wait 1 over to come into the field and bowl.**
* **Rules for Wides, No balls, Byes and Overthrows are included and Any runs scored on a No ball would be in addition to the 1 run awarded for the No ball and Wide ball. We are going to have a standard wide line to avoid any dispute (details available upon request).**
* **Free Hit will be awarded for any type of No Ball.**
* **On the line will be wide ball.**
* **There is no LBW and there are no runs for Leg Byes.**
* **Umpiring will be done by Organizers and their team.**
* **No Ball/Beamer:**

**A ball shall be deemed a no-ball if**

* **The bowler has over-stepped the popping crease**

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* **The ball is a full-toss above the waist height of the batsman - in normal stance will be deemed as no-ball and beamer, umpire will issue a warning on this dangerous delivery which can harm the batsman.**

**Imp Note: One Short pitched (ball going over batsman shoulder) per over is allowed. No ball will be called from second short pitched ball in an over. Umpire should warn the Bowler about first bouncer.**

**Bouncers over the head can be called as wide in addition to counting as 1 bouncer per over.**

* **A ball can be declared 'no ball' for height only after bowler has bowled 1 bouncer previously in the same over. If a batsman makes contact with a ball that is even above his head, it cannot be a 'wide'. And as bowler has not been warned for 1 bouncer per over (i.e. it is the first ball of the over which is over the shoulder height), it can't be declared as 'no ball' for** [**height. So**](http://height.so/)**, it would be a legal delivery.**
* **If a bowler has already bowled one bouncer for the over, then the second ball above batsmen's shoulder will be considered a no ball irrespective of whether batsmen has made any contact with ball or not.**
* **Main umpire can consult with Leg umpire if needed to make a decision.**
* **If score ties, League games will be awarded 1 point, Semi Finals on wards super over until decision is made.**
* **If a team, point’s ties in a group table, NRR will be considered to decide the top team of group points table.**
* **All matches will start on time. Every team should be on the ground 30 minutes before their scheduled time, captains must be available to toss 15minutes before their match schedule and decide to pick bat/bowl and have the cricclubs app loaded with player names. Extreme cooperation is needed to help us start and complete each match within the allocated time.**
* **If a match has not started 15 minutes past the scheduled start time due to the complete absence of a team, then the umpires in consultation with the match organizers can grant a Walkover to the team present. If both the teams are not present 15 min after the scheduled start, match organizers will decide what to do.**
* **Every team's captain should make certain that after they win a game to come back to field on time to play their next game. The organizers will provide a chart and approximate times for each game at every stage of the tournament.**
* **Each team should provide an extra player who will sit together along with one of our volunteers and do scoring.**
* **Ball will be provided by organizers for matches.**
* **In the event of weather or unforeseen stoppage condition occurs during the middle of league match, if the match is interrupted after 1 over of innings then re-match with same toss will be played. 1 point each team will be awarded if first innings is completed and interrupted at the start or middle of second innings.**
* **In the event of weather stoppage, based on playable conditions if the tournament reaches Semi Finals, overs will be dropped to 3 overs (18balls) and 2 or 3 bowlers can be used as per teams favor so the extreme co-operation is needed so the tournament can be completed on a same day, in the event of non-playable conditions organizer will pick a date and the teams will be playing on an alternate date, otherwise it is planned for only one day tournament.**
* **Match Organizer(s) will have final decisions on any match related issues with each team Captain of any disputes if arises.**
* **As per PARK rules smoking is not allowed inside or outside the field, please use the parking area for smoking, where we need your team member’s highest cooperation.**
* **MCC Organizing committee will be umpiring all matches and we need your team mobile used for scoring with cricclubs application installed and use credentials provided by organizers to respective captains.**
* **If team arriving late will cause a delay in schedules of subsequent games or overall schedule of the tournament, organizers will deduct overs.**
* Awards
  + Winner Cup
  + Runner Cup
  + Best Batsman of the tournament
  + Best Bowler of the tournament
  + Man of the Match – All the games.