

Bawarchi Indoor Cricket League 2018
8-overs, Six-a-side Tournament Rules and Regulations
Folsom Sports Complex
Address: 66 Clarksville Rd, Folsom, Ca - 95630

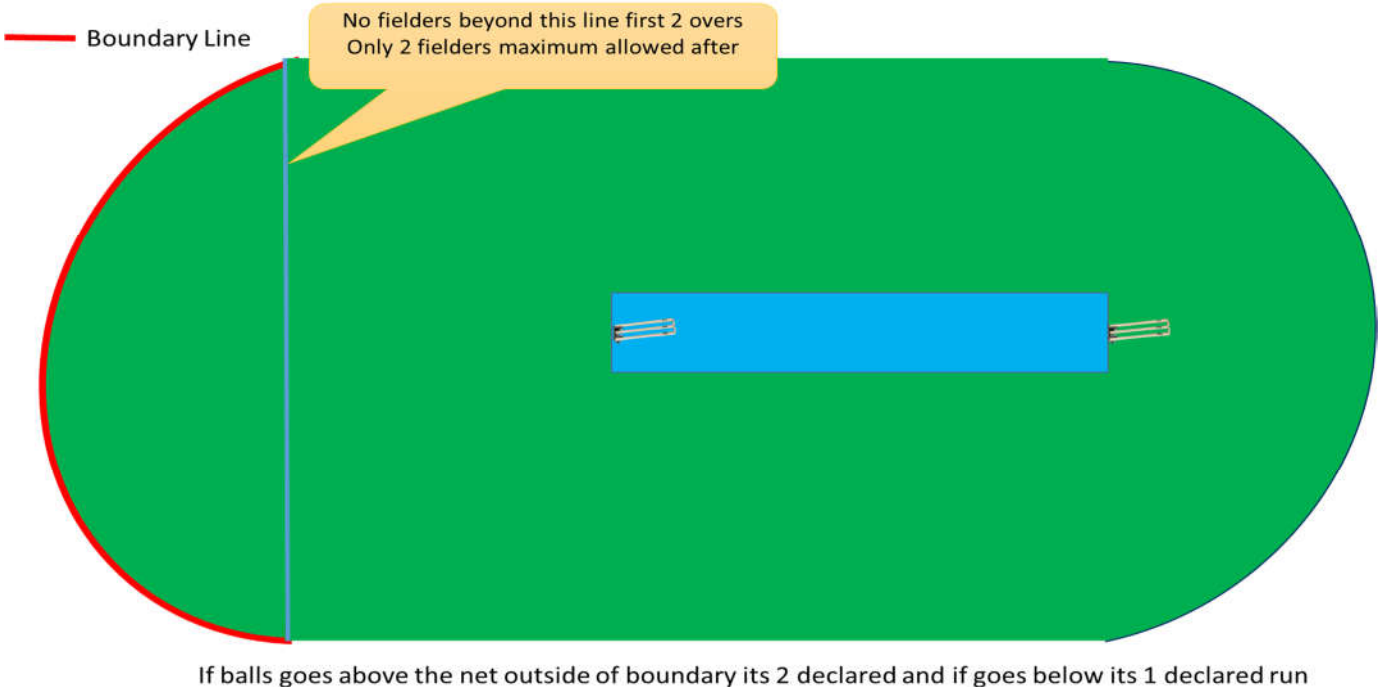


BICL Rules and Regulations

- Entry fee is \$300 per team.
- Every team will get to play a minimum of 6 games.
- Matches will be played on weekends (Friday/Saturday/Sunday based on Soccer field availability) from November 09th onwards till Dec 1st or 2nd weekend. No games are scheduled during Thanksgiving weekend.
 - Round 1 and Round 2 are **League rounds**; Round 3 and Round 4 are Playoff rounds
 - League rounds will be done by 11/18. Playoff round schedule TBD, committee will publish by the end of the League Round. Please check with tournament committee in case of any questions.
- A registration form stating the names of no more than 9 players will be required by each team before the start of their first game at the ground. Player transfers/changes will not be allowed between/inside teams.
 - Once you add players, you can't remove/change players.
 - Lock all 9 players before second round. After playing second round you can't add any players.
- **Playing Teams (with full 6 players) must report to registration desk 15 mins before their game, if not they forfeit their game to opponent.**
- Game timings and grounds are subject to change, Tournament committee will be the final decision maker. Game format will not be changed once the tournament starts.
- Every team has to cover Minimum of 1 umpiring (2 umpires required) game per scheduled slot. Please refer to tournament committee if any issues.
- Trophies will be given at the end of the tournament for Winner and Runner-up teams. Individual performance awards will be awarded based on stats. This tournament is for charity, no cash prizes will be awarded.
- **Uniform:** Though not mandatory teams are requested to wear a uniform (some unique color shirt and trousers) so it looks professional. No metal spikes on field.
- This tournament is for a good cause, please play in the best sportive spirits and have fun. Forfeiting, throwing tantrums, sledging, threatening to walk out are highly discouraged. Umpires have the final say in the matches and any issues requiring intervention are judged by the tournament committee and their decision is final.
- The tournament committee has the full right to disqualify players or teams if players of a team or team are in violation of the rules or obstructing and causing disruption to the timely and cordial conduct of the matches and tournament.
- **No Food or Drinks allowed on the turf (Playing Area). Folsom Sports Complex has a concession stand for snacks and drinks. Alcohol is not permitted inside or around the premises. Alcohol consumption is strictly prohibited. Players if caught will be suspended/thrown out from the tournament.**
- The tournament will be governed by the tournament committee. The tournament committee shall be the sole judge to decide on any matters that require arbitration and their decision would be final.

- **Tournament Committee: Praveen Nadella (916-743-3333), Venkat Raja (916-335-0851), Balu Kodavitikanti (916-932-6387, Subash Sudireddy (916-990-3634) Srinivas Sanagala (916-807-0987) and Ramesh Chellapilla (916-802-6310)**

Picture of the pitch and the field



Playing Rules: (Please refer to above picture of the pitch and the field when reading the playing rules for better understanding)

- Toss should be done before 10mins of game start time.
 - A minimum of 4 players is required to take the field for any match. If a team doesn't have minimum 4 players by scheduled start time the match is forfeited to the opponent.
 - If both teams don't have minimum 4 players by scheduled start time, match will be abandoned and no points will be awarded to either team.
- 8 Overs for each side and bowling team should complete their 8 Overs in 25mins.
- Power Play: first 2 overs – No players allowed beyond the blue line as shown in the picture above.
- Overs from 3-8 are only 2 fielders allowed beyond the blue line near boundary. (refer picture of blue line)
- The red line indicates the boundary line.
 - If the ball touches or crosses the boundary line on the ground, 4 runs are awarded.
 - If the ball touches or crossed the boundary line directly, 6 runs are awarded.
- Maximum of 2 Overs per bowler.

- There is restriction on bowler run up – will be marked on field (6Yards). If you touch/cross the line it will be called as No-ball.
- Ceiling is considered a part of the field, No runs are awarded. Batsman can choose to run or stay as any other regular play when the ball hits the ceiling. Batsman is Not Out if a fielder catches the ball once it hits the ceiling.
- Wicket Keeper is a Must. Wicket-keeper can be changed during the game and can bowl.
- Wides and no balls will be called in accordance with the standing cricket rules. The batting side shall be awarded 1 runs for each No ball or Wide. There is free-hit for No-Balls per ICC rules.
- Due to limitation of field, after batsman hits the ball, if it goes above the net (on offside/legside) its 2 declared. If goes below then it will awarded as 1run declared
- Behind keeper if the balls goes under the net it will be awarded as 1 run declared.
- If it hits wall and comes back then it will be considered as ball in play.
- **A Batsman cannot Retire Out. Every batsman has to bat and get out or retire after scoring 25 runs.**
 - A batsman will have to retire when he has made 25 runs. The trick will be to score 24 and then score a Six. The retired batsmen will play in the end.
- Last man can bat but will need a runner and he will be out if the runner is run out.
- Bouncers are NOT allowed. Balls bowled over the shoulder and full toss over the waist will be considered a NO ball.
- No LBWs and No Leg byes. Ball is considered dead once it hits the leg or any part of the body, before it hits the bat, except the part of the hands that are connected to the bat or to the full length of the gloves if used.
- Pads are NOT allowed while batting, keeping, or fielding.
- The bowler is permitted, before releasing the ball to attempt to run out the non-striker. Whether the attempt is successful or not, the ball shall not count as one of the over. If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal Dead ball as soon as possible.
- **Umpires decision is Final.**
- Unless otherwise specified, All ICC ODI standard rules apply. **Tournament committee has the final say and decision on all issues.**

Tie rule for all the games:

- **In case of a tie, there will be a Bowl-out to decide the winner (Similar to Penalty shootout in football).**
 - 3 bowlers from each side can deliver max of two balls each at an unguarded wicket (Three stumps).
 - Chasing team will start Bowl-out first ball.
 - One bowler from each team will hit the stumps, after 6 balls who ever hits the stumps max number of times they will win.
 - Reference: https://www.youtube.com/watch?v=mI_S_8aQTbo
- **If the teams are still tied after the Bowl-out the below tie breakers will be applied on order.**
 - Team that lost least number of wickets will win.
 - If the above is equal, the team with most number of boundaries will win.
 - If the boundaries are tied, the team with most 6s will win.
 - If the boundaries are equal, team that scored maximum runs in at the end of the previous over wins.

- Example: Team A is All Out in 6 overs for 25 runs, Team B is All Out for 25 runs in 4 overs. Both teams scored 2 4s and 2 6s each. Team A scored 5 runs in 6th over (their last over), team B scored 4 runs in their 4th over (their last over).
- If that is equal, above will apply for the previous over.
- If everything stays equal despite applying the rule from 8th to 1st over.
- If everything is equal, finally, a toss will decide the winner.

Tie rule for all the pools (In case of points tie in a pool):

- Team that has highest net run rate (NRR) would be ranked higher.
- If NRR is tied, Team that lost least cumulative number of wickets in the pool games will be placed higher.
- If wickets are tied, the team with most number of boundaries for all games will be ranked higher.
- If the boundaries are tied, the team with most 6s will be ranked higher.
- If the 6s are tied, the team with most 4s will be ranked higher.
- If everything is equal, then ranks would be decided by toss.

Tournament Format, Team Rankings and Qualifications to Playoffs:

- Total of 16 teams participating in the 2018 edition of the tournament
- Winning Team will be award 2 points each and losing team will be awarded with 0 points.
- **Team responsible for umpiring, will be penalized 1 point per umpire for no show.**
- Round-1 (League Round):
 - Teams split into 4 pools, 4 teams per pool.
 - Each team will play 3 games each with opponent teams in the pool.
 - All teams will be ranked based on that points and NRR (Refer to rules docs for details)
 - Top 8 teams from Round-1 will qualify for Div A (Cash Prize)
 - Bottom 8 teams from Round-1 will qualify for Div B (Trophy only)
- Round-2 (Super League): Div A and Div B(Below applies for both divisions)
 - 8 teams will be pooled into two different pools again based on ranking
 - R1, R3, R5, R7 in one pool (Pool A), R2, R4, R6 and R8 in another pool(Pool B)
 - Each team will play 3 games again with opponent teams in their pool
 - After round2, top 2 teams from each pool will reach Semifinal and bottom two will be eliminated
- Round-3 (Semi Finals for both Divisions)
 - Pool-A Rank1 will play against Pool-B Rank2
 - Pool-B Rank1 will play against Pool-A Rank2
- Round-4 (Finals for both Divisions)
- Playoffs (Round 3 and Round 4) dates are TBD. Tournament committee will notify teams by Nov 18th.
- **Tournament committee has the final say and decision in all matters during the tournament.**

Other Information:

- **Abdominal guards are highly recommended even though the tournament is played with Taped Tennis ball. Tournament committee will provide taped tennis balls for all the matches.**
- **Teams should get their own bats. Aluminum bats are not allowed.**
- **Only regular wooden cricket bats are allowed. No other type of bats will be allowed.**
- **No Smoking is allowed in or around premises.**
- **All players are morally responsible for ensuring for playing within the Spirit of the Game as well as within the Laws. Captains are accountable for their team actions.**
- **Each team is responsible for after game clean up. Please use the trash bags in the arena to dispose any trash.**

Remember we are playing for a cause, so come and enjoy the game of cricket and play for charity. If you would like to volunteer please contact one of the organizers.