

FCC-Bawarchi Cup 2023 – Six-a-side Tournament Rules and Regulations

The Tournament will be played at the following grounds -

Lembi Park Fields (A, B, C and D) on Riley Street, Folsom, Ca 95630

Theodore Judah @ 101 Dean Way, Folsom, CA 95630

Amos P Catlin Park @ 325 Russi Road, Folsom, CA 95630

- Every team will get to play at least 4 games each.
- Entry fee is \$250 per team.
- Matches will start by sharp 7.30 AM.
- Participating teams are requested to be at the ground by 7:15 AM and check in with the ground owner.
- Playing Teams (with full 6 players) must report to registration desk **15 mins before their game, if not they forfeit their game to opponent.**
- All teams should have a max of 8 players uploaded to their roster on Cricclubs website. No changes will be allowed to the roster after Wednesday 12 noon. Player transfers will not be allowed between teams.
- Food and Water will be provided and is sponsored by Bawarchi Indian Cuisine. Snacks, and non alcoholic drinks will be available for purchase in the afternoon. Teams are advised to bring change as only cash will be accepted.
- 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: Ramesh Chellapilla (916-802-6310), Srinivas Sangani (916-8131687), Srikanth Potluri (916-813-4098)**
- Game timings and grounds are subject to change, Tournament committee will be the final decision maker. Game format will not be changed on the tournament day.
- Each team is requested and expected to umpire during the tournament.
- Trophies will be awarded for Winning and runner-up teams in both divisions and some individual performances.
- Cricclubs app would be used for scoring. <https://www.cricclubs.com/BawarchiCup/>
- Uniform: Though not mandatory teams are requested to wear a uniform (some unique color shirt and trousers) so it looks professional. No White shirts or trousers as we will be playing with white ball. 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.

Playing Rules:

- 5 Overs for each side and bowling team should complete their 5 Overs in 20mins.
- Maximum of 1 Overs per bowler.
- Bowler run-up is limited to 5 steps and is already marked at every ground. Umpire shall call a no ball if bowler starts beyond the 5-step mark. The line belongs to umpire.
- 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 2 runs for each No ball or Wide. There is no free-hit for No-Balls.

- If a complete team fails to report to a match 15 minutes before scheduled time, the team will forfeit the game.
- 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. If multiple batsman have retired in the course of the innings, the batsman get to return in the same order they retired.
- Last man can bat but will need a runner and he will be out if the runner is run out.
- A Batsman cannot Retire Out. Every batsman has to bat and get out or retire after scoring 25 runs.
- Substitutions are not allowed except in case of a visible physical injury that happened while the game is in progress on the field. Substitute will not be allowed in any other circumstance including players carrying a niggle from previous game, suffering from cramps or feeling tired. Substitute, if allowed per the above rule, would not be allowed to bat or bowl or act as captain but can be a wicketkeeper.
- A team scoring 22 or more runs in an over will be awarded 5 bonus runs. These runs will be added to the team's total
- 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. No warning is necessary.
- More than one bounce before it reaches the batsman is a dead ball. Delivery would need to be re-balled.
- In case of batsman crossing while a catch is being taken, new batsman takes strike.
- Unless otherwise specified, all current ICC T20 standard rules apply. In case of issues tournament committee decision is final.

Tie rules for all the games:

Pool Play: (First Round)

- Team that lost least number of wickets will win.
- If the above is equal, the team with most number of boundaries (fours and sixes combined) will win.
- If the boundaries are tied, the team with most 6s will win.
- If the 6s are tied, the team with most 4s will win.
- If 4s are equal, team that scored maximum team score at the end of the previous over wins (4th over in first case). Wickets do not matter anymore.
- Eg: Team A scores 80/3at end of 4th over. Team B reaches 78/2 at end of 4th over. Team A will win.
- Eg: If Team A is all out in 3 overs, their score is considered same at the end of 4th and 5th over.
- If that is equal, above will apply for the previous over.

- If everything stays equal despite applying the rule for 5th, 4th, 3rd, 2nd and 1st over, finally, a coin toss will decide the winner.

Knock-Out and Play-offs (except Finals):

- In case of a tie in knock-out rounds (Division A and Division B) there will be a super over (per ICC rules) to decide the winner. Super over will be played to decide the winner.
- As stated in ICC rules, the team that batted second will bat first in the Super over.
- In case of a tie in super over:
 - The team losing minimum number of wickets in super over is the winner.
 - In case the wickets in super over are equal, the team that hit most number of boundaries (fours and sixes) in the super over will be the winner.
 - If the boundaries are tied, the team with most 6s in the super over will win.
 - If the 6s are tied, the team with most 4s in super over will win.
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 - In case of all above being equal in the super over, Team that lost least number of wickets at the end of the main game (5th over) will win.
 - If the above is equal, the team with most number of boundaries (fours and sixes combined) will win.
 - If the boundaries are tied, the team with most 6s will win.
 - If the 6s are tied, the team with most 4s will win.
 - If 4s are equal, team that scored maximum team score at the end of the previous over wins (4th over in first case). Wickets do not matter anymore.
 - Eg: Team A scores 80/3 at end of 4th over. Team B reaches 78/2 at end of 4th over. Team A will win.
 - Eg: If Team A is all out in 3 overs, their score is considered same at the end of 4th and 5th over.
 - If that is equal, above will apply for the previous over.
 - If everything stays equal despite applying the rule for 5th, 4th, 3rd, 2nd and 1st over, finally, a coin toss will decide the winner.

Finals:

- In case of a tie in Division A and Division B finals there will be a super over (per ICC rules) to decide the winner. Super overs will be played to decide the winner until the tie is broken.

Team Rankings and qualifications to the Knock-Out Stage:

- Total of 24 teams are participating in this year's tournament.
- Pools: 24 teams are divided into 6 pools with 4 teams per pool with each pool playing in 6 different grounds.
- Each team plays with the other 3 teams in their pool in the first round.
- All the 24 teams will be ranked based on points and NRR after the league phase.
- Top 16 teams qualify for the Division 'A' Knock-out and Play-offs.
- Rank 17 to Rank 24 (8 teams) will qualify for the Division 'B' Knock-out and Play-offs.

Division 'A' Knock-out and Play-offs:

- All the 16 teams will be ranked based on points and NRR.
- 16 teams play the pre-quarters and 8 winners will go to quarter finals round (as per schedule and format in the cricclubs website)
- Quarters, semi-finals and finals as per schedule and format in the cricclubs website.

Division 'B' Knock-out and Play-offs:

- The 8 teams (Rank 17 to Rank 24) qualifying for Division 'B' are ranked 1 to 8 based on points and NRR.
- These 8 teams will play quarterfinals (Rank #1 plays Rank #8, Rank #2 plays Rank #7 and so on).
- 4 winning teams from the quarterfinals will play semifinals and 2 winning teams from Semifinals will play finals.
- **Schedule and format will be on the website:** <https://www.cricclubs.com/BawarchiCup/>
- **Matches can be re-scheduled to different grounds/times by the tournament committee.**
- **Tournament committee has the final say in all matters during the tournament.**
- **Tournament Committee: Srinivas Sangani (916-813-1687); Ramesh Chellapilla (916-802-6310); Srikanth Potluri (916-813-4098)**

Other Information:

- Abdominal guards are highly recommended even though the tournament is played with soft ball.
- Teams should get their own bats. Balls will be provided.
- Only regular wooden cricket bats are allowed. No other type of bats will be allowed.
- Matches will be played with Wilson soft compression Level-5.
- We are using school/city facilities to conduct the tournament. No Smoking or Drinking alcohol 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.
- Please use the trash bags near your field to dispose any trash.
- Please use restrooms/porta-pottys' available at the fields.

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.