**HRCO SUPER6’S TOURNAMENT RULES**

1. BRING YOUR TEAM FEES OF $100 BEFORE YOU PLAY YOUR FIRST GAME.
2. Hard Tennis Balls for every match will be provided to each team by the HRCO.

**Super6 Format:**

1. The games will be played between two teams of 6 players each and each inning must consist of 5 six-ball overs bowled by each side.

**Limits:**

1. The maximum limit per bowler is six balls (ONE Over). If a bowler gets injured during his over and cannot complete his quota of six balls, then that bowler has to leave the field and the sixth player who hasn’t bowled in the match yet should complete the over (No substitute fielding is allowed whatsoever). The game will continue with the remaining players on the field. The player used to continue someone else over (due to injury) cannot return back for bowling a fresh over again.
2. The batsmen must **retire not out** after hitting **21 runs**. The retired not out batsman can come back to the crease once the entire lower order gets out. If any batsmen who **hasn’t scored 21 runs gets retired**, then it will be considered as **retired out** and may not come back to bat.
3. Once 5 members of the team gets out before the 5 overs are bowled the 6th member will be allowed to bat with the 5th wicket batsman acting as a runner. If the runner gets run-out then the 6th wicket will be considered run-out.

**Extras:**

1. A bowler is allowed to bowl only one bouncer per over (on-field umpires will decide if the ball is pitched and bounced above the shoulder level of the batsman), the second bouncer in the same over will be considered a NO BALL.
2. A bowler bowling a full toss above the batsman’s waist height (provided the batsman is standing inside the batting crease) will be considered a NO BALL.
3. No Leg-byes and No LBWs. Wide, Bye and Overthrows apply.

**Free-Hit:**

1. There will be a free hit for any kind of NO-Ball. If the ball pitches outside of the pitch it will be considered a NO-Ball and there will be a Free-Hit.

**Field Restrictions:**

1. There are NO field restrictions. Players can field anywhere they want inside the playing area.
2. Fielders cannot change their field positions for a Free-Hit if the same batsman who faced the NO Ball is also facing the Free-Hit. However, fielders can change their positions for a difference batsman on strike for the Free-Hit.

**Eligibility and Penalties:**

1. Each player will be required to play minimum of 1 league game to be qualified to play in the playoff games.
2. A player having played a game for a team is not allowed to transfer to another team during the tournament.
3. There must be all 6 players present to start the game. Each team will be required to be at the ground at least 10 minutes before the scheduled time to do the toss. 1 over will be deducted for every 10 minutes a team is late to start the game with a maximum of 2 overs deduction or 20 minutes. After 20 minutes the no show team will lose the match as a forfeit and the opposite team will be awarded 2 points if the opposite team is present to start the game. So be there on time.

**Super Over:**

1. There will be a super over in case of a tie. One over to bowl and there will be only 2 batsmen allowed (i.e. just one wicket). The bowler of the super over cannot bat in the super over and the batsmen cannot bowl the super over. So to make it simple each team will give the match officials their bowler and 2 batsmen names before the super over is bowled.

16a. If there is still a tie after the super over, then there will be a 5 ball bowl-out where all 5 bowlers of each team will be allowed to bowl a ball each at the stumps and the team that has the most balls hit the wicket will win the match.

16b. If by some kind of a miracle there is still a tie, then the points will be shared amongst both the teams. (Runs scored and wickets taken by the players in the super over are not considered towards individual statistics).

**Play-Offs:**

1. Team ending 1st in the points table in each group (based on Points and/or NRR) will qualify to play the **"Qualifier".**
2. Team winning the "Qualifier" will qualify to play the **"FINAL".**
3. The losing team of "Qualifier" will qualify to play the **"Eliminator-2".**
4. Team ending 2nd in the points table in each group (based on Points and/or NRR) will qualify to play the **"Eliminator-1".**
5. Team winning the "Eliminator-1" will qualify to play the **"Eliminator-2"** (vs the losing team of the "Qualifier")
6. **FINAL - Winner of the "Qualifier" vs Winner of the "Eliminator-2"**

**Points:**

1. Winning team will be awarded with 2 points. 0 points to the losing team and there are NO bonus points.

**Note:**

1. Other than the rules mentioned in this document, all other basic laws of cricket apply.
2. No reschedule of matches except for rain affected washouts.