**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 format of this game is similar to ICC Test match format but restricted to 5 overs for both innings. Both teams will play two 5 overs innings. 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. Both innings starts from the zero wickets.

**For example:**

Inning #1

* Team A scores 50/4 in 5 overs.
* Team B scores 60/2 in 5 overs. Gets lead of 10 runs.

Inning #2

* Team A scores 70/3 in 5 overs. Gets lead of 60 runs.
* Team B to chase 60 runs in 5 overs.

**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 **22 runs**. The retired not out batsman can come back respectively to the crease once the entire lower order gets out. If any batsmen who **hasn’t scored 22 runs gets retired**, then it will be considered as **retired out** and may not come back to bat.

**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.
4. Bowler touching stumps while bowling will be considered No ball.

**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.
4. Umpiring team must send umpires on time. No show of umpiring will result into 2 points penalty for umpiring team.
5. Winning team is responsible to send scorecard of both teams to Nisaraj (PH#757-572-6058, email: [nisarajd@yahoo.com](mailto:nisarajd@yahoo.com)) and/or Venkat (607-768-5800, [contact.majji@gmail.com](mailto:contact.majji@gmail.com)) prior to upcoming Thursday following the match.
6. Winning team is responsible to update the scorecard on the website no later than following Wednesday. Failure to do so will result in a 1 point penalty

NOTE: Only Captain and Vice-Captain have access to manage their teams and update scorecard on the website.

NOTE: The scorecard on the website must list out the playing 6. A player who didn’t bat or bowl must be captured in the website as “DNB”. Unless the player name is listed on the website game scorecard, he will not be considered as played that game, and this will affect the player eligibility criteria mentioned in “Player Eligibility” section.

**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. Teams ending 2nd & 3rd place in the points table on each group (based on Points and/or NRR) will qualify to play “Quarter Final”: A2 vs B3 & A3 vs B2.
2. Team ending 1st in the points table in each group (based on Points and/or NRR) will qualify to play **"Semi Final".**

(1)A1 vs “Winner of B2 vs A3” & (2) B1 vs “Winner of A2 vs B3”

**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.