MCC Super6 Tournament - Rule book

* **Each team will have a maximum of 10 players in their roaster. Names of all the 10 players to be provided at the time of registration. Once the roster is locked, new players cannot be added on Match day.**
* **Impact player is allowed. Captain is responsible to identify the impact player & inform the umpires once the toss is complete. Captain should inform umpires when the Impact player is on field.**
* **Players from one team cannot play on another team. Organizers may ask for identification of the players if the need arises.**
* **Tournament format:**
* **12 Teams Tournament - Teams will be divided into 3 groups (4 teams per group).**
* **After the league matches within the group, top ranked team from each group will directly qualify to play the Quarter finals. These three teams will be ranked based on the points and NRR. These teams will be A1, A2, A3**
* **Rest of the teams will be ranked 4 - 12 based on the points and NRR. Among these, the teams ranked from 4th to 8th will qualify for Quarter finals. These teams will be A4, A5, A6, A7, A8**

**Quarter-Finals:**

 **A1 vs A8 – QF1**

 **A2 vs A7 – QF2**

 **A3 vs A6 – QF3**

 **A4 vs A5 – QF4**

**Semi-Finals:**

**QF1 vs QF4 – SF1**

**QF2 vs QF3 – SF2**

 **Finals:**

 **SF1 vs SF2 - Super 6 Champion**

* **Each team will bowl 6 overs. Only 2 bowler(s) can bowl maximum of 2 over(s).**
* **There is no last man batting.**
* **Two Fielders per side should be placed all 6 overs apart from keeper and bowler, short boundaries will be marked with ropes on boundary lines. If more than two fielders are placed on either side of the pitch, no-ball will be called.**

* **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, Leg Byes and Overthrows are included. We are going to have a standard wide line to avoid any dispute (details available upon request).**
* **There is no LBW and there are runs for Leg Byes. However, other standard rules like stumped and run-out are applied even to such balls (details available upon request).**
* **Leg byes may only be scored if the ball hits the batsman while the batsman was either attempting to hit the ball with his bat or attempting to evade being hit by the ball.**
* **If no shot is offered (deliberately leaving the ball through or ball hitting body with bat away), no runs will be awarded in the form of leg-bye. As runs are not allowed in this instance, batsman cannot be dismissed by run-out. Umpires will determine if the shot was offered or not.**
* **Umpiring will be done by Organizers.**
* **Main umpire can consult with Leg umpire if needed to make a decision.**
* **No retire hurt or retire out is allowed unless the batsman is seriously injured or unable to continue to play due to any physical/health condition. Such injured or retired batsman can return to bat only at the end.**
* **Batters returning when caught: When a batter is out Caught, the new batter will come in at the end the striker was, regardless of whether the batters crossed prior to the catch being taken.**
* **Mankading is allowed without any warning.**
* **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 15 minutes 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 in the ground. 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. Especially during the knockout phase, all qualified teams need to report to the ground as per the schedule.**
* **Nivia Green ball will be used for all matches of the tournament.**
* **Since it is baseball field, Pitch will be groomed before start of each innings only on need basis and we request extreme co-operation from all teams.**
* **If score ties, League games will be awarded 1 point, Quarter finals and Semi Finals onwards 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.**
* **If the match is interrupted due to rain or other unforeseen condition, then below rule will be followed.**

**If the match is interrupted with**

* **1st innings not completed, then re-match with same toss will be played again.**
* **2nd innings not started, then re-match with same toss will be played again.**
* **first ball of the 2nd innings being bowled, then points will be split between the teams regardless of the equation.**
* **1st innings completed but 2nd innings in-progress, then points will be split between the teams regardless of the equation.**

**Note: If knock-out games are interrupted, Organizing team will decide based on the conditions and situation.**

* **In the event of weather stoppage, based on playable conditions if the tournament reaches Quarter finals/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.**
* **We STRONGLY don’t encourage teams to forfeit but if it happens then opponents will be awarded 2 points.**
* **Match Organizer(s) will have final decisions on any match related issues with each team Captain and Vice-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.**
* **Ball Change Rule: New ball will be taken when the playing ball is broken or lost within first 2 overs only. After 2 overs, in case the ball is broken or lost, used ball will be provided by organizing team. The used balls would be from previous games played in this tournament.**
* **IMPACT PLAYER Rules:**
* **Team can select 7 members and after the toss done, both captains should declare the impact player.**

**Impact player should be at the ground before the match starts.**

* **Captain should inform umpires when the Impact player is on field.**
* **Wide rules:**

**Wide line does NOT move with the batsman.**

**In case of reverse sweep, same wide rules as that of the regular stance will apply. But for a switch-hit, both sides will become effectively off-side and the ball will be called wide only if the ball passes outside the wide line on either side.**

**Note: If the batsman’s stance has changed to an exact mirror image of his original stance, then it will be considered as Switch-hit.**

* **No Ball/Beamer:**
* **A ball shall be deemed a no-ball if the below shown rule is not met.**

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* **Full-toss ball above 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.**
* **One bouncer (ball going over batsman shoulder) per over is allowed. Umpire should warn the Bowler about first bouncer.**
* **First bouncer over the head can be called as wide (not a no-ball) in addition to counting as 1 bouncer per over. If batsman makes contact with the first bouncer over the head, it will only be called as 1 bouncer per over (not a wide or no-ball). Any subsequent bouncer above shoulder will be called as “no-ball”.**
* **If the first bouncer is above shoulder but below head, then it will just be called as 1 bouncer per over. Any subsequent bouncer above shoulder will be called as “no-ball”.**
* **If the bowler is not warned of the first bouncer then above rule will come into play afresh (like there was no previous bouncer bowled in that over).**
* **A batsman can be dismissed off of the first bouncer (similar to regular delivery) and cannot be dismissed by the subsequent bouncers except run-outs.**

* **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.**
* **Free hit will be given for only front-foot “no ball”. No other free-hit is allowed.**
* **Teams are encouraged to strictly follow the schedule including match timings, ground assignments etc. In case of unexpected conditions/delays, Organizers can make modifications to the schedule/grounds/venue. Extreme co-operation is required from all teams.**