**MILWAUKEE SUPER 7 – SPRING 2024**

**RULES & REGULATIONS**

**GENERAL RULES -**

* All teams are expected to report at the front desk at least 15 minutes prior to their first game.
* Schedule will be strictly followed and teams reporting late will be deducted 1 over every 5 minutes.
* Distance between stump to stump will be 60 ft.
* Max 7 players are allowed per game. Team can have a maximum of 10 players in their roster.
* Every team will play a minimum of 4 games during the league stage.
* No player is allowed to play for more than one team. Violation may lead to suspension of both teams from the tournament.
* A player should have played at least 1 league game to qualify for the playoff stage. Violation may lead to suspension of the team from the tournament.
* Max 7 overs for each innings and **last not out batsman can bat. Any player in the batting line up can come in as a runner along with the last not out batsman.**
* For the last not out batsman - Run out can happen at the runner’s end too. It’s not necessary that you only need to run out the last not out batsman.
* A bowler can bowl maximum 2 overs. Minimum of 4 bowlers needs to bowl.
* Any 7 players can bat and any 7 can bowl in the respective match. The player should be part of the respective team.
* In the event of a dispute, the main umpire’s decision is final. The main umpire has the authority to overrule the leg umpire’s decision at any point of the game.
* **Every team needs to umpire in their given slots. If they fail to do so, 1 point will be deducted from their total team points.**
* If there is a dispute of any sorts with any call, Organizers call will be final.
* Sledging is strictly not allowed. Verbal abuse, use of profanities etc. directed at players of the opposing team will result in penalty or suspension of the players. Under no circumstances should the safety of the players be jeopardized.
* There will be several designated areas for garbage disposal. Water bottles and other trash items should be disposed in the designated areas only. Each team captain is responsible to make sure your team members comply.
* Wicket Keeper (Only) is allowed to wear regular wicket keeping gloves as measure of safety.
* No Mankading in Milwaukee Super 7 but the runner needs to be behind the crease when the bowler bowls the delivery.
* If any concern or issues arise, you can reach out to the organizers at the front desk.
* There is no concept of by-runner in Milwaukee Super 7 but it is up to the mutual understanding of the captains of both teams.
* There is no concept of retired hurt in Milwaukee Super 7. If a batsman is retired hurt and walks out, he is retired out and cannot come back to bat again in the innings.
* No LBWs (leg before wicket) and no leg byes. Byes and overthrows apply.
* A batsman is declared out if the ball hits the batsman’s body and then onto to the bat and caught by the fielder.
* A batsman is declared out if the ball hits the batsman’s bat and then onto to the body and caught by the fielder.
* 2 runs will be declared when the batsman hits the ball and the ball goes out of the playing area irrespective of the ball bouncing in the field of play or goes out without touching the roof or sidelines. Batsman will lose the strike if it is declared.
* 1 run will be declared when the batsman hits the ball and the ball gets stuck in the net or on the roof. Batsman will lose the strike if it is declared.
* The above 3 rules are applicable for Fields 2 & 3.
* There is a slight change in the rule for Field 1 – One side of the out of bounds area in completely covered (wall) and if the ball hits that side of the wall and comes back into play, runs wouldn’t be declared. The ball is still under play and batsmen need to run.
* If the ball hits any part of the playing area (roof, side wall, net) and then caught by the fielder – NOT OUT
* If the ball hits any part of the playing area (roof, side wall, net) and then crosses the boundary on the full – IT’S A FOUR
* It will be given a SIX only if the ball crosses the boundary on the full without coming into contact with the roof, sidewall or net.
* If the batsmen are taking a single and there is an overthrow where the ball goes out of the playing area then a run for a single + 2 run will be added. If the batsmen were going to take a second and then the overthrow, it would be 2+2 runs so on and so forth.
* There are specific fielding restrictions in this tournament.
* A max of 2 fielders can be placed behind the bowler near the boundary line.
* There should be 3 fielders in front of the bowlers crease.
* The above 2 rules excludes the bowler and the keeper.
* **Online Scoring – Captains of individual teams will be given access to score on cricclubs. Please make sure your phone or teammates have their phone fully charged during the course of the match.**
* **It is the duty of the playing captains to co-ordinate with the umpire to do the online scoring.**

**NO-BALL RULES**

* Ball clearly above the waist on full (Irrespective of spin or pace bowling).
* Any ball passing above the shoulder height of batsman will be a no ball. **No 1st warning.**
* Overstepping by the bowler.
* Back foot of the bowler crossing the side crease.
* Fielders standing behind the bowling crease near the boundary exceeds max allowed.
* Only ways out for a no ball are run out/obstructing the fielder. Any runs scored will be added to the 1 run given for no ball.
* Wide ball rules are normal. Any byes taken will be added to the 1 run given for wide ball.
* There are no free hits in Milwaukee Super 7.

**POINTS SYSTEM AND PLAYOFFS FORMAT**

* In the league games, winning team gets 2 points.
* In case of a tied game in the league stage both teams shall receive one point each.
* In case a team doesn’t show up for the game, the other team shall be awarded with 2 points.
* The criterion of seeding within a pool is based on -

1. Points
2. NRR
3. Head to Head
4. Toss

**SCHEDULE & PLAYOFFS**

* The total number of teams will be split into 2 groups of 5 teams each.
* Top 2 teams from each group will qualify for playoffs.
* Semi Finals will be as follows –
  + Group A 1st seed vs Group B 2nd seed
  + Group B 1st seed vs Group A 2nd seed
* Finals - Winner of SF 1 vs Winner of SF 2
* Tied games in Milwaukee Super 7 will be decided by Super Over.
* If super over also ends in Tie, another Super Over to decide the winner.

**ANY RULE NOT MENTIONED HERE WILL BE AS PER ICC**

**INTERNATIONAL RULES**