

**Novi Cricket Cup**

**Rules & Regulations**

**as of 7/05/22**

**Tournament Format**

1. Tournament will have 12 teams.
2. 12 teams will be divided into 3 pools.  Each pool will have 4 teams. Each team will play every other team in their pool for a total of 3 pool-play games
3. All games will be played at Ella Mae Power Park at 45175 Ten Mile Road Novi, MI 48375.
4. Novi City Officials / Novi Cricket Cup Committee will do random drawing for teams on 07/06/2023.
5. Umpire assignments will be drawn by Novi City Officials.
6. For every win teams will be awarded 2 points and if it is a washout or tie, points will be shared in league games.
7. Top 2 teams in each pool will advance to quarter finals based on points earned. If points are equal, net run-rate will be considered. 2 more teams will be sent to quarter finals based on the run rate.
8. 8 teams will be playing knockout games and 4 will be going to semifinals. Top 2 teams from each pool will advance to knockouts and other 2 teams will be based on points and net run rate.
9. Rankings for all 8 teams will be based on points and run rate in league games.
10. Semis & Finals will be 20 over games. All league games and Quarters will be of 15 overs.
11. Maximum a bowler can bowl in 1/5th of total overs.
12. Same ball will be used for the entire innings for All League and Quarter Games.
	1. For Semi’s and Finals will be using 2 balls per innings.

**Game Timing**

1. Time for all League games and Quarters will be 150 minutes. And for the semis and finals 200 minutes.
2. For Round-1 games, 75 minutes for each team, with a 10 minute innings break.
3. Maximum wait time for any game to start is 15 minutes. Any game not started within 15 minutes of the published time, will have an impact with reduced Overs.

**Rosters**

1. Official Roster and Waiver form must be submitted by each team to the City of Novi Parks and Recreation department by Friday Jul 07th  at 4 pm. Rosters may be submitted via email to gmorris@cityofnovi.org and jampanavarma1248@gmail.com
2. No Changes will be made after July 07th 4:00 PM EDT.
3. Team roster can have a maximum of 18 players. **No additional or replacements are allowed once roster is declared.**
4. Player can qualify to quarters, Semi Finals and Finals, only if he has played at-least 1 game in league games.
5. Substitute players should also be part of the roster.
6. Playing X12 has to be submitted at the time of toss and X12 has to be on the field. If the X12 player is not on the field he will not be allowed to play and captains cannot substitute with anyone once declared.

**Points System**

 All teams will be given maximum points of 100 to form a team.

**Pool Schedule**

Teams divided into 4 brackets !! Each bracket has 3 teams

Bracket 1 : Top 3 teams with most points

Bracket 2 : Next 3 teams with most points

Bracket 3 : Next 3 teams with most points

Bracket 4 : Next 3 teams with most points

 Will use randomiser tool to determine pools for each bracket teams

**Rules**

1. All rules, complaints and disciplinary actions will be handled by the Cricket Cup Committee consisting of Kishore Muthyala, Kishore Guddati, Arun Pesala and Sunil Jampana. Please contact one of them for clarifications regarding rules or issues.
2. **All timings and rules will be strictly implemented**, and in case of any violation will result in appropriate action by the Cricket Cup Committee. Note: games must start at the scheduled time. All decisions by the committee are final and binding.
3. Playing 12 needs to be declared at toss time and handed over to the umpire. A minimum of 7 players should be available at toss time. Toss time will be 10 minutes before the match scheduled time.

 Example: If match schedule time is 3 PM, the toss time will be 2:50 PM

1. No more than 1 substitute fielder is allowed on the field at any time. A player that is off the field (excluding the power play) needs to be back on the field for a minimum of 2 overs before bowling.
2. LBW will be there for Quarters, Semifinals and Finals only. All other games do not have LBWs.
3. No run will be awarded to leg byes or run outs in leg bye situations in league games.
4. Main umpire can overrule the leg umpire in league games.

**Powerplay:**

1. Power play will be only 4 overs in League games and quarters.
2. 6 overs powerplay for Semis and finals.
3. Only 2 fielders should be outside 30 yards in Power play. This rule applies to all games.
4. If not in a power play, the fielding team should only have 5 fielders outside the 30 yards.
5. Full toss above the waist is a no ball and will be awarded a free hit to the batting team.
6. Bouncer above the head in an over will be a considered as a wide. Second bouncer in an over will be considered as a no ball and free hit will be awarded to the batsman.
7. If a bowler bowls a ball above the shoulder height, a warning will be given. If 2 balls are bowled above the shoulder height in an over it will be called a no ball and free hit will be awarded.
8. No more than 2 beamers allowed in a match. A bowler is not allowed to bowl for the rest of the game if he violates the rule.
9. Umpire abuse, continuous sledging and getting physical will result in termination or suspension of a player from a game or tournament.
10. If a player gets involved in physical, will be terminated from that game immediately with no substitute allowed. If a team gets involved, they will be not allowed to play that game and the opposition will be allocated 2 points.
11. Novi city or the committee is not responsible or liable to any player if he is injured during the game.
12. A bowler needs to wear colored clothing. No shorts or cut banyans are allowed.
13. Bye runners are not allowed until the opposite team agrees. If retired hurt, then will be allowed as the last batsman.
14. Main umpire will be provided by the committee. Batting team should provide the leg umpire. Will try to provide umpires for semis and finals.
15. All games will have a super over in case of a tie in knockouts.

**Super Over:**

1. There will be a toss for a super over to decide who gets to bat first. Each team gets one over and three wickets and the team with the most runs is declared the winner. If it is still tied in the super over, then the committee will discuss it on the ground.
2. Captains, make sure the batting and bowling stats are properly entered in the scoresheet and give it to the umpire once the game is over. If the stats are not entered properly the team will be penalized 0.25 points from the game run rate.

**Duck worth Lewis: Knockouts only**

1. If the team batting first plays all the allowed quote of overs, the team batting second should play at least 5 overs to calculate the duck worth Lewis to constitute a game
2. A1228 balls will be used for all leagues, quarters, semis and finals.

All other rules will be as per Detroit Cricket League rules.