**SUPER 6’S TOURNAMENT RULES DOCUMENT**

1. For organizing, management and logistical reasons, the playing teams must arrive on the ground at least 30 minutes before the scheduled start of their matches so that if the previous game finishes early the next game can begin immediately to save time for the remainder of the games
2. Every participating team should make sure necessary safety precautions are taken to ensure player safety (ex: protective equipment, medical kit). Individual safety of the players is not organizer's responsibility
3. A soft tennis ball (Vicky Green) will be used. No mat shall be laid, and games are played in Baseball fields
4. Each inning shall begin with a new ball
5. If the ball gets lost/torn/wet or any unplayable condition BEFORE end of 3 overs, the replacement ball shall be another NEW ball.
6. If the ball gets lost/torn/wet or any unplayable condition AFTER end of 3 overs, the replacement ball shall be another USED ball.
7. Based upon the baseball field location we will have some specific scoring rules for situations like ball going into dug‑out, crosses infield and goes out of ground. Such rules will be explained to captains at the start of the game.
8. Uniforms are not mandated. There is no restriction in the dress code
9. Each team must have a minimum of playing 06 in the squad
10. A minimum of 5 players are required from both teams to start the game.
11. Each Team comprises up to 8 players. All 8 players will have to field the ground
12. Each Team member will have to fill up the individual waiver form
13. Teams not showing up for their league and playoff games with a minimum of 5 players will forfeit their game and 2 points will be awarded to opposing teams.
14. Main umpire for the games will be a neutral umpire who is not part of the two playing teams. This will be decided when the organizers schedule the event.
15. There will only be a 5 mins break between innings
16. No By runner is allowed to assist any player while they are batting or non-striker
17. Each Team will play at least 4 games each
18. After each team plays their 4 games, 2 teams will qualify to finals
19. Registration Fee is Free for this tournament
20. We will have neutral umpire for each game (both leg umpire and main umpire)
21. All games will consist of 6 overs per innings, only 2 bowlers per team can bowl 2 overs per innings
22. There will be power play for the first 3 overs of each innings with only 1 fielder will be allowed outside the inner circle (no grass area). After the initial 3 overs, only 3 fielders are allowed outside the inner circle. A NO Ball will be declared by the main / leg-umpire if this field restriction is violated
23. Teams fielding with less than 8 players - Any number of players not present on the field of play will be counted as outside the inner circle
24. There is no restriction on how many number of fielders are placed on leg side
25. There is free hit for every no ball
26. There will not be any LBW in this tournament. No LBW (Leg before Wicket)
27. No LEG BYES. There will be no run outs if a batsman attempts a run off a leg bye
28. BYES are allowed.
29. Runs for OVERTHROWS are allowed. Overthrows will result in runs for the batsman who was on strike for the ball that was bowled before the overthrow and will not go down as extras. Scorers need to be aware of this
30. No cheering/clapping/talking by players on the field or change of fielder position is permitted after the run-up is started and until the ball is completed. Umpire can declare a NO BALL if it happens
31. When a bowler breaks the non-striker's end stumps in the delivery stride it will be declared a “No Ball”
32. Full toss above the waist is a NO BALL (even for a spinner, in order to avoid confusion);
33. One bouncer -above the shoulder and below the head top of the batsman -per over is allowed. If the ball pitches and goes above the head of the batsman, then it is a wide as long as the batsmen does not touch the ball. If he touches the ball it is a valid ball.
34. More than two beamers in a game will result in the bowler being suspended from bowling for rest of that game
35. Deliveries that bounce more than once before reaching the batsman shall be called NO BALL, and not dead ball.
36. If the ball pitches outside the turf pitch, then it is a NO ball.
37. A batsman cannot be stumped off a NO BALL. If, and only if, a batsman is attempting a run from a NO BALL, the wicketkeeper may run-out the batsman.
38. Regular rules apply for no-ball, wide ball, free hit, etc. And Umpire will make a decision in each case
39. If the leg umpire feels the bowling action is suspect, he should inform the main umpire. Main umpire and organizer present at the ground will determine the course of action.
40. A bowler may run-out a non-striker who has strayed outside the popping crease after the bowler has started his run up, but, only before he has entered his delivery stride
41. All balls passing down the leg-side shall be called WIDE, except if, and only if, the ball goes over the stumps
42. Umpire’s decision is FINAL. Argument with the umpire or improper behavior of the team will be taken as an offence. Only the captain and/or vice-captain can politely talk to the umpire if needed. In case of protest/arguments/misbehavior by the team members the captain will be issued a warning by the umpire to get the team under control. If such behavior by the team continues further the umpire will contact the organizers and they reserve the right to disqualify the team from the tournament
43. Any team / player found guilty of unsportsmanlike conduct which includes verbal abuse or taunting of an opponent by the on-field neutral umpire and on-field organizer will be given warning as first offence, 1 point will be deducted as second offence, player/ team will be disqualified to participate in the tournament on third offence
44. All players need to be disciplined during each game and be sportive
45. Each Team and members would be randomly selected based on defined criteria
46. Scoring will be done via the cricclubs app. We will have a dedicated Scorer for each game
47. The winning team will be awarded 2 points, the losing team 0 points and teams involved in a tie (i.e. both teams having scored the same number of runs, irrespective of how many wickets were lost by each team) will be awarded 1 point each
48. A WALK OVER will be declared on a team if the team is not prepared to start the game on the scheduled time. The walked over team will get 0 points and the other team will get 2 points. If both teams are not in a position to start the game on schedules time, NONE of the teams gets any point. Both the teams will be awarded 0.
49. The tournament has 5 teams altogether.
50. In case of a tie of scores in the Final, Semifinal or the quarterfinals match,
	1. a SUPER OVER will be used. a. Team batting second in the match shall bat first in the super over.
	2. b. The loss of two wickets in the super over ends the team’s one over innings.
	3. c. The team that scores the most runs wins.
	4. d. If the two teams are tied on runs even in the SUPER over, then the team that loses fewer wickets will be the winner.
	5. e. If this also doesn’t resolve the tie, then another super over game will be played until a result is produced!
51. Before the toss of every match the captains of the playing teams will list their playing 07 in CricClubs scoring app. This will be approved by the umpires.
52. Scoring must be done in the cricclubs mobile app
53. Bonus Point rule - There is no bonus points awarded for this league
54. A normal win will fetch the winning team 2 points. A tie in league stages will result in rewarding 1 point to both the teams in league stages and super over in playoffs
55. All other regular cricket rules as per ICC shall apply
56. Organizers reserve the right to come up with approaches to resolve issues and unforeseen circumstances and deal with them at their discretion
57. Rain Rules / low visibility / wet ground conditions: - Super 6’s Cricket Tournament will follow Duckworth Lewis method to calculate target for games which might be affected by rain / low visibility / wet ground conditions games. This is the link we will use to calculate the target - http://www.boltoncricket.co.uk/DLcalc.html
	1. For every 5 mins lost due to rain / wet conditions, 1 over shall be deducted from each team’s innings, with each team getting at least 4 overs to bat. Powerplay overs for rain curtailed games, if both innings are Super 6’s Cricket Tournament (2019)
	2. RULES AND REGULATIONS, AND GENERAL INFORMATION
	3. 5 overs - 1 over of powerplay - 2 bowlers - 2 overs max
	4. 4 overs - 1 over of powerplay - 1 bowler - 2 overs max
	5. 3 overs - 0 overs of powerplay – 1 over per bowler
	6. Minimum of 3 overs played by both teams will constitute a game
58. Mention of RAIN in the whole document could mean any natural cause which could affect the continuation of the game
59. The First-round games will be conducted on an evening under flood lights [Date and time to be decided and communicated by the Super 6’s Org Committee]
60. Knock out and final set of games will be conducted on Saturday [09/28] from 7 am onwards
61. [Suggestion only] It is recommended that in this format of the game, each batsman bats only 6 balls [balls faced count only] and then they retire for giving chance to other batsman. He can continue to bat if all the other remaining 7 wickets fall down. But this is the Captain’s decision on how he will plan the game.
62. Each Team is picked by the Sponsors using a lot system and each Team is equally balanced in terms of skillset
63. Rules document references were taken from NPL, Power Cricket Tournament, TCL and other major tournaments which are held in Nashville. We thank the Organizers for the same.