

FCC Sweet16 2023

Farmington Cricket Club





Pools

Group A

Michigan Warriors

South Michigan Cricket Club

Nirvana Cricket Club(NCC)

Farmington Blazers

Shafi

MICA

Titans

TCA United



Format

- 8-Team group, every team plays other teams in the group
- Top 4 teams reach playoffs
- Qualifier-1 : 1st placed V 2nd Placed
- Eliminator : 3rd placed V 4th Placed
- Qualifier-2 : Qualifier-1 losing team V Eliminator Winners
- Finals



Documents

1. FCC Code of conduct
 - 1.1. Every player must read
2. FCC T20 Rules and regulations
 - 2.1. We encourage every player to read the document
3. FCC Scorecard
 - 3.1. Teams to take enough prints for the game
4. Team Declaration Form
 - 4.1. Teams to take enough prints for the game
 - 4.2. Teams must fill and exchange playing XII before the toss
5. FCC Sweet16 Trophy 2023



Pointers

1. Balls
 - 1.1. FCC White Leather ball will be used for the tournament
 - 1.2. FCC will provide balls, Teams needs to collect from Kushi

2. Scoring
 - 2.1. Its Home team's responsibility to enter the scores on the CricClubs
 - 2.2. Team rosters must be entered by July 7th
 - 2.3. Players who are not part of the CricClubs roster will not be allowed to play
 - 2.4. Players cricclubs profile must have player facial picture

3. Wear
 - 3.1. No whites are allowed
 - 3.2. No sleeveless are allowed
 - 3.3. No shorts are allowed
 - 3.4. Encourage teams to wear team jerseys, if they have one.



Games must start on time

- 1.1. Minimum of 7 players are required by the toss time for any team to play a game
- 1.2. Remaining 4 players can join any time after the start, but they have to wait till that many overs to either bowl or bat.
- 1.3. Example :
 - If game start time is 6:00PM
 - Toss time will be 6:45PM
 - Players must present on the field, in front of the umpire by Toss time(not in parking or restrooms)
 - Minimum of 7 players are required from both teams
 - Game must start by 6PM
 - At 6:15PM umpires will abandon the game, if any team have less than 7 players on the field(either batting or bowling)
 - Each team get 1 Hour 10 mins to complete their quota of 16 overs. 10 mins of innings break time.
 - For any delays, 1 over will be cut for every lost 8 minutes of the game
 - Minimum of 5 overs required from both innings to complete the game
 - D/L will be used incase of rain affected games.



Schedule

- Duration
 - July 10th- Aug 30th
- No Reschedules
- Points will be split, if No Result
- Home team must set the field and keep this ready for on-time start @6PM



Pointers - 2

1. Field Setup
 - 1.1. Its Home team's responsibility to set up the field
 - 1.2. Every team must have stumps with bails and cones and bring them to the game

2. Scoring -
 - 2.1. Batting Teams should be equipped to score, if required.

3. Super Over -in case of a tie
 - 3.1. No Super Over for league games, points will be split(because of time constraints)
 - 3.2. There will be a Super Over in Playoffs - based on the time, it will be decided when to have the Super Over. Minimum of 15 minutes required.
 - 3.3. Finals, Super over will follow, in case of tie



Umpires

- In Total, Every team needs to send/provide 4 umpires for the duration of the tournament.
- Team will have an option to pay \$40/umpire, so that FCC organizing committee will provide an umpire.
- Teams can opt to pay for umpiring responsibility. Please contact Vijay Khammam
- Umpiring schedule will be announced along with the schedule
- Leg umpire will be from the batting team for league games
- Main umpire will be the neutral umpire.
- Umpires will only communicate with team captains.
- There must not be any abuse towards the umpires.
- Umpires will have authority to abandon the game, if they sense things are going out of control after 1 official warning.



Home Team

- Setting up the field
- Entering match scorecard in CricClubs
- Need to make sure start the games as soon as fields available



Points

- Pool game winner get 2 points,
- Pool game loser get 0 points,
- Tied pool game, each team get 1 point,
- Cancelled game, each team get 1 point
- Forfeiting game, showed up team get 2 points
- Forfeiting game, Not-showed up team gets 0 points
- In case of equal points
 - Better run rate team gets higher ranking
 - Toss



Useful links

Scores -

<https://cricclubs.com/farmingtoncc>

<https://cricclubs.com/farmingtoncc/viewLeague.do?league=14&clubId=27071>



Game Rules - 1

- Each team gets 70 mins to complete their stipulated 16 overs
- 4-bowlers can bowl maximum of 4 overs
- Strictly, There are NO Breaks
- We are following ICC T20 rules unless specified differently
- For any reason game could not complete, We will go with D/L method
- Before the toss, each team exchange 12 playing sheet.
- Team can use any 11 for batting, any 11 for bowling and 11 for field.
- Minimum of 15 player Team Roster
- Player must play 2 games for playoffs qualification



FAQs

1. All the no-balls concede free-hit
2. First 5-over only 2 fielder allowed outside the circle
3. No-ball
 - a. No-ball takes precedence over Wide and will concede free-hit
 - b. Every No-ball concedes free-hit
4. Retiring Batsman will be treated as Retired OUT.