

FCC Colors Trophy 2023

Fall Season Cricket Tournament

Rules and regulations

1. FCC Code of conduct - Every player must read
 - 1.1. <https://cricclubs.com/farmingtoncc/document.doc?documentId=1&clubId=27071>

2. FCC T20 Rules and regulations -We encourage every player to read the document
 - 2.1. <https://cricclubs.com/farmingtoncc/document.doc?documentId=9&clubId=27071>

3. FCC Scorecard - Teams to take enough prints for the game
 - 3.1. <https://cricclubs.com/farmingtoncc/document.doc?documentId=3&clubId=27071>

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
 - 4.3. <https://cricclubs.com/farmingtoncc/document.doc?documentId=3&clubId=27071>

Participating Teams

Champions Division	Challengers Division		Contenders Division	
	Pool A	Pool B	Team Points	Team Name
Gujarat Lions	Gujarat Warriors	Local Boys	Hutsfield Lyons	Master Blasters
MGCC	Isha	Southfield Super Kings	BHOOMI	Spartans
Punjab Cricket Club	Canton Scorpions	Karnataka Warriors	Rebels Cricket Club	FALCONS XI
Motor City Chargers	Aadukalam	Hawks	Bengal Knights	Shaheens
Sluggers	Heroes	Red Devils	MCC	Dearborn Badgers
Hitmen	Warriors	Michigan Avengers	South Michigan Cricket Club	Detroit Chargers
Sterling Strikers	Thunderboltz	Ride	Macomb Rangers	Jai Balayyas HUKUM
	Skywalkers CC	Stallions	Titans	Dark Horses
	Fighters	Avengers	Farmington Risers	Troy Knights
	Marvels	Predators	Canton Knights	Royal Hoonkars
	Punjab Lions		Braves	MIGR GRSM
				Lehnda punjab cricket club

History

Year	Teams	Champions	Runners	Challengers Winners	Contender Winners
2017	8	Gagan	Sinha CC	NA	NA
2018	24	Indus	KRCC	NA	NA
2019	32	Detroit Eagles	SSK	NA	NA
2020	20	Sterling Strikers	Fighters	NA	NA
2021	39	PCC	Michigan Bengals	NA	NA
2022	48	Gujarat Lions	Sluggers	Gujarat Titans	Stallions
2023	51	??	??	??	??

1. Grounds

1.1. Novi Power Park

- <https://cricclubs.com/farmingtoncc/viewGround.do?groundId=17&clubId=27071>

1.2. Drake Sports Park

- <https://cricclubs.com/farmingtoncc/viewGround.do?groundId=16&clubId=27071>

1.3. Keith Field

- <https://cricclubs.com/farmingtoncc/viewGround.do?groundId=13&clubId=27071>

1.4. Total Sports

- <https://cricclubs.com/farmingtoncc/viewGround.do?groundId=5&clubId=27071>

1.5. Evolution Dome

- <https://cricclubs.com/farmingtoncc/viewGround.do?groundId=31&clubId=27071>

Format

- 1.1. All the league are T20 games
- 1.2. Every team plays 8 league games with-in their pool before playoffs
- 1.3. Division based on points
 - **Champions** - 7 Teams. Maximum Team Points - 1200
 - 5 teams from each group qualify playoffs. **CHAMPIONS**
 - 3rd-5th placed teams along with Challengers ~~Finalists~~ play Quarters
 - Semis and Finals follows
 - **Challengers** - 21 Teams(2-pools of 11 and 10 teams). Maximum Team Points - 750
 - 5 teams from each group qualify playoffs.
 - 3rd-5th placed teams along with Contenders Finalists play Pre-Quarters
 - Quarters, Semis and Finals follows
 - Challengers Champion will qualify for Champion division Playoffs
 - **Contenders** - 23 teams(2-pools of 12 and 11 teams). Maximum Team Points - 525
 - 6 teams from each group qualify playoffs.
 - 3rd-6th placed teams play Pre-Quarters
 - Quarters, Semis and Finals Follows
 - Both Finalists will qualify for Challengers Playoffs

Tournament Format

1.1. 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, Non-showed up team gets 0 points

1.2. Top 6 teams in the pool reach the Playoffs

- Points - Ranking criterion 1
- Runrate - Ranking criterion 2
- Number of wins - Ranking criterion 3
- Number of boundaries - - Ranking criterion 4
- Toss - - Ranking criterion 5

1.3. Playoffs –

- Contenders - 11(4 Pre-quarters, 4 quarters,2 Semifinals, 1 Finals)
- Challengers - 11(4 Pre-quarters, 4 quarters,2 Semis, 1 Finals)
- Champions - 5(2 quarters,2 Semis, 1 Finals)

Format & Scheduling

- 1.1. Every team gets minimum 8 games
- 1.2. Every team may have to play 4 outdoor games and 4 indoor games
- 1.3. Team Roster Limit - Minimum : 15 and Maximum : 22
- 1.4. Every team need to provide 1 Umpire for Outdoor and 2 umpires for indoor games
- 1.5. Umpiring schedule will be announced along with the schedule
- 1.6. Its Home team's responsibility to enter the scores on the CricClubs
- 1.7. Players who are not part of the cricclubs roster will not be allowed to play
- 1.8. A1228T soft T-ball will be used for outdoor part of the tournament
- 1.9. A1217B Soft T-ball will be under for indoor part of the tournament
- 1.10. FCC will provide match balls
 - 2-ball/innings for outdoor(A1228T)
 - 3-balls/innings for indoor(A1217B)
- 1.11. Teams can buy extra match balls and use them in case balls gets lost or tear with-in 2-overs of usage by consulting match umpire.
- 1.12. Used balls will be in possession with the umpire till the end of innings, this ball will be used as a replacement if the 2nd or 3rd new ball of the innings gets torn/lost.
- 1.13. Cleaning the ball with Wet wipes will not be allowed at any time during a game.

Wear

- 1.1. No whites are allowed
- 1.2. No sleeveless are allowed
- 1.3. No shorts are allowed
- 1.4. Opposition Batting team can claim a NO-BALL in case any of the fielding team player violates this Rule
- 1.5. Opposition Bowling team can claim for a penalty of -5 runs, if any batsman violates this Rule..
- 1.6. Violated must change the dress or sit out for the duration of the game

PrizeMoney

- Champions - \$2000
- Champion Runners - \$1000
- Challengers Winners - \$1000
- Contenders Winners - \$1000

Schedule and Fixtures

1. Schedule

- a. 9th of Sept, 2023 to 9th Dec, 2023

2. Fixtures

- a. <https://cricclubs.com/farmingtoncc>

3. Super Over -in case of a tie

- a. League games → No Super Over and points will be split(because of time constraints)
- b. Playoffs → There will be a Super Over based on the time, it will be decided when to have the Super Over
- c. Finals → Super over will follow, in case of tie

Misc

1. Player Eligibility

1.1. Each player must play a minimum of 3 games to qualify for play-offs

1.2. Declare the 12 players before toss and 11 will bat and 11 can bowl.

1.3. It is each team captain's responsibility to check the declared 12 players in CricClubs are the same as Players on field.

2. Field Setup

2.1. Its Home team's responsibility to set up the field

2.2. Every team must have Spring stumps with bails and cones, bring them to the game

3. FCC rule for Runout a non-striker/Mankading Runouts

3.1. Until bowler releases the ball non-striker should not leave the crease.

3.2. If bowler knocks the stumps, finding non-striker being short, will be treated as runout.

4. Game Rules

We are following ICC T20 rules unless specified differently

Roster

- 1.1. Roster Addition/Removals must be done 24-hours prior to the game. Roster changes will not be entertained within 24-hours of the game. It's impossible for the committee to take care of last minute requests.
- 1.2. We have mandated facial profile pictures for all the players. Team must use the roster players and make sure player points are with the division limit. Opposition team can claim a NO-BALL or -5 run penalty for such violation, whenever it was identified during the game. From that point team that violates has to play with less number of players
 - There won't any confusion in case of similar names
 - It is easy to verify roster player and actual player
 - We can eradicate duplicate profile as we move forward
- 1.3. Teams must declare their ~~XI~~^{XII} before toss and must stick to it.
- 1.4. If any player outside playing ~~XI~~^{XII} found batting or bowling, ^{or fielding} Opposition team can claim a NO-BALL ^{or} and -5 run penalty for this violation, whenever its identified during ~~the game.~~
- 1.5. From that point team that violates has to play with less number of players ^{that innings.}

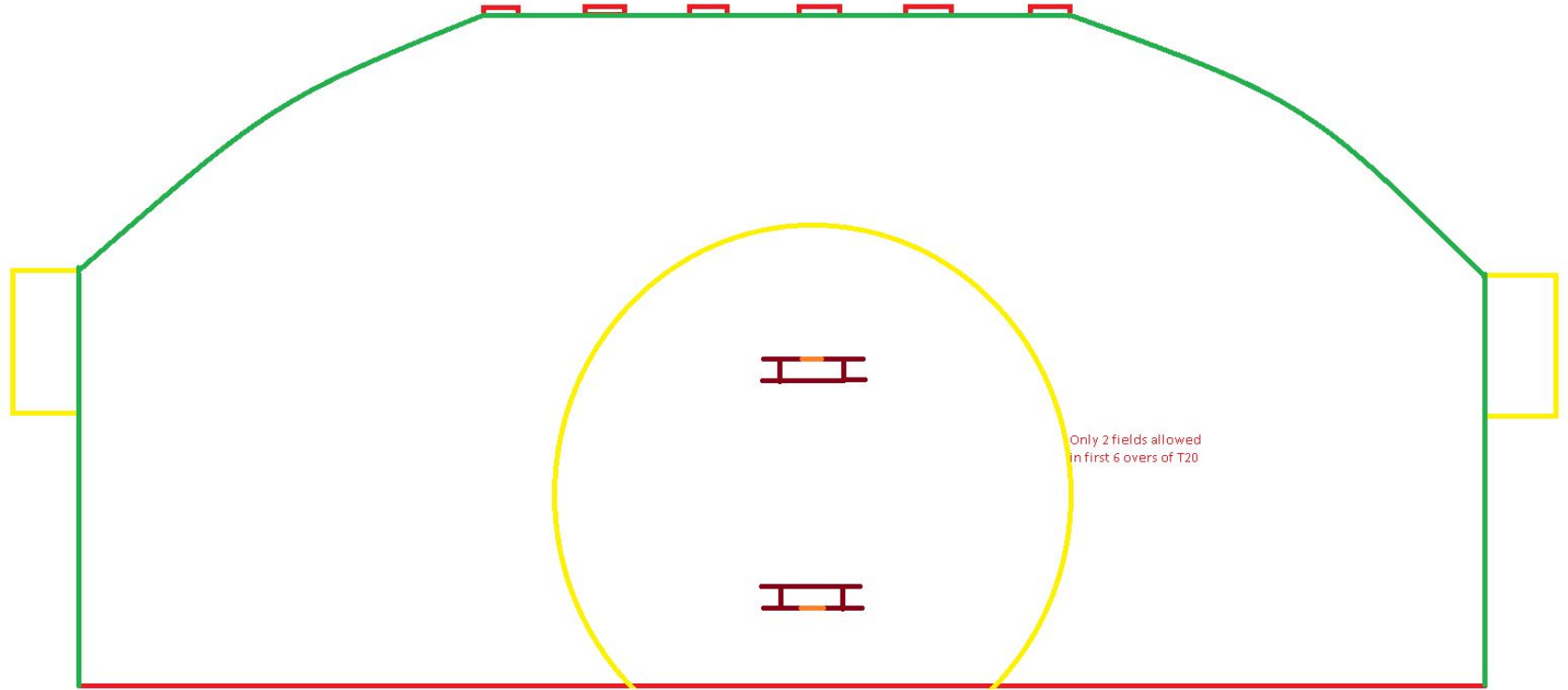
No-Ball for violation from Bowling/Fielding team
-5 Run Penalty for violation from Batting Team

Field restrictions

- 1.1. Outdoor games - will be informed before the first game for each team and the same rules will be followed for all outdoor games.



Indoor Field



Only 2 fields allowed
in first 6 overs of T20

- 1 Run Declare if ball crosses the red line
- 2 Green line is the boundary line
- 3) Yellow circle is powerplay inner ring
- 4) If ball goes into the roof 1 run declare, falls back still in play

FCC Tournaments Awards

Tournament Best Batsman, Best Bowler, MVP Awards

1. Man of the Match

- Let umpire nominate from the list

2. When to decide Best performers

- 5 days before finals

3. MVP analysis

- Evaluate MVP with more weightage(25% more) for runs and less for wickets(10% less) on cricclubs points

FCC Bowling Action Committee

Committee Headed by Ahsan Ansari

- Process
- Evidence Collection
- Decision Making

FAQs - 1

1. Wide Rule -
 - a. ~~For left handers~~, 3-feet from middle middle-stump
 - b. Wides won't move with the batsman
2. Opt less runs -
 - a. Fence declaration- Batsman can opt for lesser run(s) than declared to retain strike
3. Wide or No-Ball -
 - a. No-Ball takes precedence over Wide
 - b. Free-hit for any No-Ball
4. Scoring -
 - a. Most of the umpires will be taking care of the scoring. If not, teams need to take care of scoring and home team responsibility to enter into the CricClubs app
5. D/L Method -
 - a. will be used for any game that could not be completed for any reason with minimum 5 -overs completed in both the innings
 - b. Abandoned games will be rescheduled for week days.
6. Playing XII -
 - a. Declare 12 player roster, 11 bat and 11 bowl,

FAQs - 2

1. It is batsman responsibility to check the bowler guard
 - a. Bowler do not have to specify the guard
 - b. Umpire can not call No-ball, if bowler do not specify the guard
2. It is batsman responsibility to make sure keeper stance
 - a. Keeper do not have to specify every time he goes back and forth
 - b. Keeper can not move, once batsman take stance.
3. If Bowler bowls 2 above waist high no-balls in an innings
 - a. Umpire do not have to warn the bowler after the first no-ball
 - b. Bowler must be removed from the bowling
4. Bouncer
 - a. One over the shoulder is allowed with a warning
 - b. 2nd over the shoulder is a No-Ball with a free-hit
 - c. Over the head will be called Wide

Team Contacts and Team Points

1. Team Contacts

- a. https://docs.google.com/spreadsheets/d/18d5E8LMYNSM_wARXf4bDhddSx5o06af3o4XuFWN_zR0/edit

2. Team Points

- a. https://docs.google.com/spreadsheets/d/1vwBKpAKNHAYvtROMozy8_WTTPvbLdvpQSup6Q3wfyE0/edit