

# Quik Cricket Trophy II

Farmington Cricket Club





# Pools

<b>Group A</b>
Hunters
Red Devils
Michigan Warriors
Deccan Tigers
Punjab Lions
Michigan Avengers
Marvels
Gujarat Titans
Stallions
Venghai
Stingers



# Format

- 11-Team group, every team plays other teams in the group
- Top 2 teams in each group reach Semi-Finals
- 3rd-6th placed team play Quarter Finals
- Semifinals
- Finals winners are the champions



# 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 Quik Cricket Trophy 2023-24



# Pointers

1. Balls
  - 1.1. A1217 soft T-ball will be used for the tournament
  - 1.2. FCC will provide balls
  
2. Scoring
  - 2.1. Its Home team's responsibility to enter the scores on the CricClubs
  - 2.2. Team must enter their initial roster by Nov 10th
  - 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.
  
4. Prize Money
  - 4.1. \$1000 winners



# 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 4:00PM
    - Toss time will be 3:45PM
    - 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 should start by 4PM
    - At 4:15PM 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 20 mins to complete their quota of 20 overs. 20 mins of total break time.
    - In case of rain, 1 over will be cut for every lost 6 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

- League games
  - Nov 10th - Mar 9th
- Knockouts
  - Quarters -
  - Semis -
  - Finals -



## Pointers - 2

1. Field Setup
  - 1.1. Its Home team's responsibility to set up the field
  - 1.2. Every team must have Spring stumps with bails and cones and bring them to the game
  
2. Scoring -
  - 2.1. Most of the umpires will be taking care of the scoring
  - 2.2. 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 10 minutes required.
  - 3.3. Finals, Super over will follow, in case of tie





# Organizing Committee

- **3-Member committee will be elected**
  - **Umpiring co-ordination**
  - **CricClubs Roster/scorecard updates**
  - **Rule clarifications and communications**
- **Total Sports**
- **Farmington Cricket Club**



# Umpires

- In Total, Every team needs to send/provide 5 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.

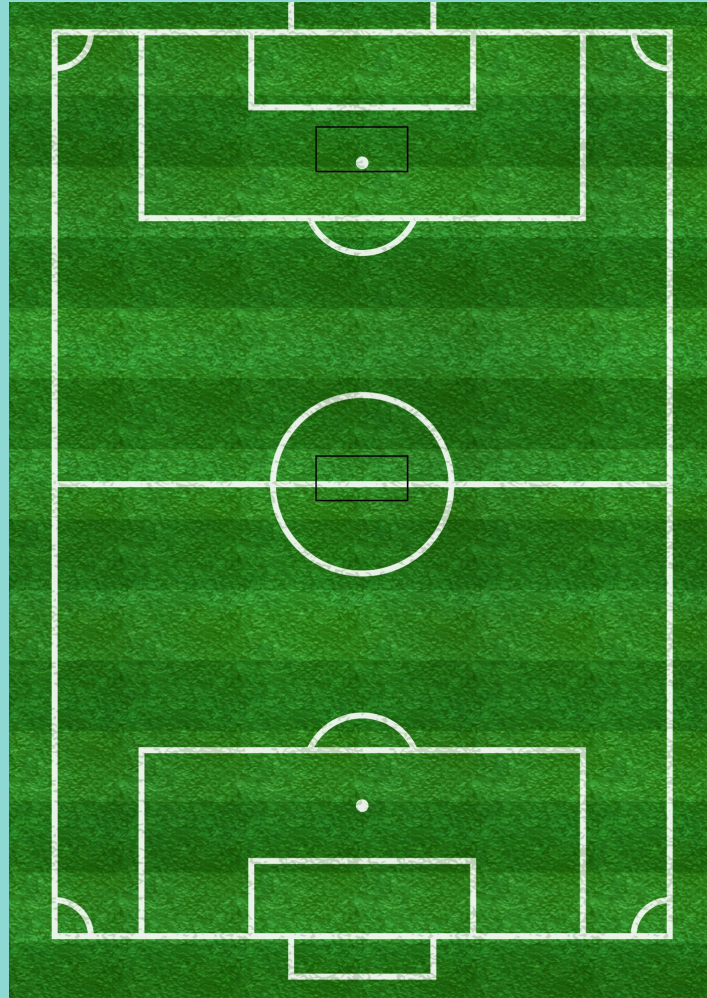


# Venue

- Total Sport Soccer Wixom
  - 7x7 Fields



# Field Dimensions





# Home Team

- Setting up the field
- Entering match scorecard in CricClubs
- Need to make sure start the game 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=99&clubId=27071>



# Game Rules - 1

- Each team gets 50 mins to complete their stipulated 16 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 playing 12 sheet.
- Team can use any 11 for batting, any 11 for bowling and 8 for fielding
- Minimum of 15 players and Maximum of 20 players
- Player must play 3 games for playoffs qualification





## Game Rules - 2

- 16- overs per innings must be bowled within 50 mins.
- 4-bowlers can bowl maximum of 4 overs
- There was 2-run declaration, 4-run declaration and 6-run declaration..
- Batsman half, runs must be scored by running between the wickets
- Bowlers half, 2 runs declaration on the sides and 4 runs for straight on the bounce and 6 runs for straight in the boundary
- Ball deflects from the sides into the 4-run or 6-run zone.. will be still 2- run declaration only
- Ball deflects from the roof shall be declared as 4-run or 6-run accordingly
- To keep it simple we are going ahead with normal T20 rules..
- Weekend tournament Friday/Saturday



## FAQs

1. All the no-balls concedes free-hit
2. NO Fielding restrictions.
3. Opt less runs -
  - a. Fence - Batsman can opt for lesser run(s) than declared
4. No-ball
  - a. No-ball takes precedence over Wide and will concede free-hit
  - b. Every No-ball concedes free-hit
5. Retiring Batsman will be treated as Retired OUT.