



Spring Cup 2024

FCC Tournament



Highlights

- 32- Team Tournament
- Indoor Edition - March 22nd to April 13th
- Outdoor Edition - April 13th to May 5th
- Playoffs - May 11th to May 19th
- Every team gets minimum 7 games (3-Indoor, 4-Outdoor)
- Indoor games - Total Sports, Wixom & Evolution Dome, Auburn Hills
- Outdoor Games - Drake Sports Park, Novi Power Park & Keith Fields.
- Indoor Games A1217 (3 Balls/Game)
- Outdoor Games A1228T (2 Balls/Game)
- Match Balls for League games to be collected by teams from Kushi Cricket Store. FCC will provide match balls for the playoffs.
- Trophies will be presented to the Finalists and best performers

Divisions

1. 1 Division with 4 pools of 8 Teams, split based on team roster strength
2. Playoffs
 - a. 4 Teams from each Pool qualify for Playoffs.
 - b. Pre-Quarterfinals, Quarter Finals, Semi Finals and Finals.

Format

1. Points

- a. Pool game winner get 2 points,
- b. Pool game loser get 0 points,
- c. Tied pool game, each team get 1 point,
- d. Canceled game, each team get 1 point
- e. Forfeiting game, showed up team get 2 points
- f. Forfeiting game, Non-showed up team gets 0 points

2. In Case of equal points

- a. Team that has better run rate gets higher ranking
- b. If above not applies, team which got more wins take higher ranking

3. Super Over in Case of a Tie will be applicable only for Playoff games, no Super Over for League Stages.

Documents

1. FCC Tournament Rules document
2. FCC Code of Conduct document
3. FCC Scorecards and Declaration form
4. FCC Spring Cup 2024 outline

<https://cricclubs.com/farmingtoncc/documents.do?clubId=27071>

Useful Links

- Fixtures
 - <https://cricclubs.com/farmingtoncc/fixtures.do?league=104&year=2024&clubId=27071>
- Points Table
 - <https://cricclubs.com/farmingtoncc/viewPointsTable.do?league=104&year=null&clubId=27071>
- Grounds
 - <https://cricclubs.com/farmingtoncc/viewGrounds.do?clubId=27071>
- Documents
 - <https://cricclubs.com/farmingtoncc/documents.do?clubId=27071>

Pointers

- CricClubs will be used for scoring and live streaming
- Umpires/Teams needs to have the cricclubs app with login credentials
- D/L method will be used for unfinished games. Minimum of **10 overs** should have been played in both the innings for the result (new playing condition).
- All the games are T20 games and first 6-overs will be the powerplay. Unless weather curtails the games.
- Teams will need to Declare Playing 12 before the toss.
- No Whites are allowed to wear
- No Shorts, slippers and No sleeveless shirts
- Indoor Games A1217 (3 Balls/Game)
Outdoor Games A1228T (2 Balls/Game)
- Rainout outdoor games will be rescheduled once, based on field availability provided by the city. Both teams needs to agree for the reschedule. If not, points will be split.
- Follow ICC T20 Rules unless specified differently in this document or the FCC Rule Book.

On Field

- Team Responsibility
 - Home Team - Setting up the field
 - Both teams needs to get their Spring Stumps with bails to the game
 - Team must collect the match balls A1217 - 9 Balls and A1228T from Kushi Cricket Store.
 - Home team - is responsible for the scorecard updates on cricclubs.com communicating with FCC Admin
 - Update team roster on cricclubs.com(First Name,Last Name and profile Facial Picture)
 - Start the game on scheduled time
- Team Roster Updates
 - Must request at least 24 Hours before the game with valid profile
 - Profile must be a verified profile with facial picture
 - Non-roster players will not allowed to play any game
- Team Roster
 - Minimum 15 players, Maximum 22 Players
 - Player must play 3 league games for playoffs qualification
 - Team can declare upto 12 players , only XI can bat and XI can bowl
 - Dugout player can start batting or bowling immediately
 - All 12 Players have to be present on field to be included in the final roster for the game, team's cannot have only 11 Players on field and add a 12th player who is not showing up in order to meet Playoff Qualification criterias.

D/L Method – Game's running late when back to back games are on schedule:

- A game when running delayed, affecting the start time of a subsequent game will be decided based on D/L method with a buffer of 15 minutes from the start time of the subsequent game time.
- Example: The result for a 4 pm game which is running late, thereby affecting the start of a 7 pm game, will be decided based on D/L method at 7:15 pm and the 7 pm game will start by 7:20 pm at the latest.
- Irrespective of the game scenario, games will be called off by the umpire at the 15-minute window and result to be decided based on D/L. No leverage for only couple more overs to be bowled or 1 wicket to be taken shall be provided to any captains.
- The stipulated time for a 20 over innings is 80 minutes.
- For a rain affected game, the umpires will reduce the number of overs of a rain affected game, considering the 15-minute cut-off time.
- Captain's from the teams playing the subsequent delayed game are requested to have the toss completed and cricclubs ready during this delayed period, thereby setting up the stumps and starting the game immediately.

Bowling Action Reporting

- The complaining party willing to report a suspect action are requested to take 2 to 3 video evidences, with angles such as behind the wicket keeper, Leg umpire angles, slow motion videos if included will be of additional help.
- The complaining party should just inform the umpire regarding his concern of the bowling action, umpire's will take a note of this but will let the bowler continue in that game without a warning. Complaining party should not bring the game to a stop at any time.
- The complaining party should take video evidences as stated above, and submit it to the committee within 24 hours of the completion of the game.
- Any videos that do not provide enough conclusive evidence for the committee to make a decision will be deemed as inconclusive and will be requested for more evidence.
- Committee will pass the evidence to the review committee, and make a decision within the next 4 days of receiving the evidence.
- Committee after reviewing the case will declare the action to be: Legal, Suspect Action or More evidence required.
- The bowler if found suspect action will get a period of 14 days to correct the action and bowl again.
- During this 14 days the player under suspension for suspect action, can take place in a game only as a batsman/fielder and will not be permitted to bowl.

Suspension Period for Suspect Action

- 2 weeks - First Report and found not Legal
- 3 months – Second Report and found not Legal
- 1 year – Third Report and found not legal
- Life Ban – Fourth report and found not legal

Driving Vehicles into the Field/Parks

- All vehicles should be parked in the allotted parking lot, no motorized vehicles are allowed anywhere near the field or the seating area.
- If any vehicles found near the field will be reported to the park management, and the owner will be responsible for any fines imposed by the park management.
- All vehicles violating the parking rules will be towed and fined, FCC is not responsible for any of the decisions made by the Park Management.
- An investigation will be performed on the owner of the vehicle and the team on field which they were present to view/support.
- If the owner of the vehicle is found to be part of the league, they will be suspended from taking any further part in the ongoing tournament at the time of violation.
- In addition to the above, the captain of the team for whom the identified vehicle owner was on field to support for will be suspended for 1 game.
- FCC has undergone through tremendous efforts to maintain good relationships with the Park/City Managements, we do not want it to be spoiled by the irresponsibility of few individuals.

Ingame Penalties for Non-Compliance with Rules

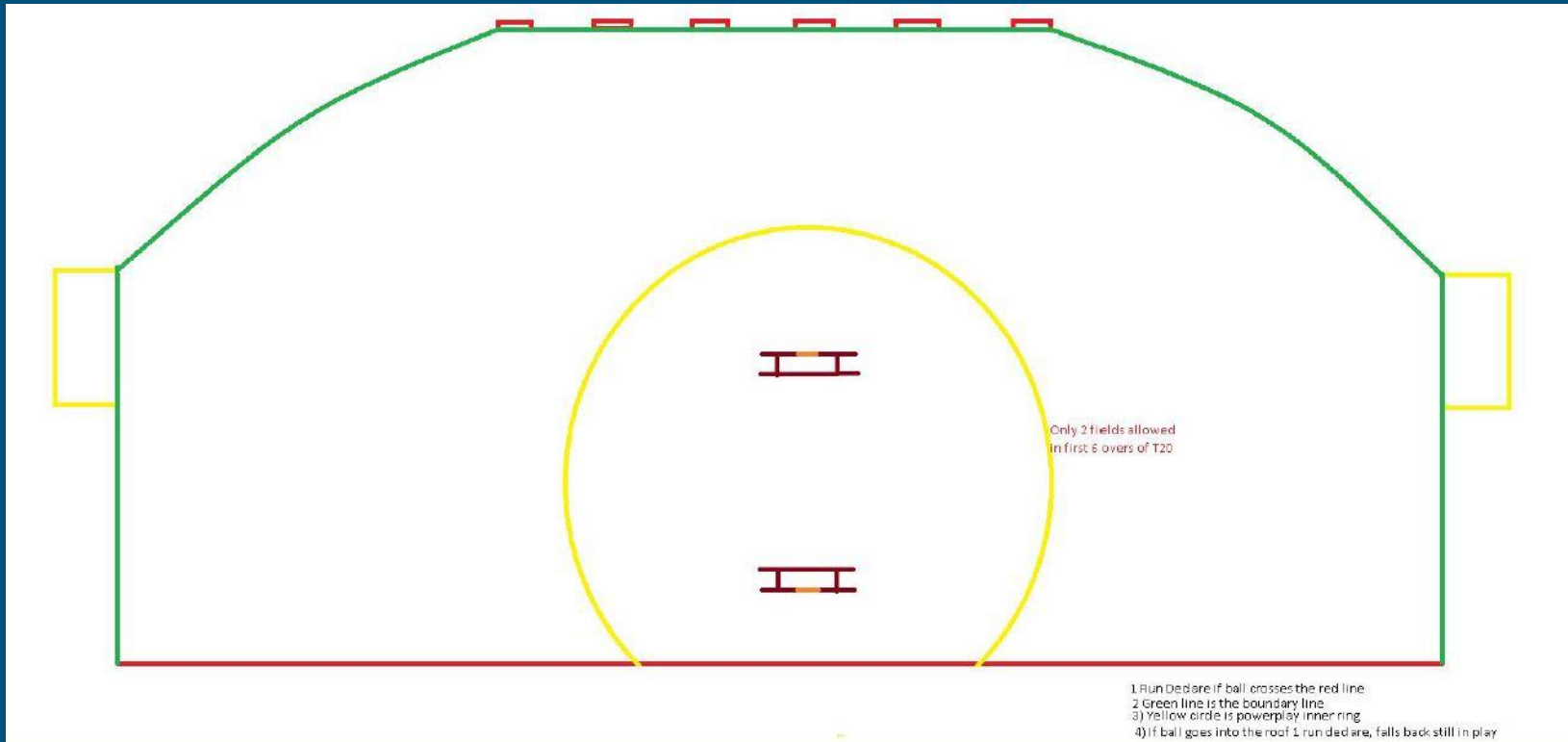
Batter Violation (Penalty of negative 5 runs), Bowler Violation (No-ball)

- Dress Code Violation
- Facial picture missing in Cricclubs
- Participating Player found not to be a part of Team Roster/Declared Playing 12, refer to FCC rules 34.6 for additional penalty of losing that player spot for the rest of that game.

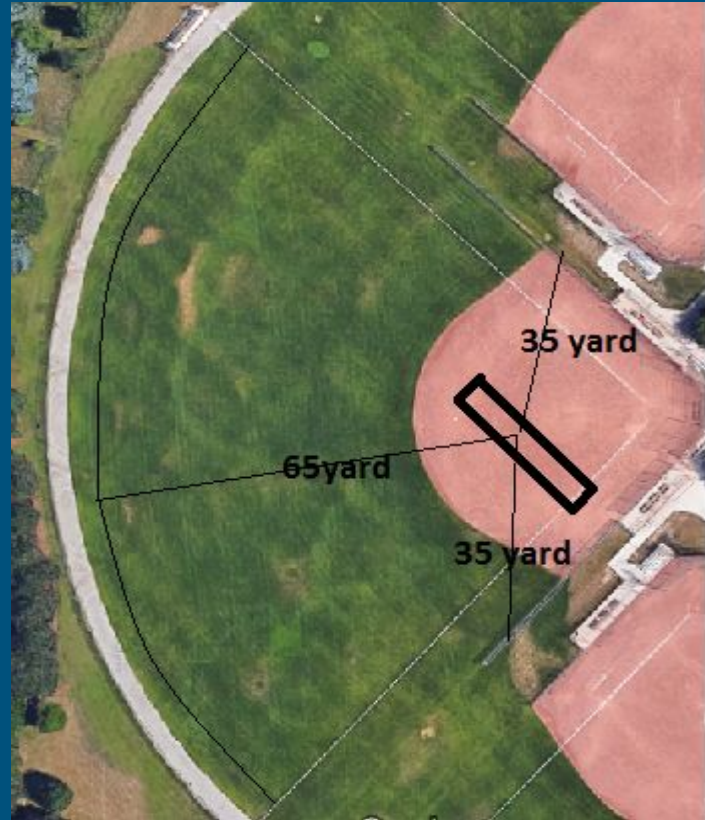
FCC Code of Conduct - Respect for Umpires/Players

- Every Player must abide by the FCC Code of Conduct.
- FCC strongly condemns any act of abuse/disrespect towards the Umpires/Players. Any sort of misconduct will be dealt strictly with suspensions.
- Any Player other than Fielding XI, Batter and Umpire must not enter the Field. Others must take the consent of the umpire before entering the field.
- Any Player bringing the game into disrupt will be responsible for their own actions.
- Abuses, Arguments, threats, physical aggression must be avoided.
- It is the Captain's responsibility to keep his/her team players and supporting visitors in line and abide by the FCC Rules and Code of Conduct.

Indoor Field Setup



Outdoor Field Setup



FAQs - Part 1

- **Opt for less Runs**
 - Batsman can opt for 1 run for declared 2 runs to rotate the strike
 - Batsman can opt for 0 run for declared 1 run to retain the strike
- **Wide**
 - 3 feet from middle stump both sides
- **Freehit**
 - Any type of no-ball will concede free hit for the following delivery
- **Wide or No-ball**
 - In case of Wide and No-ball, No-ball take precedence over wide.
- **On-Strike**
 - In case of batsman caught out, New batsman will be on Strike, Except end of the over or Runouts.
- **FCC rule for Runout a non-striker/Mankading Runouts**
 - Until bowler releases the ball non-striker should not leave the crease.
 - If bowler knocks the stumps, finding non-striker being short, will be treated as runout.

FAQs - Part 2

- It is batter's responsibility to check the bowler guard
 - a. Bowler do not have to specify the guard
 - b. Umpire cannot call No-ball, if bowler do not specify the guard
- It is batter's responsibility to make sure keeper stance
 - a. Keeper do not have to specify every time goes back and forth, umpire cannot call No-Ball.
 - b. Keeper cannot move, once batter take stance.
- 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 after 2nd waist high no-ball
- 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

What's New?

1. Michigan Umpire - A mobile app to improve umpiring standard. Every umpire must be certified by this app to officiate any FCC game. We expect this app to debut during FCC Spring Cup 2024. Both, FCC General Certification and Team Member Umpire Certification is available on the app. More details to follow along with the Launch.
2. Every Captain should submit a rating in Cricclubs on the umpire who officiated at the end of each game within 48 Hours of the completion of the game.
3. FCC LegUmpire - Camera will be installed on the leg umpire angle from outside the fence. That feed will be monitored by Referee. 2 referrals/innings will be allowed for Stumpings and Runouts. We are hoping to trail this during the this tournament.