Spring Box I

Farmington Cricket Club

Pools

Group A
Vikings
Straw Hats
Kings XI
Michigan Warriors
SPCA
Lightnings
Team 7
Team 8
Team 9
Team 10
Team 11

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 Box Cricket 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 Spring Box I 2023-24

Pointers

1. Balls
    1.1. Softcore 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 March 21, 2024
    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 sleeveless are allowed
    3.2. No shorts are allowed
    3.3. Encourage teams to wear team jerseys, if they have one.

4. Prize Money
    4.1. Player Edition EW Cricket Bat

Schedule

- **League games**
  - March 22, 2024 - May 25, 2024
- **Knockouts**
  - Quarters -
  - Semis -
  - Finals -
- **Kushi Cricket Store, Farmington Hills**
  - Box Field

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 Set -in case of a tie
    3.1. No Super Set for league games, points will be split (because of time constraints)
    3.2. There will be a Super Set in Playoffs - based on the time, it will be decided when to have the Super Set Minimum of 10 minutes required.
    3.3. Finals, Super Set will follow, in case of tie.

Organizing Committee

- **Team Captains**
- **Kushi Cricket Store**
- **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 $25/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.

Points

- Maximum 7 Points available for a League game.
- Pool game winner get 4 points,
- Each Set winner get 1 bonus point
- Pool game loser get 0 points,
- Tied pool game, each team get 2 points
- Cancelled game, each team get 2 point
- Forfeiting game, showed up team get 7 points
- Forfeiting game, Not-showed up team gets 0 points
- In case of equal points in Table
    - Better run rate team gets higher ranking
    - Number of Games won
    - Toss

Game Rules

- Each team gets 30 mins to complete their stipulated 12 overs
- Strictly, There are NO Breaks
- For any reason game could not complete, We will go with D/L method
- Before the toss, each team exchange playing 6 sheet.
- A team will need minimum 5 players to participate in a game.
- No Roster Limit.
- Player must play 3 games for playoffs qualification.
- Each Player must bowl 2 overs during the Bowling innings.
- Each Batting pair can bat for a maximum of 4 overs/1 set irrespective of whether they are dismissed.

PHYSICAL & BONUS RUNS

- Zone A (Batting End) - 1 Bonus Run. If the ball hits the side net on the batting end, hit the roof and gets stuck, ball goes outside through the gaps in nets on Zone A. Top net or Back net behind batter is not considered for 1 Bonus run.
- Zone B (Bowling End) - 2 Bonus Run. If the ball hits the side net on the bowling end, hit the roof and gets stuck, ball goes outside through the gaps in nets on Zone B.
- Zone C (Front Net - behind the bowler) - 4/6 Bonus runs. If the ball hits the front net on the bounce it is 4 Bonus runs, ball hits the front net on the full it is 6 Bonus runs.
- Deflection from Zone A or B to Zone C - 3 Bonus Runs.
- Deflection from Top net to Zone A, B or C - 1/2/4 Bonus Runs (depending on where the ball ended).
- Deflection from Batter's end Back net to Zone A or B - 0 Bonus Runs (only Physical Runs counted).
- The batters have to complete at least one Physical run for any Bonus runs to be valid.
- Overthrow events will not incur additional bonus runs, only physical runs will be valid for an event of overthrow.
- No Leg Byes and Byes.

Wides & No Balls

WIDES:

- First 3 Overs of the Set (Overs 1 to 3, 5 to 7, 9 to 11)- Ball will be counted and 3 runs to be added to the scorecard, dot counter will reset.
- 4th Over of the Set (Overs 4, 8, 12) - Ball will not be counted, needs to be re-bowled and 1 run to be added to the scorecard, dot counter will reset.

NO-BALLS:

- First 3 Overs of the Set (Overs 1 to 3, 5 to 7, 9 to 11)- Ball will be counted and 3 runs (along with any additional runs scored) to be added to the scorecard, dot counter will reset. Following ball will be a Free Hit.
- 4th Over of the Set (Overs 4, 8, 12) - Ball will not be counted, needs to be re-bowled and 1 run (along with any additional runs scored) to be added to the scorecard, dot counter will reset. Following ball will be a Free Hit.
- Bowler allowed to continue after two waist high No-Balls with a warning.

DISMISSALS

- A Batting pair can bat for a maximum of 4 overs/1 set irrespective of whether they are dismissed.
- A batter can be dismissed in the same ways they can be in conventional cricket - except for LBW.
- 3 Consecutive Dot Balls will be treated as a dismissal.
- Wide/No-Ball or Wicket will reset the Dot Counter.
- The Batter who got out will need to go to the non-striker end and the other batter will take strike for the next ball after a wicket.
- For every dismissal, negative 5 runs will be deducted from the team's set/total score.
- Runouts are valid until the event for that ball is completed and considered to be Dead Ball.

CAUGHT OUT

- A batter can be caught out if the fielder takes the catch directly without the ball being grounded.
- A batter can be caught out if the fielder takes the catch after 'one touch' from either Zone A/Zone B side net or Top Net without the ball being grounded.
- A catch is not valid if the fielder collects the ball along with the net or the ball rolls on the net.
- A catch is not valid if the fielder catches the ball after 'One touch' from the back net on the Batter's End or the Front Net (Zone C) on the Bowler's end.

DEAD BALL

- Ball hits the body of the batter, ball will considered to be dead and no Leg Byes/run-outs will be allowed after the event.
- Batter misses the ball and the ball strikes the back net on the Batter's side, the ball will be considered dead and No Byes/Stumping will be allowed after the event.

STUMPING

- Batter misses the ball and the ball is collected by the keeper before the ball strikes the back net on the Batter's side, the ball will be considered live and Stumping will be allowed after the event, if the batter is found outside the batting crease.
- No unfair movement should occur before the ball is delivered.

PLAYING 5 RULES

Incase, a team is short of Player and have to play/field with 5 Players.

BATTING RULES:

- The opponent team can choose a batter from first 2 sets to accompany the 5th batter in the 3rd set.
- The runs scored by the Filling Batter (6th Batter) will not be considered towards the Set/Team Total score.
- All form of Dismissals will be valid for the Filling Batter (6th Batter) as per the regular Box Cricket rules and will incur negative 5 runs.

BOWLING RULES:

- The opponent team can choose any bowler to Bowl over numbers 6 and 10 of the game.
- Over 6 and Over 10 will be considered Freehit overs. ie.Batter can be only dismissed of run out in these overs. Rest of the scoring methods will apply as regular Box Cricket Rules.
- The opponent team should pick the Bowler at the beginning of the 2nd and 3rd set respectively.
- Bowler will not be allowed to bowl 2 consecutive overs at any time.

PLAYOFF GAME TIED RULES

- **Scenario 1 -** If the overall Game Score is tied, the team with higher set wins will be declared as the Winner of the Match.
- **Scenario 2 -** If the overall Game Score is tied, the team's are tied with one set win each (1-1) and a tied set score. Game will proceed to a Super Set to decide the Winner of the Match.

SUPER SET RULES:

- Each Team gets to Bat a total of 4 Overs.
- 2 Batters to be declared to bat the 4 Over Set (Batting pair can change from the original game).
- 1 Bowler can bowl a Maximum of 2 Overs.
- Interchanged Innings from the Original Game (i.e. team which Batted 1st in the original game, will Bat 2nd in the Super Set).
- Remaining Box Cricket Rules applicable as mentioned.

FAQs

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