

MCL - 6 Over 6 a Side Cricket League 2021 - Rules (v10)

Tournament Info

- 15 teams in the inaugural 6 a side tournament
- 3 groups. 5 teams per group (to be decided by a random software). Each team plays at least 4 round-robin games
- Games start on 8/15 (Sunday) and finish on 9/11
- Games to be played at Methuen ground on new pitches
- The pitch will be in the Shed and teams will be given responsibility to lay down the pitch
- MCL balls will be stored in the shed and 3 new balls will be allocated per game. Used balls to be placed back in the shed after the games
- Stumps and cones to be provided by the Organizers
- Awards for Best batter, bowler, fielder, Winner and Runner-up teams
- Waiver forms need to be submitted by all team Captains/Leaders before the start of the tournament
- Teams
 1. Stallions Smashers
 2. Waltham Sixers
 3. Galaxy
 4. Boston Blazers
 5. Royal Sports
 6. Bluebees
 7. Gujrat Warriors
 8. Rebels
 9. Spartans
 10. Javelins
 11. Billerica Boys A
 12. Billerica Boys B
 13. WCC
 14. Sharks
 15. Knights XI

General Guidelines

1. Recreational play
2. Healthy competition only
3. No smoking or peeing in non-designated places is permitted on the field
4. Teams that are reported for violating this rule shall be barred from the tournament effective immediately

5. Don't sledge opposition, encourage teammates
6. Proper and detailed scoring
7. Umpires - knowledgeable, fair & honest
8. All on-ground conflicts (ideally it shouldn't reach this stage) must be resolved by JUST the captains

Rules

9. Unless otherwise mentioned below ICC rules apply. Also, in case there is any confusion or dispute or argument during the game, try to apply ICC rules and be consistent for the period of the game
10. Controversies, both resolved and unresolved, should be brought to the attention of the organizing committee by the captain(s). Organizing committee decision is binding. If not mentioned already about the penalties in the rules document, the organizing committee can take and shall take a balanced decision on the amount of penalty for a rule break during the course of the tournament. This may result in points deduction or a re-game or any other penalty based on what the organizing committee decides while taking into account the facts
11. 6 over 6 players a side games. 5 minimum players required for a game to start
12. One player can represent only ONE team
13. Time will be given to close on the Team Roasters in CricClubs. Players can be added to the Team Roaster only during the league game stage only after the Waiver form has been signed by the player(s). The Roasters will be closed before the KO stage (last day of the league stage game. Currently it is 8/29)

The Roaster will be open until the round-robin games (4 games in each group per team) and there is NO limit to the number of players that can be added to the Roaster. However, every player added to the Roaster will be approved by the planning committee only after the team captain confirms that the player has signed the Waiver form.
14. Each team has 6 batsmen and minimum 5 bowlers. One bowler can bowl 2 overs. All six players can also bowl an over each. 5 minimum players required for a game to start
15. Wicket Keeper is Mandatory
16. Maximum three fielders on the on-side at any time during the game
17. There are no fielder restrictions for inner circle (i.e. 75 ft.)
18. A win is 4 points and 1 bonus point is awarded for if the team wins with a run rate that is 1.25 times the other team
19. Equal points will be awarded to teams for a tied game in the league stage. Knock-out games that end in a tie will be decided by a super over following ICC rules. Team batting second in the regular innings will bat first in the super over
20. Methuen ground - 140 ft max and 110 ft min. Boundary defined from the centre of the pitch and back side of the wicket would be defined by the organizing committee
21. No Power plays
22. No Inner Circle
23. No Man of the Match and App will also not reflect the points
24. Umpires will be provided by the Batting side (NO Neutral umpiring)
25. It is very important for your team to arrive 30 minutes before the scheduled start of your match for logistics (pitch setup, boundary setup, team setup in app and toss)
26. If all the players of any team have not arrived at start time, the match will start with whatever players are there. Late comers can join when they arrive.

1. If the complete team doesn't show up within 15 minutes of the match's scheduled start time, umpires will grant a walk over to the team present.

2. Please respect the start times, because we are running on a strict schedule, and are paying per hour for the field permits, so your help is greatly appreciated in keeping the schedule running in an organized and timely fashion

27. NO LBW and leg byes will not be followed

28. NO free hit on a no ball

29. Bowling will be from one side of the wicket only

30. Last man batting will be allowed. You will be required to have a runner at the other end. Please note that even if the player on the non-striking end is run-out, the last man is considered out

31. A batsman who retires/declares is not considered out and is allowed to bat later, but only after all but one of the other players in his team is out. If a batsman retires for any other reason or due to injury NOT picked up during the course of the game, they can come back after all the wickets have been claimed. Again, runner is upon the discretion of the fielding team captain

32. We will have a standard wide line (one bat's length from the middle stump on the off and one bat's handle from the middle stump on the leg) to avoid any dispute. We will also be marking the popping and return crease lines (for bowling)

33. Please note that the umpire's decision is final, and no argument will be tolerated with the umpire. If your team wants to express any concern during the game, only the team captain is allowed to communicate it to the umpire

34. In case of confusion with regards to 4/6 or out/not-out when it comes to the boundary, a straight line is assumed between adjacent cones

35. Teams can bring more than 6 players to a game. However, 6 players or 7 players can be added in the scoring app. If 7 players are added to the game, then the opponent captain needs to be notified of the 6 players that will play. This is allowed to facilitate correct wickets to the bowlers are accounted for since all 6 can bat and the app has a limitation to out only 5 players if 6 players are selected

1. Players other than those 6 players, can only be fielding substitutes - not allowed to bat/bowl

The rule for a substitute follows the ICC standards. 6 players need to be added to the app (in the game) before the start of the game. These 6 players can bat and bowl however if any player is injured and the fielding team wants to substitute him, they can do so but this substitute player can NOT bowl or bat. Substituting a fielding player needs to be identified to the umpires.

36. App calculates all team and player rankings. Man of the match is decided fairly by the two captains. App rules for player points and ranking and included in the last chapter in the rule doc

37. Height No-ball: Above waist full-toss is a no-ball. NO FREE HITS

38. Over stepping and return crease no-balls rule as per ICC rules

39. Ball to be called as wide if goes above batsmen's head after one bounce. Multiple wides can be called in an over if the balls go over head after one bounce. If the batsman touches and is caught or hit wicket, then he will be deemed out

40. Batsmen adjusting right and left towards the wide lines during a ball bowled or the batsman advances, umpires will make sure to adjust the wides accordingly

41. If the ball bounces more than twice before the batting crease, it will be called a no-ball and NOT a dead-ball. A dead ball is only awarded if the umpire deems that the ball has rolled along the ground towards the batsman or the bowler either lost/dropped the ball by mistake or misdelivered the ball. A dead ball will also be called if the ball pitches before the mat. A no-ball will be called if the ball pitches outside the mat on either side.

42. Rain Rules - If a league stage match is called off due to rain or other interruptions (with or without play having commenced, no matter how far the game has gone), captains have to reschedule. Captains can also decide and close on splitting points. Long weekend will be kept as a buffer weekend for such games that have not been completed due to rain or scheduling. Sep 11 will be the day for Knock-outs.

43. Knock-out games will be re-schedule and no points to be splitted in case of a rain/bad weather

44. It is umpires duty to ask the bowler on the side. NO Neutral umpiring.

45. Batsmen can ask umpire if the bowler's action is illegal but the bowling will finish his over without any controversy. The organizing committee will decide on the bowler's actions if 2 such complaints come for the same bowler

46. Wicket Keeper's positioning: It is not mandatory for the keeper to inform the leg umpire before standing up or going back. Keepers generally do it for their own benefit so as to make sure leg umpire watches out for stumpings. The keeper is not allowed to have any significant movement once the bowler has started his run up. If the keeper does so, the ball will be called a dead-ball. While other fielders can take a start (2-3 steps) towards the striker or the striker's wickets, keeper's movement is restricted to 1 step if needed to get in to a crouching position but no drastic movements are allowed

47. Out of the 15 teams, 3 groups, 2 top teams based on points and run-rate from each group will qualify for the Quarter Finals. Remaining two teams to qualify for the QF will be from the rest 9 teams with the highest points and run-rate. The ranking of the teams 1-6 will be based on the points and run-rate followed by the remaining two teams (also based on points and run-rate)

Table 1

KNOCK-OUT STAGE									
GROUP A-C TEAMS RANKED POST LEAGUE STAGE			KO CRITERIA FOR GROUPINGS	KNOCK-OUT POOL	QF POOL	QF FIXTURES	SF FIXTURES	FINAL FIXTURES	
Group A	Group B	Group C	Top TWO teams each from GROUP-A, GROUP-B And GROUP-C Qualify (Ranking 1-6 based on highest points and/or Run Rate combined between three groups)	1st Ranked team	1st Ranked team	QF1 - (1st Ranked Team (TBD) vs 8th Ranked Team (TBD))		FINAL - SF1 Winner (TBD) vs SF2 Winner (TBD)	
Team 1	Team 1	Team 1		2nd Ranked team	8th Ranked team				
Team 2	Team 2	Team 2		3rd Ranked team	2nd Ranked team	QF2 - (2nd Ranked Team (TBD) vs 7th Ranked Team (TBD))			SF1 - QF1 Winner (TBD) vs QF4 Winner (TBD)
Team 3	Team 3	Team 3		4th Ranked team	7th Ranked team	QF3 - (3rd Ranked Team (TBD) vs 6th Ranked Team (TBD))			SF2 - QF2 Winner (TBD) vs QF3 Winner (TBD)
Team 4	Team 4	Team 4		5th Ranked team	3rd Ranked team				
Team 5	Team 5	Team 5		6th Ranked team	6th Ranked team				
			Top TWO teams from the remaining 9 teams (All groups combined) qualify based on highest points and/or Run Rate	7th Ranked team	4th Ranked team	QF4 - (4th Ranked Team (TBD) vs 5th Ranked Team (TBD))			
				8th Ranked team	5th Ranked team				

48. If a batsman or both batsman on the field call out the bowler for chucking and both the umpires (leg umpire in particular) agrees that the bowler is chucking then the umpire needs to on the spot ask the bowler to correct the action and repeatedly so. The ball will be declared a dead ball. (NOT a no-ball). The fielding captain may ask the bowler to slow down his pace and make sure the ball is a legal ball or choose to replace the bowler. Other rules regarding only one bowler bowling 2 overs max still holds good.