**FCC-Ruchi Cup 2019 – Six-a-side Tournament Rules and Regulations**

The Tournament will be played at the following grounds -

**Lembi Park Fields (A, B, C and D) on Riley Street, Folsom, Ca 95630**

**Kemp Park 1 and 2 @ 1322 Bundrick Drive, Folsom, Ca 95630**

**Amos P Catlin Park @ 325 Russi Road, Folsom, CA 95630**

CCL Ground **- Rossmoor Park @ 10700 Ambassador Drive, Rancho Cordova, Ca 95670)**

* Every team will get to play at least 3 games each.
* Entry fee is $175 per team.
* Matches will start by sharp 7.30 AM.
* Participating teams are requested to be at the ground by 7:15 AM.
* All teams should have a max of 8 players uploaded to their roster on Cricclubs website. No changes will be allowed to the roster after Wednesday 12 noon. Player transfers will not be allowed between teams.
* Playing Teams (with full 6 players) must report to registration desk **15 mins before their game,** **if not they forfeit their game to opponent.**
* Food and Water will be provided and is sponsored by Ruchi Indian Cuisine. Snacks, Tea and soda will be available for purchase. Teams are advised to bring change as only cash will be accepted.
* The tournament will be governed by the tournament committee. The tournament committee shall be the sole judge to decide on any matters that require arbitration and their decision would be final.
  1. **Tournament Committee: Ramesh Chellapilla (916-802-6310), Srinivas Sangani (916-8131687), Subash Sudireddy (916-813-4098)**
* Game timings and grounds are subject to change, Tournament committee will be the final decision maker. Game format will not be changed on the tournament day.
* Neutral umpires shall be appointed to officiate the matches of the tournament. From time to time they may be assisted by Player umpires from other teams.
* Trophies will be awarded for Winning and runner-up teams in both divisions and some individual performances as specified in the flyer.
* Cricclubs app would be used for scoring. [www.cricclubs.com/fccruchicup](http://www.cricclubs.com/fccruchicup)
* Uniform: Though not mandatory teams are requested to wear a uniform (some unique color shirt and trousers) so it looks professional. No White shirts or trousers as we will be playing with white ball. No metal spikes on field.
* This tournament is for a good cause, please play in the best sportive spirits and have fun.

Forfeiting, throwing tantrums, sledging, threatening to walk out are highly discouraged. Umpires have the final say in the matches and any issues requiring intervention are judged by the tournament committee and their decision is final. The tournament committee has the full right to disqualify players or teams if players of a team or team are in violation of the rules or obstructing and causing disruption to the timely and cordial conduct of the matches and tournament.

**Playing Rules:**

* + 5 Overs for each side and bowling team should complete their 5 Overs in 20mins.
  + Maximum of 1 Overs per bowler.
  + Bowler run-up is limited to 5 steps and is already marked at every ground. Umpire shall call a no ball if bowler starts beyond the 5-step mark. The line belongs to umpire.
  + Wicket Keeper is a Must. Wicket-keeper can be changed during the game and can bowl.
  + Wides and no balls will be called in accordance with the standing cricket rules. The batting side shall be awarded 2 runs for each No ball or Wide. There is no free-hit for No-Balls.
  + If a complete team fails to report to a match 15 minutes before scheduled time, the team will forfeit the game.
  + A batsman will have to retire when he has made 25 runs. The trick will be to score 24 and then score a Six. The retired batsmen will play in the end.
  + Last man can bat but will need a runner and he will be out if the runner is run out.
  + A Batsman cannot Retire Out. Every batsman has to bat and get out or retire after scoring 25 runs.
  + A team scoring 22 or more runs in an over will be awarded 5 bonus runs. These runs will be added to the team’s total
  + Bouncers are NOT allowed. Balls bowled over the shoulder and full toss over the waist will be considered a NO ball.
  + No LBWs and No Leg byes. Ball is considered dead once it hits the leg or any part of the body, before it hits the bat, except the part of the hands that are connected to the bat or to the full length of the gloves if used.
  + Pads are NOT allowed while batting, keeping, or fielding.
  + The bowler is permitted, before releasing the ball to attempt to run out the non-striker. Whether the attempt is successful or not, the ball shall not count as one of the over. If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal Dead ball as soon as possible.
  + Unless otherwise specified, All ICC T20 standard rules apply.
  + Umpires decision is Final.

**Tie rules for all the games:**

**Pool Play: (First Round)**

* + Team that lost least number of wickets will win.
  + If the wickets are equal, team that scored maximum team score at the end of the previous over wins (4th over in first case).
  + Eg: Team A scores 80/3at end of 4th over. Team B reaches 78/2 at end of 4th over. Team A will win if their scores and wickets match at the end of the 5th over.
  + If that is equal, above will apply for the previous over.
  + If everything stays equal despite applying the rule for 5th, 4th, 3rd, 2nd and 1st over.
  + If the above is equal, the team with most number of boundaries will win.
  + If the boundaries are tied, the team with most 6s will win.
  + If the 6s are tied, the team with most 4s will win.
  + If everything is equal, finally, a toss will decide the winner.

**Knock-Out and Play-offs: (Wild Card Round Onwards)**

* + In case of a tie in knock-out rounds (Division A and Division B) there will be a super over (per ICC rules) to decide the winner. Super over will be played to decide the winner.
  + As stated in ICC rules, the team that batted second will bat first in the Super over.
  + In case of a tie in super over:
  + The team whose batsmen hit the most number of boundaries (fours and sixes) combined from its two innings in the main match and the Super Over shall be the winner.
  + If the total number of boundaries hit by both teams is equal, the team whose batsmen score the most number of boundaries (fours and sixes) in its innings in the main match (ignoring the Super Over) will be the winner.
  + If still equal, a count-back from the final ball of the Super Over shall be conducted.  The team with the higher scoring delivery shall be the winner.  If a team loses two wickets during its Super Over, then any unbowled deliveries will be counted as dot balls.   Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from wides, no ball or penalty runs.
  + If still equal, a coin toss will decide the winner.

**Tie rule for all the pools (In case of points tie in a pool):**

* + Team that has highest net run rate (NRR) would be ranked higher up to 4 decimal point.
  + If NRR is tied, Team that lost least cumulative number of wickets in the three pool games will be placed higher.
  + If wickets are tied, the team with most number of boundaries for all games will be ranked higher.
  + If the boundaries are tied, the team with most 6s will be ranked higher.
  + If the 6s are tied, the team with most 4s will be ranked higher.
  + If everything is equal, then ranks would be decided by toss.

**Team Rankings and qualifications to the Knock-Out Stage:**

* Total of 32 teams are participating in this year’s tournament.
* Pools: 32 teams are divided into 8 pools with 4 teams per pool with each pool playing in 8 different grounds.
* Each team plays with the other 3 teams in their pool in the first round.
* All the 32 teams will be ranked based on points and/or NRR after the league phase.
* Top 20 teams qualify for the Division ‘A’ Knock-out and Play-offs.
* Rank 21 to Rank 28 (8 teams) will qualify for the Division ‘B’ Knock-out and Play-offs.
* Bottom 4 teams, rank 29 to rank 32 will be eliminated from Tournament.

**Division ‘A’ Knock-out and Play-offs:**

* All the 20 teams will be ranked based on points and/or NRR.
* Top 12 teams (based on points and/or NRR) would be qualified to Pre-Quarters ranked 1 to 12 and next 8 teams in the rankings will play a wild card round and the resulting 4 winners qualify for pre-quarter finals round (ranked 13 to 16 for pre-quarters)
* 16 teams play the pre-quarters and 8 winners will go to quarter finals round (as per schedule and format in the cricclubs website)
* Quarters, semi-finals and finals as per schedule and format in the cricclubs website.

**Division ‘B’ Knock-out and Play-offs:**

* The 8 teams (Rank 21 to Rank 28) qualifying for Division ‘B’ are ranked 1 to 8 based on points and/or NRR.
* These 8 teams will play quarterfinals (Rank #1 plays Rank #8, Rank #2 plays Rank #7 and so on).
* 4 winning teams from the quarterfinals will plays semifinals and 2 winning teams from Semifinals will play finals.
* **Schedule and format will be on the website:** [www.cricclubs.com/fccruchicup](http://www.cricclubs.com/fccruchicup)
* **Matches can be re-scheduled to different grounds/times by the tournament committee.**
* **Tournament committee has the final say in all matters during the tournament.**
* **Tournament Committee: Srinivas Sangani (916-813-1687); Ramesh Chellapilla (916-802-6310); Subash Sudireddy (916-990-3634)**

**Other Information:**

* Abdominal guards are highly recommended even though the tournament is played with soft ball.
* Teams should get their own bats. Balls will be provided.
* Only regular wooden cricket bats are allowed. No other type of bats will be allowed.
* Matches will be played with Wilson soft compression Level-5.
* We are using school/city facilities to conduct the tournament. No Smoking or Drinking alcohol allowed in or around premises.
* All players are morally responsible for ensuring for playing within the Spirit of the Game as well as within the Laws. Captains are accountable for their team actions.
* Please use the trash bags near your field to dispose any trash.
* Please use restrooms/porta-pottys’ available at the fields.

**Remember we are playing for a cause, so come and enjoy the game of cricket and play for charity. If you would like to volunteer please contact one of the organizers.**