1st EDITION OF MILWAUKEE SUPER 7 – 2019

RULES & REGULATIONS

**GENERAL RULES**

• All teams are expected to report at the front desk at least 15 minutes prior to their first game.

• Every team has to register at the front desk 15 minutes prior to their first league game.

• Schedule will be strictly followed and teams reporting late will be deducted 1 over for every 5 minutes. [8:15 am for the teams that are scheduled to play the first game].

• Max 7 players are allowed per game. Team can have maximum 10 players in their roster.

• Minimum of 6 players are needed to play a game. If there are only 6 players playing the game then a max of only 2 fielders are allowed outside the inner circle (grassy area).

• Every team will play minimum of 3 games during league stage.

• No player is allowed to play for more than one team. Violation may lead to suspension of both teams from the tournament.

• A player should have played at least 1 of the 3 league game to qualify for the playoff stage. Violation may lead to suspension of the team from the tournament.

• Max 7 overs for each innings and last not out batsman will have no chance.

• There will be 2 overs of power play – one batting team chooses and the second bowling team chooses. If no power play is taken in the first 5 overs then 6th and 7th over will be an automatic power play. Maximum 2 fielders are allowed to field outside the circle (grassy area).

• Maximum of 3 players are allowed to field outside the circle (grassy area) for non-power

play overs.

• A bowler can bowl maximum 2 overs. Minimum of 4 bowlers needs to be bowled.

• The distance between wickets will be 20 yards.

• In an event of dispute, the main umpire’s decision is final. The main umpire has the authority to overrule the leg umpire’s decision at any point of the game.

• There will be neutral main umpire and batting team has to provide leg umpire for league games. We will have both neutral umpires from playoffs stage.

• If there is a dispute of any sorts with any call, Organizers call will be final.

• Sledging is strictly not allowed. Verbal abuse, use of profanities etc. directed at players

of the opposing team will result in penalty or suspension of the players. Under no circumstances should the safety of the players be jeopardized.

• There will be several designated areas for garbage disposal. Water bottles and other trash items should be disposed in the designated areas only. Each team captain is responsible to make sure your team members comply.

• Wicket Keeper (Only) is allowed to wear regular wicket keeping gloves as measure of safety.

• No Mankading in Milwaukee Super 7 but the runner needs to be behind the crease when the bowler bowls the delivery.

• If any concern or issues, you can reach out to the organizers at the front desk.

• There is no concept of by-runner in Milwaukee Super 7 but it is upto the mutual understanding of the captains of both teams.

• There is no concept of retired hurt in Milwaukee Super 7. If a batsman is retired hurt and walks out, he is retired out and cannot come back to bat again in the innings.

• If any concern or issues, you can reach out to the organizers at the front desk.

• No LBWs (leg before wicket) and no leg byes. Byes and overthrows apply.

• A batsman is declared not out if the ball hits the batsman’s body and then onto to the bat and caught by the fielder.

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**SUPER SUB RULE**

Miwaukee Super 7 tournament will have a new Super Sub rule included –

• Super Sub player will need to be part of that team’s roster.

• Super Sub is a player from the extra players in the roster who can be swapped with a player from the playing 7 who can either only bowl or only bat.

• The player with whom the super sub is swapping will do the exact opposite.

• If a super sub is declared as a batsman then the player with whom he is swapped can only bowl but cannot bat and vise versa.

• Super Sub and the player being swapped should be declared from both the teams before the match starts.

• It is not necessary to play a super sub. It is upto the team to declare it.

• Super Sub can be the only player being used as a substitute and he can come and go on and off the field at any time and he will be considered as a player who played a league game.

• At any given point only 7 players should be on the ground. Example – if the super sub comes onto the field for bowling or fielding then the player with whom he is supposed to be swapped should be out of the ground.

**POINTS SYSTEM AND PLAYOFFS FORMAT**

• Teams will be divided into 3 groups A, B & C with 6 teams in each group.

• In the league games, winning team gets 2 points.

• In case of an abandoned or tied game in the League stage both teams shall receive one point each.

• The criterion of seeding within a pool is based on.

• Points

• NRR

• Head to Head

**PLAYOFFS**

 Quarter Finals will be as below

* Top 2 teams from each group A, B & C will qualify directly. The 2 other teams will be picked from the remaining 12 teams based Points & NRR.
* The Quarter final will then be decided from Q1 – Q8 based on Points and NRR.
* Schedule for Quarter final will be as below –
* Q1 vs Q8
* Q2 vs Q7
* Q3 vs Q6
* Q4 vs Q5

 Semi Finals will be as below

* SF 1: Winner of QF 1 vs Winner of QF 4
* SF 2: Winner of QF 2 vs Winner of QF 3

 Finals

* Winner of SF 1 vs Winner of SF 2

** Tied games in playoff will be decided by Super Over.**

**If super over also ends in Tie, then will follow ICC rules.**

**NO-BALL RULES**

• Ball clearly above the waist on full (Irrespective of spin or pace bowling).

• Any ball passing above the shoulder height of batsman and below head height is a warning and a following one will be no ball.

• Overstepping by the bowler

• Back foot of the bowler crossing the side crease.

• Fielders standing outside the circle exceeds max allowed.

• Fielder substituted during the game without notifying the umpire.

• Only ways out for a no ball are run out/obstructing the fielder. Any runs scored will be added to the 1 run given for no ball.

• Wide ball rules are normal. Ball bouncing above the batsman’s head will be termed as Wide.

• Any byes taken will be added to the 1 run given for wide ball.

**There are no free hits in Milwaukee Super 7.**

**SCORING**

• If the ball goes over the straight (V-shaped) boundary directly, 6 runs will be given to the batsman. If the ball rolls to the boundary line, 4 runs will be given to the batsman.

• There are no runs behind the wicket in Milwaukee Super 7.

• One run would be declared if the ball crosses a certain distance and then goes behind the wicket (markings would be present on the ground).

• The rules for the runs being declared will be mentioned to the captains at the time of the toss.

• If a run is being declared then the same batsman should face the next delivery.

• If the fielder throws the ball intentionally over the fence, then batsman can run until fielder goes and throws the ball inside.

**RULES RELATED TO CATCH**

• Batsman is out if a catch is taken by the fielder who is in contact with the fence. However, the ball should not be in direct contact with the fence during the catch.

• Batsman is not out if the fielder takes a catch off the bounce from the side fence.

• Batsman is OUT if the catch is taken beyond the limits.

**RULES RELATED TO SUBSTITUTIONS**

• Only the Super Sub can be considered for substitution anytime during the match.

• If a team has 10 players in the roster and the 8th player is the super sub, the 2 other players not playing the game cannot be used as a substitute.

ANY RULE NOT MENTIONED HERE WILL BE AS PER ICC INTERNATIONAL RULES