

Tournament Rules & Regulations

- 6 overs for each side
- Maximum of 2 overs per bowler
- Only 2 bowlers get to bowl 2 overs
- Maximum of 3 fielders on legside
- Wicket Keeper is a Must
- No runs allowed from the bat behind the wicket (Areas will be clearly marked)
- 140 feet boundary from the center of the pitch
- A player can play only in one team in the tournament
- Last man batting is allowed but needs a runner
- Bowler needs to bowl regular cricket bowling. No throws allowed
- No LBW & No Leg bye runs
- Byes and overthrows are allowed
- Bouncers are NOT allowed. Balls bowled over the shoulder and full toss over the waist will be considered a no ball.
- Free Hit rule applies to the games
- Main umpire will explain the rules of the respective grounds
- Each team should maintain the score sheet properly. Any discrepancies or improper scoring may result in awarding the benefit of doubt to the opponent team.
- Winning team is responsible to return the score sheet of the match to the main umpire.
- Teams SHOULD report 60 minutes prior to their match at the registration booth. This is mandatory.
- Member of the winning team should volunteer as the Leg umpire of the next match.
- Main Umpire's decision is FINAL. The umpires can consult for any decisions on the field.
- Main umpire can also consult the tournament committee to resolve any issues/decisions on the field.

Power Play

- One over of power play in every inning
- During the power play, there can be only one fielder on off side or leg side
- The bowling team decides when to take the power play and the batting team will decide which side will have only one fielder
- Ex: If the batting team decides that leg side will have only one fielder during power play, it will stay leg side for both the right hand and the left hand batsman.

Retire rule

- Any number of batsmen can retire. But only one batsman will be allowed to play again after everyone else has batted.

Tie rule for all the games

In case of a tie -

- Team that lost least number of wickets will win

- If the wickets are equal, team that scored maximum runs at the end of the previous over wins
- If that is equal, rule 1 will apply for the previous over
- If everything stays equal despite applying the rule for 6th, 5th, 4th, 3rd, 2nd and 1st over, a toss will decide the winner.

First Round

- 14 groups of 3 teams each
- All the teams play with each other within the group and the group leader will then proceed to Round 2
- Teams get 4 points for each win
- One new ball per game in the first round
- Each team will have to perform the leg-umpire duty for the game other than theirs. This is only for Round 1 and is mandatory.
- If there a no-show by any of the teams, the remaining 2 teams will play 2 games with each other and the group leader will then proceed to Round 2
- If teams have equal points in their group at the end of the 1st round, team with the best DRR will advance to second round
- If DRR is the same, the head to head winner between the teams will move to next round

DRR Calculation

$$\text{DRR} = \frac{(\text{runs scored} - \text{runs given})}{(\text{balls faced} - \text{balls bowled})} * 6$$

If a team gets all-out, the total overs faced will be rounded to 6.

Second Round

- Will be knock out between the 14 group leaders from Round 1
- New ball per innings in this round

Quarter Finals

1. The 7 winners from 2nd Round will be sorted based on DRR
 2. The top team (QF1) will get a bye for the Quarter Finals
 3. The remaining teams will play the quarters based on the schedule (QF2 V QF7, QF3 V QF6, QF4 V QF5)
 4. New ball per innings in this round
- Semis & Finals will be based on QF results (please check the schedules)
 - The games on Day2 (Round2, QF, SF & Finals) will be played in Rancho Middle School. Please see the ground addresses posted on the website.

All players are expected to conduct themselves well. This tournament should be played in the spirit of the game. Any unruly behavior may end in the dismissal of the team from the tournament. Tournament committee's decision is final in such cases.