



RMSG Cricket Rules

Goal: Promote Cricket within Rocky Mountain State

Objectives:

- Put cricket on the map at the state level
- Help set the foundation for bigger and better things to come
- Open more channels for players to interact

Driving from the above objectives, for this year's RMSG games, we wanted to introduce a new and exciting Zonal format!!

Instead of traditional teams participating, a player would have to enroll himself or the captain can register on behalf of the team. And the player gets to be part of a new team with players from other traditional teams. Essentially mixing players! All enrolled players will be grouped within three zones. Each player must enter two choices for their Zone preference and T-shirt size along with contact number/ email address.

The three zones: **North, Central and South** would have 3 teams each. Each team has a max of 14 players i.e. 42 per zone. Limited entries!!

Every zone team gets to play 4 matches before moving to the Semis, Finals.

Please fill the registration details ASAP or Call Hardik (425.647.7846), Raymond (719.641.0986)

Once the player has registered, he will be invited to the IPL Style Auctioning!

Registration Fees: \$22

IPL Style Auctioning:

1. Captains, VC for each zone will be identified by the Zone experts (Panel managing the zonal activities) and a players interest to Captain a team
2. A non-zonal auctioneer provided by the committee
3. Each captain gets 100 million total to bid

4. With every name being called, the captains will put their bid on a piece of paper and hand it over to the auctioneer
5. Whoever bids the highest for a player gets him into the kitty
6. Captains can bid for 14 players max
7. In case of a tie, the captains bid again but cannot enter the previous value
 - 7.1. In case there is a tie 2nd time, the “Tie breaker” rule will be applied
8. Every player is ensured playing for a team
9. Every player will be invited to attend the auctions event
10. There is no base value for a player
11. The minimum bid is 1 Million and maximum is 10 Million
12. Bids can only be placed in multiples of Millions
13. Captains, VC can bid as much but not less than min
14. For every player, a captain has to make a bid unless he is out of \$
15. Auction results will be communicated as soon as finalized
16. In case – one of the captains is out of money
 - 16.1. Only the remaining 2 captains can bid for players
 - 16.2. The remaining 2 captain also get to pass a bid (i.e. not bid any money and pass the player to the captain who’s out of money)
17. In case 2 captains are out of money
 - 17.1. The remaining captain gets to select the player for 1 M
 - 17.2. Or gets to pass a bid (i.e. not bid any money and pass the player to the captains who’s out of money
 - 17.2.1. The “Tie Breaker” rule will be applied to decide which captain gets the player
18. In case all captains are out of money
 - 18.1. Additional 50M will be given to the captains
- 19.** Tie Breaker Rule: Players name will be noted in one of 3 chits and captains pick the chit. If the players name appears on their chit, they get the player

Rounds 1: Matches held prior to CTCL T16 tournament

- A premier 12 over match
- All teams within a zone play matches against each other
- Winning team gets 2 points and losing team gets 0
- In case of a tie, a super over will be played
- These matches will be organized at a ground near to the zone. E.g.: North zone matches at Longmont ground to minimize travel for players

Rounds 2: Matches held post CTCL T16 tournament

- A premier 12 over match
- All teams within a zone play matches against each other
- Winning team gets 2 points and losing team gets 0
- In case of a tie, a super over will be played
- These matches will be organized at a ground near to the zone. E.g.: North zone matches at Longmont ground to minimize travel for players

Round 3: RMSG week matches

- A premier 12 over match
- We will have 3 teams by this time, essentially representing their zone
- Each zone plays against the other – Round Robin
- Winning team gets 2 points and losing team gets 0
- In case of a tie, a super over will be played
- The best 2 teams play the finals

Match Rules:

1. Premier 12 over a side matches
2. Neutral umpires will be provided by Org Committee
3. Winning team gets 2 points and losing team gets 0
4. In case of a tie, a super over will be played
5. Beamers will be considered dangerous deliveries. A warning will be issued on the first instance and if repeated, the bowler will be taken off.
6. No balls will be called if the ball bounces over the shoulder of the batsman in his normal standing position. The Leg umpire will make the call. No warning will be issued to the bowler.
7. Up to 2 bowlers may bowl a maximum of 3 overs each in a game. So at a minimum, a team could use 5 bowlers in their inning.
8. Super sub will be allowed. The super sub must be mentioned in the playing 12.
9. Ranking rule – We will follow CCL ranking rule. Teams will be ranked in the following order:
 - 9.1. Points (2 for a win and 1 for a tie in the super over)
 - 9.2. Wins
 - 9.3. Head to Head
 - 9.4. Net Run Rate
 - 9.5. Least wickets lost
 - 9.6. Most sixes hit
 - 9.7. Lottery

10. Teams must be present at least 15 minutes before the start. Teams arriving late may forfeit their games. This is a very tight schedule and teams have other engagements they need to attend to. So please be respectful over everyone's time.
11. A team needs 7 players to start the game. Teams not having 7 may forfeit their games.
12. No LBW, except when a batsman deliberately uses his foot to stop a ball going on to the stumps.
13. Field restrictions – Only 2 fielders outside the 30 in the first 3 overs. After that maximum 5 fielders outside the 30.
14. Boundary will be set at 50 yards. We would like to see some high scores.
15. Weather Delays: During weather delays, the overs will be reduced in order to finish the game on time. The revised target will be based on simple run rate of the team batting first. A minimum of 3 overs will constitute a game. If inclement weather prevents a game from being played, points will be split during league matches. If during a medal game, games will be delayed until weather permits play to resume. If there is not enough time to play a 3 over game, a super over will be played. If no play is possible, medals will be awarded based on league matches points. Ranking rule will determine the standings.
16. All CTCL rules apply unless stated
17. Women will be allowed to play with gloves. Purpose of the gloves is to protect their hands.
18. If a woman comes to bowl, she will be allowed to throw the ball as long the batting side captain does not object. If the captain objects, the fielding captain will replace the bowler.
19. Tentative Schedule

Round	Zone	Match	Time	Date	Venue	Umpires
1	North	N1 Vs N2	9:00 AM	March 7 th 2015	North Zone Grounds	N3
		N1 Vs N3	11:30 AM	Reserve day: 14 th 2015		N2
		N2 Vs N3	1:00 PM			N1
	Central	C1 Vs C2	9:00 AM	March 7 th 2015	Central Zone Grounds	C3
		C1 Vs C3	11:30 AM	Reserve day: 14 th 2015		C2
		C2 Vs C3	1:00 PM			C1
	South	S1 Vs S2	9:00 AM	March 7 th 2015	South Zone Grounds	S3
		S1 Vs S3	11:30 AM	Reserve day: 14 th 2015		S2
		S2 Vs S3	1:00 PM			S1
2	North	N1 Vs N2	9:00 AM	Post T16	North Zone Grounds	N3
		N1 Vs N3	11:30 AM			N2

		N2 Vs N3	1:00 PM	Tournament		N1
	Central	C1 Vs C2	9:00 AM	Post T16 Tournament	Central Zone Grounds	C3
		C1 Vs C3	11:30 AM			C2
		C2 Vs C3	1:00 PM			C1
	South	S1 Vs S2	9:00 AM	Post T16 Tournament	South Zone Grounds	S3
		S1 Vs S3	11:30 AM			S2
		S2 Vs S3	1:00 PM			S1
3	Semifinals	South Central Vs	9:00 AM	7/26/2015	Memorial Park, Colo Springs	North Zone Mentors
		North Vs South	11:30 PM			Central Zone Mentors
		North Central Vs	2:00 PM			South Zone Mentors
	Finals	F1 Vs F2	4:00 PM	7/26/2015	Memorial Park, Colo Springs	Finalist Team 3