

STL Cricket League



MOD Six a Side CRICKET TOURNAMENT- 2012

Start Date: March 3rd 2012

Locations: Love Park, Manchester Rd.

MHCL, Sportsport, Maryland Heights

Fees: \$50 per Team (\$10 every additional player)

Maximum players per Team: 8

Ball Used: Yellow Hard Tennis Cricket Ball

Groups:

Group 1:

1. All Stars (Umashankar) - paid to Ranjeet \$50
2. Punjab Tigers (Paramjit) - paid to Ranjeet \$50
3. Game Changers (Vinny) - paid to Ranjeet \$50

Group 2:

1. Crusaders (Mrigen) - paid to Ranjeet \$50
2. Riders (Vishal Singh) - paid to Ranjeet \$50
3. Sixers (Suren) - paid to Ranjeet \$50

Group 3:

1. OASIS-STL (Dinesh/Gautam) - paid to Dinesh \$110
2. Aiyla Re (Ashutosh/Ravi) - paid to Ranjeet \$50
3. Vikings (Nakul/Sujit) - paid to Dinesh \$60
4. Megatrons (Rajeev Namireddy) - paid to Dinesh \$50

Group 4:

1. Eagles (Sreekanth M) - paid to Ranjeet \$30 + paid to Dinesh \$20
2. Thunderbolts (Seshu/Anil) - paid to Ranjeet \$50

3. YCC (Sami) - Paid to Ranjeet \$50

Group 5:

1. Rising Stars 1 (Ranjeet) - Paid to Ranjeet \$60
2. Challengers (Thukaram) - Paid to Ranjeet \$50
3. WWT (Chinmay) - Paid to Ranjeet \$50
4. AID Indians (Joseph/Rudresh/Sandeep) - Paid to Ranjeet \$50

Group 6:

1. Archie's (Keshav) - Paid to Ranjeet \$70
2. Rising Stars 2 (Kiran A) - Paid to Ranjeet \$50
3. Dungars (Yasar Habib) - paid to Ranjeet \$50
4. Tornadoes (Skanda) - Paid to Ranjeet \$50

Total (will be): \$1150

Expenses:

Balls - 75 * 2.25 = \$169

Trophies = \$114

Cones = \$22 (replacement for the set lost in 1st week at MHCL)

Finals Snacks/Drinks = \$35 (budgeted)

Miscellaneous Expenses = \$20

Total Expenses: \$360

Donation to March of Dimes: \$800

\$1150 - \$360 = \$790 + \$10 (Donation from Priya) = \$800

The ground cost was supported by Sportsport (MHCL - Chinmay Samal) and Love Park (StICricket League) – savings of about \$500.

Results from the League round:

- Vikings (50/2 in 4.4 overs) won with Aiyla Re (49/3)
- Vikings (52/1 in 6 Overs) won with Megatrons (23/4)
- Megatron (25 in 1.1 Overs) won with OASIS (22/5)
- Aiyla Re (29 in 2.2 Overs) won with OASIS (28/5)
- Eagles (39/4 in 5.5 Overs) won with YCC (37/3)
- Eagles (30/3 in 5.4 Overs) won with Thunderbolts (29/5)
- Rising Stars 2 (32 in 3.4 Overs) won with Tornadoes (31/5)
- Thunderbolts (60 in 6 Overs) won with YCC (38 Runs)
- Game Changers (34) won with Punjab Tigers (27)
- Archie's (53/3) won with Dungars (45 All Out)
- Archie's (57/4) won with Rising Stars 2 (37/4)
- Dungars (49/5) won with Tornadoes (41/3)
- Crusaders won with Riders (Game tied, won in super over)
- Sixers (22/2 in 3.2 Overs) won with Riders (21/5)
- Sixers (62/0) won with Crusaders (32/5)
- All Stars with Punjab Tigers
- All Stars won with Game Changers

- **Rising Stars (57/4) won with WWT (35/4)**
- **Rising Stars (62/2) won with Challengers (44/4)**
- **AID Indians won with WWT**
- **AID Indians vs. Challengers : Game Tied due to bad light**

Playoff Results:

NRR:

1. Vikings: $102/10.67 - 72/12 = 9.56 - 6.00 = 3.56$ (4 points)
2. Archies: $110/12 - 82/12 = 28/12 = 2.33$ (4 Points)
3. Eagles: $69/11.50 - 66/12 = 6.00 - 5.5 = 0.5$ (4 Points)
4. Aiyla Re: $78/8.33 - 78/10.67 = 9.36 - 7.31 = 2.05$ (2 points)
5. Thunderbolts: $89/12 - 77/11.67 = 7.42 - 6.60 = 0.82$ (2 points)
6. Megatrons: $48/7.17 - 74/12 = 6.69 - 6.17 = 0.52$ (2 points)
7. Dungars: $94/12 - 94/12 = 0.00$ (2 Points)
8. Rising Stars: $69/9.67 - 88/12 = 7.14 - 7.33 = - 0.19$ (2 Points)

PQ1: Vikings vs. Bye

PQ2: Rising Stars vs. Game Changers

PQ3: Archie's vs. Rising Stars 2

PQ4: All Stars vs. Crusaders

PQ5: Sixers vs. AID Indians

PQ6: Eagles vs. Dungars

PQ7: Aiyla Re vs. Challengers

PQ8: Thunderbolts vs. Megatrons

QF1 = Vikings won with Thunderbolts

QF2 = Rising Stars (52/1 in 6 overs) won with Aiyla Re (51/4 in 6 overs)

QF3 = Archies won with Eagles

QF4 = Sixers (39/1 in 4.2 Overs) won with Crusaders (38/6)

SF1 = QF1 VS QF4

SF2 = QF2 VS QF3

Finals: SF1 VS SF2

Schedule:

AT MHCL: Sunday 17th March 2012

Playoffs: (Adjudicator: Ranjeet)

10.00 AM SF1: Vikings vs. Sixers

Umpire: Archies

11.00 AM SF2: Archies vs. Rising Stars

Umpire: Winner_SF1

12.00 PM Finals: SF1 vs. SF2

Umpire: Losing_SF1

1.00 PM Prize Distribution and closing remarks

RULES:

(A) Tournament Structure & Rules

- 1. The 1st Round is League round where 3 or 4 teams play in group. Each team plays 2 games. The win earns a team 2 points, and 0 points for loss. One win qualifies the team to the playoffs.**
2. All the teams would be ranked using points and NRR.
3. If a team fails to do their umpiring responsibility, they would be penalized with 1 point.
4. One adjudicator shall be in charge of the tournament at the ground. **His decision on any point of dissension shall be absolutely final.**
5. One player from each team will act as Captain, but not necessarily playing, throughout the whole competition and will be responsible for conduct, timekeeping, nominating the six players for each game and for acting on behalf of his team in case of disputes.
6. Only the people whose names are on the team list are eligible to participate in the tournament. The team list will be attached at the bottom of this document.
7. A team can submit maximum of 8 players. Additional player beyond 8 must pay \$10 per player.

(A) Rules of the Game (I.C.C. Laws of Cricket are followed except where otherwise stipulated)

1. Each game is played between **two teams of six players** and consists of a maximum of 6 overs bowled by each side.
2. A member of the fielding side can bowl maximum of two overs.
3. **Under arm** bowling is strictly prohibited.
4. The following will be called no balls:
 - a. Short-pitched balls above the shoulder height
 - b. Bowler's heels lands outside the bowling crease.
 - c. Full Tosses above the waist
 - d. Balls will be called wide under criteria of 'playableness'. To assist the umpire, overlines will be drawn. On the off side the line will be a bat's length from the middle stump and on the leg side a bat's handle length from the leg stump. Hitting a wide ball disqualifies it from being a wide.

5. **No LBW. No Leg Byes. No run outs on leg byes (if batsman accidentally runs).**

6. **A team arriving more than 10 minutes late after the time their game was scheduled, will lose one over from their batting (adjudicator's clock).**

7. A batsman **cannot retire** until he has faced **at least one ball** from the opposing side.

8. **No last man batting.**

9. **Substitutes:** No bi-runners.

10. There will be one grand final.

11. Bring your own Bats and Keeping Gloves! Balls and stumps will be provided.

(B) **General Rules**

1. The game is won by the side having the **highest score** after completion of the game.

2. If a game is tied we will have a 1 over eliminator. The team nominates 3 batsmen and 1 bowler. All six player field. If you lose 2 wickets within the over, you are done. The team that batted second will bat first here, no Toss. The one nominated bowler from each side bowls and whoever scores maximum wins the game. If that is still tied, repeat step 2.

3. If balls gets hit in the bushes the fielding side must go attempt to fetch it.

4. Equipment – all equipment shall comply with M.C.C. Laws of Cricket. Cricket balls will be supplied by the Organizing Committee.

5. **Umpires** – neutral umpires will adjudicate each game.

6. **Timekeeping** – teams shall be ready to take the field of play when called. The **Captains will have a toss** to see who bats (this should be done before the conclusion of the game prior to their game and the Captains should have their batsman/wicket keeper suitably attired to take the field of play as soon as the previous game is completed). After the fall of a wicket the incoming batsman will have a **maximum of one minute** to reach the batting crease. **There will be a penalty of 4 (four) runs deducted from the score if this period is exceeded.**

7. In the event of equal points, the (aggregate run rate, not net **run rate**) will decide final placing in each group and also for the final pacing in each round.

8. **Unreasonable behavior** – decisions by umpires on the field of play and the tournament adjudicator are final. Any player showing unreasonable dissent in the opinion of the adjudicator shall be **disqualified from**

further play in the tournament following due warning from the **adjudicator**.

9. 7th Man Rule: A team could adopt 7th active player in a game. The team must submit the 7 player list to the umpire before the start of the game. The team can decide during the game which 6 would bat. Any 6 of the 7 players could field at a given time. The 7th member must have paid his dues and must be member of the team.
10. All the participants must be registered before the game, and their name should be present on the website i.e this document. A player whose name is not present in the team list, if challenged by opponent captain, would not be allowed to participate further in the game.
11. A team not present at the scheduled start time automatically loses the toss.
8. A team not ready to take field within 10 minutes of scheduled start loses 1 over from its batting.
9. A team not ready to take field 20 minutes after scheduled start is consider a walkover and opponent gets bye.
10. Games will be moved or rescheduled if weather becomes a factor. Some games may be moved to Love Park or vice versa and to different days. So, we want the teams to be prepared well in advance.

We want to complete the 1st round this weekend. So if Saturday the weather does not permit, the games would be pushed to Sunday at love Park.

Please keep your availability open. Changes would be communicated by end of the day, Thursday. This could be the case for games after round one as well. We will do our best not to inconvenience anybody. At the moment SIUE, Edwardsville is not an option.

Note: The Captain is expected to be Aware of these Rules at all Times. Any Violation of Rules at any point of Event must be brought to the Attention of the Adjudicator immediately, and corrective actions must be implemented. No Issues concerning a rule will be entertained, after the point the violation has passed and the event has progressed.

Love Park Address: 2239 Mason Lane, Manchester, MO 63011

Directions to Love Park.

*Off Hwy 270, Go West on Manchester Rd,
Go past Barrett Station Rd
Take a Left on Mason Ln (it is a very small street,*

*keep watching on left side after you pass Barrett St.)
The Road Takes you in the park.
Take 1st Right once you enter the park. That takes you
to the ground.*

Directions to MHCL:

From 270, take Page Ave (West)
Turn Right at Maryland Heights Expressway
Turn Left at Sportsport Dr,
Enter sportsport complex and drive all the way to the end of the complex to the
cricket fields.

Team List:

1. Rising Stars 1:

1. Ranjeet
2. Vijay Das
3. Kiran Kapoor
4. Durai
5. Nur
6. Mehul
7. Ravi
8. Ajay
9. Neal

2. Rising Stars 2:

1. Kiran A
2. Rahul D
3. Balaji
4. Sambit
5. Amit Khare
6. Rajesh M
7. Girish Gowda
8. Ganeshbabu

3. The Riders:

1. Vishal Singh (Captain)
2. Indra Appala
3. Jay Shah
4. manoj gowravaram
5. Susheel Bhosle
6. Ravi Kumar Julakanti

7. Shravan
8. Manu Kaura

4. **Archie's:**

1. Kesava
2. Suhas
3. Prashant
4. Samir
5. Ankur
6. Cliff
7. Bhaskar
8. Yuvi
9. Zygmin
10. Suburamani sampath

5. **All Stars:**

1. Umashankar Gaddameedi
2. Muthu Sundaram
3. Rajesh Pudota
4. Ravi Thyagarajan
5. Surya Nagam
6. Amber Bhargava
7. Rajesh Bolledula
8. Kishen Surapaneni

6. **WWT:**

1. Neeraj
2. Chinmay
3. Samir
4. Suman
5. Kishor
6. Nishit
7. Masood
8. Gaurav
9. Shreyaesh

7. **Game Changers:**

1. Dandu, deepak
2. Jammula, sirish
3. Kayilai, suryavadhan
4. Kash
5. Rakesh Boena
6. Tadepalli, anand
7. Thangamani, arun
8. Vinny Dasyam
9. Vivek Midididdi

9. **Thunderbolts:**

1. Rahul
2. Pavan
3. Jai
4. Pradeep

5. Anil
6. Niketh
7. Kaushik
8. Seshu

10.Crusaders :

1. Pradeep Myla
2. Mrigen Das
3. Tony Mohnalkar
4. Vinod Ajjarappu
5. Dhiraj Sinha
6. Navneet
7. Chandra G
8. Ravi N
9. Kaushik
10. Abhilash Manne

11.Sixers:

1. Avinash
2. Barath
3. Vinay
4. Sudeep
5. Varun
6. Manojit
7. Prasanna
8. Raj
9. Suren

12.Challengers Team

1. Thukaram
2. Shiva
3. Anup
4. Ram
5. Nitin
6. Karthik
7. Raghu
8. Anand

13.Vikings :

1. Vivart Patel
2. Manish Baberwal
3. Sid Panchal
4. Keerthi
5. Vinay Chapalgaonkar
6. Sujeet Kumar
7. Chetan Kumar
8. Nakul Bharani
9. Sandeep Reddy

14.Eagles :

1. Sreekant
2. Chakri
3. Narayana
4. Siva Dola
5. Shiva Vuppala
6. Rahul
7. Kiran V
8. Vinay

15.AID Indians :

1. Joseph Gollapudi,
2. Vishal Pandey,
3. Rudresh Chand,
4. Siddarth, Shah,
5. Sandeep Ingle,
6. Giri Vehendla