



**NATIONAL
YOUTH CRICKET
DAY
2013**



SIX A SIDE CRICKET TOURNAMENT

This event is conducted with partnership of STLCL and MYCA to show support for National Youth Cricket Day - 2013. It is conducted under guidance from USYCA (www.usyca.org) and also the Youth Department of USACA (www.usaca.org). Thank you all for participation and showing your support for promoting the youth cricket in the Region.

Event Details :

Start Date: March 16th 2013 (Weather permitting)

**Locations: MHCL, Sportsport, Maryland Heights.
Bales Park, St. Charles**

Fees: \$50 per Team (8 players + \$10 every additional player)

Ball Used: Hard Tennis Cricket Ball

Finals : Crusaders won against Vikings in super over.

SF:

**Vikings (50 in 6 Overs) won against Rising stars (49 in 6 overs)
Crusaders won against Thunderbolts**

QF :

QF1 : Crusaders won against WWT

QF2 : Vikings (36/3) won Against Sixer (35/4)

QF3 : Rising Stars (59/2, Ritesh 17, Niraj 21) won against Dazzlers (55/4)

QF4 : Thunderbolts won with Aiyla Re

PQF :

PQF3 = Rising Stars (46 in 5.3 overs, Ritesh 21) won against vs Punjab Tigers (43/3 Runs)

PQF4 = Aiyla Re won against Game Changers

PQF5 = Thunderbolts A won Against Vikings B

PQF6 = Dazzlers won against Dungars

PQF7 = Sixers won against vs Thunderbolts B

PQF8 = WWT (65/2 in 5.1 Overs, Bhargav 51) won against Crusaders A (64/4)

Results/NRR League Round :

Group A :

Rising Stars (38/2 in 6 overs) won with WWT (35 All Out, All runouts)

Rising Stars (16/2 in 3.1 overs) won with Riders (15 All Out, Vishal and Krunal 2 wkts each)

WWT (34/2 in 4.3 overs) won with Riders (33/4)

Rising Stars = $(38 + 16 / 9.17) - (35 + 15 / 12) = 5.89 - 4.17 = 1.72$

WWT = $(35 + 34 / 10.50) - (38 + 33 / 12) = 6.57 - 5.92 = 0.65$

Group B :

Dazzlers (31/3 Upendra 15, Rudresh 2 wkt) won against Averajoes (25 All Out)

Thunderbolts A (29/1) won against Averajoes (28 All Out)

Thunderbolts A (28 Runs in 4.3 overs) won against Dazzlers (27 Runs)

Thunderbolts A : $(29 + 28 / 10.50) - (28 + 27 / 12) = 5.43 - 4.58 = 0.85$

Dazzlers : $(31 + 27 / 12) - (25 + 28 / 10.50) = 4.83 - 5.05 = - 0.22$

Group C :

Aiyla Re (35/3 in 5.1 Overs, Aditya 15 n.o.) won against YCC
(34 Runs)

Aiyla Re (41/0 in 5.1 Overs, Himank 16 & 2 Wkts) won against Thunderbolts B
(40 Runs)

Thunderbolts B (43/2 in 5.1 overs, Pavan 24) won against YCC
(42/4)

Aiyla Re : $(35 + 41 / 10.33) - (34 + 40 / 12) = 7.36 - 6.17 = 1.19$

Thunderbolts : $(43 + 40 / 11.17) - (42 + 41 / 11.17) = 0.00$

Group D:

Vikings A vs (69/6 Srivallabh 33) won against Mighty_8 (27/6)

Crusaders A (55 Runs) won against Mighty 8 (23 Runs)

Vikings A (46 in 5.2 overs Srivallabh 22, Sujeet 20) won against Crusaders A
(45 Runs)

Vikings A : $(69 + 46 / 11.33) - (27 + 45 / 12) = 9.27 - 6 = 3.27$

Crusaders A : $(45 + 55 / 12) - (46 + 23 / 11.37) = 8.33 - 6.07 = 2.26$

Group E :

Vikings B (40/6 Ankur 14) won against Challengers (22 All Out)
Crusaders B (68/6 Mrigen 43) won against Vikings B (29 All Out)
Crusaders B (16 in 3.5 Overs Sheker 2 wkts) won against Challengers (15 All Out)

Crusaders B : $(68 + 16 / 9.83) - (29 + 15 / 12) = 8.55 - 3.67 = 4.88$
Vikings B : $(40 + 29 / 12) - (68 + 22 / 12) = -1.75$

Rankings after League Round :

1. Crusaders B
2. Vikings A
3. Rising Stars
4. Aiyla Re
5. Thunderbolts A
6. Winner F (Punjab Tigers vs Dungars)
7. Winner G (Sixers vs Game Changers)
8. Crusaders A
9. WWT
10. Thunderbolts B
11. Dazzlers
12. Vikings B
13. Losing Team G (Sixers vs Game Changers)
14. Losing Team F (Punjab Tigers vs Dungars)
15. Bye
16. Bye

Fixtures :

PQF3 = Rising Stars vs R14
PQF4 = Aiyla Re vs R13
PQF5 = Thunderbolts A vs Vikings B
PQF6 = R6 vs Dazzlers
PQF7 = R7 vs Thunderbolts B
PQF8 = WWT vs Crusaders A

QF1 = Vikings A vs PQF8
QF2 = Crusaders B vs PQF7
QF3 = PQF3 vs PQF6
QF4 = PQF4 vs PQF5

SF1 = QF1 vs QF4
SF2 = QF2 vs QF3

Finals : SF1 vs SF2

Team List :

Rising Stars :

1. Ranjeet
2. Vishal
3. Ritesh
4. Ryan
5. Krunal
6. Manish
7. Niraj
8. Jay
9. Rahul

Dazzler's team:

1. Rudresh Chand (Captain)
2. Sandeep Ingle (Vice-Captain)
3. Ajay Gera
4. Ramesh Tikare
5. Jaisingh Yadav
6. Joseph Gollapudi
7. Upendra Jain

Mighty 8 :

1. Vish Tripathi
2. Mukesh Nagpal
3. Dinesh Boara
4. Gaurav Hukeri
5. Vikas Chopra
6. Rajesh Sharma
7. Vikas Palhan
8. Anil Arekapudi

Vikings A:

1. Vivart (C)
2. Sujeet Kumar
3. Nakul Bharani
4. Srivallabh Acharya

5. Keerthi Nandan
6. Sid Panchal
7. Viral Desai
8. Opil Jain

Vikings B:

1. Manish Baberwal (C)
2. Vinay Chapalgaonkar
3. Ankur Porwal
4. Ankit Singh
5. Avijit Kanyal
6. Amogh Humraskar
7. Nikhil Gordia
8. Tejas Shah

Challengers

1. Thukaram ©
2. Shivaram
3. Muthu
4. Sai
5. Akarsh
6. Avinash
7. Surya
8. Karthik

Game Changers :

1. Anand
2. Naveen
3. Sirish
4. Sravan
5. Surya
6. Vinny
7. Vivek

Crusaders A:

1. ABHI (C)
2. AMAR (VC/WK)
3. BHARAT
4. SATYA
5. SUDHAKAR
6. ALA
7. SANTOSH
8. SRIDHAR

Crusaders B:

1. MRIGEN
2. PRADEEP

3. KAMESH (C/WK)
4. SAILESH
5. NUTAN
6. VAMSI (VC)
7. TONY (WK)
8. SHEKHAR

Thunderbolts A

1. Seshu
2. Harish
3. Anil
4. Niketh
5. Pradeep
6. Vijay
7. Kanta

Thunderbolts B

- 1.Pavan
- 2.Jai
- 3.Srini
- 4.Laxman
- 5.Sudharshan
- 6.Sampath

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 and must announce that to the umpire and opponent captain prior to start of the game. 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.

12. A team not ready to take field within 10 minutes of scheduled start loses 1 over from its batting.

13. A team not ready to take field 20 minutes after scheduled start is consider a walkover and opponent gets bye.

14. Games will be moved or rescheduled if weather becomes a factor. 48 degrees is the cut off temperature, so if the forecast is colder games will be rescheduled and any schedule changes would be communicated by Thursday morning.

15. We will accommodate any scheduling preferences provided you communicate it before the schedule is send. After schedule is posted, no adjustment would be made.

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 Cricket Field:

From 270, take Page Ave (West)

Turn Right at Maryland Heights Expressway

Turn Left at Sportport Dr,

Enter sportport complex and drive all the way to the end of the complex to the cricket fields.

Address for Bales Park : 2598 N Main St, Saint Charles, MO 63301

Directions for Bales Park:

Hwy 270

370 West 5.2 Miles

Take N 3rd St/MO-94 S 0.5 Miles

Enter next roundabout and take the 2nd exit onto Tecumseh St. 0.2 miles

Turn Left on N. Main Street 0.6

Keep driving past the 370 bridge and into the park. The cricket field is on the right of the road. The parking is at the both ends of the park.