



NYCD
Six A Side Cricket
Tournament
2014



About:

This Event is conducted jointly by Missouri Youth Cricket Association (www.mocricket.org) and Saint Louis Cricket League (www.stlcricketleague.com) in support of National Youth Cricket Day.

MYCA is a Registered Non Profit Organization dedicated to promote youth cricket in Region, and it is member of USYCA (www.usyca.org), USACA (www.usaca.org) and ACF (www.cricketfederation.org). MYCA also hosts **MYCA 20/20 Men's Cricket League** which is a premiere and only recognized 20/20 Softball Cricket League in State of Missouri.

STL Cricket League is a recreational Soft Ball Cricket League (12 Overs, 8 a side) and was formed in 1999. The league conducts 4 Tournaments in league format between April and October every year and has annual participation of over 500 Players from various ethnic backgrounds.

Playoff Results:

Finals : Jaguars (50/3, Pradeep 25, Sunish 15) won against Crusaders (25 All Out, Pradeep 2/8, Sunish 2/8)

SF1 : Crusaders (33 in 2 Overs) won against YCC (32/4)

SF2 : Jaguars (61/2 in 5.2 Overs, Pradeep – 20, Vasu-20, Sunish – 20) won against Thunderbolts (60/3 Kaushik 35)

PPQ1 : Crusaders 2 (44 in 5.4 Overs) won against Mighty 8 (43 Runs)

PQF8 : Rocking Warriors (60/3) won against Thunderbolts 2 (59/3)

PQF1 : Crusaders 1 (19 in 2.4 Overs) won against Crusaders 2 (18 Runs)
QF1 : Crusaders 1 (73 Runs) won against Rocking Warriors (56 Runs)

PPQ3 : Spartans won against Sixers

PQF6 : Thunderbolts 1 won against WWT

PQF3 : Spartans won against All Rounders

QF3 : Thunderbolts 1 (59/3) won against Spartans (44/4 All Out)

PPQ2 : Hawks (66, Aditya 42) won against SIUE Cougars (42 Vijay 1/16)

PQF2 : Jaguars (45 in 4.2 Overs Sunish 23, vasu 16 , Sunish 2/14) won against Hawks (44 Runs)

PQF7 : Mavericks (44 in 5 Overs) won against Sym (43 Runs)

QF2 : Jaguars (64 Runs, Vasu 28, Sunish 30, Prashanth 2/20) won against Mavericks (43 All Out)

PQF5 : Aiyla Re (48 Runs) won against Dungars (42 Runs)

PQF4 : YCC won against Super Stars

QF4 : YCC won against Aiyla Re

Rankings after League Round:

1. Crusaders 1	: 4 Points +5.25
2. Jaguars	: 4 Points + 3.97
3. All Rounders	: 4 Points +3.44
4. YCC	: 4 Points + 2.47
5. Aiyla Re	: 4 Points +2.42
6. Thunderbolts 1	: 4 Points +1.27
7. Sym	: 4 Points
8. Thunderbolts 2	: 2 Points + 2.01
9. Rocking Warriors	: 2 Points + 2.06
10. Mavericks	: 2 Points +1.22
11. WWT	: 2 Points + 0.33
12. Dungars	: 2 Points +0.16
13. Super Stars	: 2 Points 0.00
14. Sixers	: 2 Points -0.58
15. Hawks	: 2 Points
16. Crusaders 2	: 2 Points -1.83
17. Mighty 8	: 2 Points - 2.45
18. SIUE Caugars	: 2 Points
19. Spartans	: 2 Points -4.83
20.	

Results - League Round:

Group A:

Mighty 8 won against Dungars (walkover)
Mavericks (48/0 in 4.4 Overs) won against Mighty 8 (47/4)
Dungars (70/3 in 6 Overs) won against Mavericks (69/2)

Mighty 8 : $47/6 - 48/4.67 = 7.83 - 10.28 = -2.45$
Mavericks : $117/10.4 - 117/12 = 10.97 - 9.75 = +1.22$
Dungars = +0.16

Group B :

Thunderbolts 1 (38/4 in 5.5 Overs) won against Riders (35 Runs)
Thunderbolts (49/4) won against WWT (38 Runs)
WWT (71 Runs) won against Riders (56 Runs)

Thunderbolts = $87/11.83 - 73/12 = 7.35 - 6.08 = +1.27$
WWT = $109/12 - 105/12 = +0.33$

Group C :

YCC (54 in 5.3 Overs) won against Thunderbolts 2 (52 Runs)
YCC (75 Runs) won against Challengers (53 Runs)
Thunderbolts 2 (31/3 in 3.1 Overs) won against Challengers (27 Runs)

YCC : $129/11.50 - 105/12 = 11.22 - 8.75 = 2.47$
Thunderbolts 2 = $83/9.17 - 81/11.5 = 9.05 - 7.04 = 2.01$

Group D :

Jaguars (32 in 3.3 Overs, Pradeep 21*, Prashanth 7/2) won against Rising Stars 1 (26/4)
Jaguars (46/4, Sunish 22 & 9/3, Prashanth 8/1) won against Sixers (25 All Out)
Sixers (47 Runs) won against Rising Stars 1 (34/3)

Jaguars = $78/9.50 - 51/12 = 8.22 - 4.25 = 3.97$
Sixers = $72/12 - 79/12 = -0.58$

Group E :

Crusaders 1 (64/2) won against Spartans (35 All Out)
Crusaders 1 (79/3) won against Vikings (45/3)
Spartans (81/2) won against Vikings (71/4) (Submitted Late, not included)

Crusaders : $143/12 - 80/12 = +5.25$
Spartans : $35/6 - 64/6 = -4.83$

Group F :

Aiyla Re (48 in 6 Overs) won against Crusaders 2 (25 All Out)
Aiyla Re (57 in 6 Overs) vs Rocking Warriors (51/2)
Crusaders 2 (42/1 in 6 Overs) won against Jaguars 2 (41/3)

Rocking Warriors (35/0 in 3 Overs) won against Jaguars 2 (33/4)

Aiyla Re : $105/12 - 76/12 = +2.42$

Crusaders : $67/12 - 89/12 = -1.83$

Rocking Warriors : $86/9 - 90/12 = 9.56 - 7.5 = 2.06$

Group G :

All Rounders (20/2 in 3 Overs) won against Super Stars (19 Runs)

All Rounders (38/4) won against Rising Stars 2 (17 Runs)

Super Stars (53/0) won against Rising Stars 2 (34/4)

All Rounders : $58/9 - 36/12 = 6.44 - 3.00 = +3.44$

Super Stars = $72/12 - 54/9 = 6.00 - 6.00 = 0.00$

Group H :

Sym (35) won against Hawks (27)

Sym (36)won against Charter Blasters (35)

Hawks (42 in 4 Overs Aditya 31) won against SIUE Cougars (41, Arun 22 Vijay 2/12)

SIUE Caugars won against Charter Blasters

Team List :

Group A :

Team A1 : Mighty 8

1. Vish Tripathi (C)
2. Pradeep Singh
3. Mukesh Nagpal
4. Rajesh Sharma
5. Ajay Arora
6. Ankur Yadav
7. Shakti Sama
8. Manu Kaura
9. Gaurango B

Team A2 : Mavericks

1. Sudheer (C)
2. Pavan
3. Madhu
4. Srikanth
5. Ratna
6. Nilesh
7. Sampath
8. Anil Ch.

Team A3 : Dungars (Ashok)

1. Anoop
2. Anup
3. Suresh
4. Ashok (c)
5. Dileep
6. Arul
7. Mike
8. Phil

Group B :

Team1: Thunderbolts1

1. Kaushik
2. Pavan
3. Rajesh P
4. Anil
5. Seshu
6. Rakesh
7. Koti
8. Deepak

Team2 : Riders

- 1) Ravi (C)
- 2) Vishal
- 3) Pramod
- 4) Manoj
- 5) Susheel
- 6) Prasanth
- 7) Anand
- 8) Niren

Team B3 : WWT

1. Ala
2. Chinmay
3. Bhargav
4. Aniket
5. Gaurav
6. Vinay
7. Shreyash (C)
8. Neeraj

Group C :

Team 1 : Thunderbolts2

1. Kaushik
2. Srini Adem
3. Jai
4. Laxman
5. Sreenu
6. Sharath
7. Ramana
8. Nikheth

Team C2 : Challengers

- 1) Shivaram
- 2) Sai
- 3) Abhishek
- 4) Shiva
- 5) Akarsh
- 6) To be added

Team C3 : YCC

- 1 narain
- 2 Ijaz
- 3 Athsham
- 4 Pankil
- 5 Rabani
- 6 Adnan
- 7 Masroor

Group D :

Team 1 : Jaguars

1. Pradeep B
2. Sunish ©
3. Prashanth P
4. Sam
5. Vasu
6. Venky
7. Praveen
8. Santhu

Team 2 : Rising Stars 1

1. Ranjeet Singh (C)
2. Rahul Deshpande
3. Ryan Pascoe
4. Anthony Kininson
5. Manish Patel
6. Niraj Patel

Team 3 : Sixers

1. Shreyash
2. Nirav
3. Suren
4. Vinay
5. Raj
6. Varun
7. Santosh
8. Dhrumil

Group E :

Team E1 : Spartans

- 1 Ritesh Joshi (C)
- 2 Jay Sampat
- 3 Prateek Deshmukh
- 4 Guru
- 5 Sapan
- 6 Jenny Jacob
- 7 Parag
- 8 Akash

Team E2 : Vikings

1. Keerthi (C)
2. Sunil
3. Sid
4. Ankur
5. Ankit
6. Nisarg
7. Rishi
8. Vivart

Team E3 : Crusaders 1

1. Pradeep
2. Vamshi
3. Amar
4. Mrigen
5. Shekhar
6. Sailesh
7. Kamesh (C)
8. Tony

Group F :

Team 1 : Aiyla Re

1. Himank
2. Karthik
3. Anupam
4. Rahul
5. Venu
6. Shish
7. Manish
8. Kapil

Team 2: Rocking Warriors

- 1) Sandeep Kontham (c)
- 2) Kiran V
- 3) Sandeep Matta
- 4) Vivek
- 5) Priyatham
- 6) Karthik
- 7) Rohit
- 8) TBD

Team 3 : Crusaders 2

1. Poorna
2. Anil
3. Madhu
4. Laxman
5. Abhishek
6. Abhilash
7. Abhiram
8. Kamesh (C)

Team 4 : Jaguars 2

1. Chaitanya
2. Sunish ©
3. Pradeep G
4. Rahul
5. Rakesh
6. Deepak
7. Prashanth R
8. Nuthan

Group G :

Team 1 : All Rounders

1. Baskar
2. Subbu
3. Keshav
4. Mohan
5. Muthu
6. Srivatsan
7. Karthik
8. Zygmin
9. Vichitra Kumar

Team 2 : Rising Stars 2

1. Ranjeet Singh (C)
2. Vijay Kumar
3. Neal
5. Sambit M
6. Vikas Palhan
7. Priya Singh

Team 3 : Super Star

1. Ajeet Giri
2. Lakshmi
3. Sibudaniel
4. Saswata Basu
5. Aravinda
6. Rizwan
7. Vijayanad

Group H :

Team H1: Hawks

1. Naveen
2. Anoop
3. Adithya
4. Sravan
5. Shiva
6. Irfan
7. Vijay

Team 2: SIUE Cougars

- 1.Murali
- 2.Vamshi
- 3.Vijay
- 4.Karthik
- 5.Arun
- 6.Vivek
- 7.Sunny
- 8.Chiru.

Team H3 : Sym

- 1 Rajeev
- 2 Kishen
- 3 Laxman
- 4 Sudheer
- 5 Vamsi
- 6 Subbu

Team 4 : Charter Blasters

1. Anil (C)
2. Mayuresh
3. Naimesh
4. Ramesh Rajan
5. Shibu
6. Ramesh Ladi
7. Sukanth
8. Mani Chellappa

RULES:

(A) Tournament Structure & Rules

- 1. The 1st Round is League round where 3 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.Team Fee is \$60 per Team.
8. A team can submit maximum of 8 players. Additional player beyond 8 must pay \$10 per player.
9. NIVIA Yellow Hard Tennis Cricket Ball to be used for all games. One new ball per inning.
10. A player cannot be added to the roster after tournament starts, for any reason. Any exception to this, should be discussed with the opponent and applies to that game only.

(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. If you cannot find, please use an old used ball. Do not use a 2nd new ball in the same inning.

4. Equipment – all equipment shall comply with I.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.

16. Any conflict/situation not covered in the rules will be decided by the STL Cricket League - Executive Committee.

17. Use of Abusive Language or Inappropriate behavior will result in immediate disqualification of the player involved from further participation. Any such behavior should be immediately brought in attention of the Umpires and Adjudicator. You will make the matter worse by taking it in your own hands and responding to a negative behavior by another negative behavior. This is recreational tournament, intended for fun and enjoyment of people, so lets keep the spirit positive and supportive at all time.

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.

How the Ranking is Calculated for playoff Round?

- The teams are ranked based on the points and NRR from the Qualifying Round. If a team fails to submit the scores by deadline, that score is not included in the NRR.
- A late submission of score cannot be used to alter the ranking, once knockout schedule has been published.
- Any correction to posted results and ranking must be made within 48 Hours after it is published. The ranking will stay same, if an issue is found or reported after 48 Hours.
- Ideally 16 Teams would qualify for PQF, and 1 would play 16, 2 would play 15.....8 would play 9.
- What if less than 16 Teams qualify for knockout. Then it depends on number of teams. If only 15 team teams qualify, then Team 1 gets a bye and 2 vs 15, 3 vs 14 and so on. If only 14 teams qualify, then team 1 and 2 get bye, and 3 plays 14 and so on. If only 9 qualify, then teams 1 to 7 get bye, and only team 8 plays with 9.
- What if more than 16 Teams Qualify. Then again it depends on the number of teams. The bottom ranked teams would have to play pre pre quarter finals (PPQF), for the bottom positions in the PQF Round. So if 17 Teams qualify, then 16 plays against 17

for for the 16th position, If 18 Teams qualify, then 16 plays 17, 15 plays 18 for the 15th and 16th position. If 19 teams qualify then 16 vs 17, 15 vs 18 and 14 vs 19 and so on.

- If only one group is cancelled due to weather, then the organizer would randomly place those 2-3 positions in the ranking, and the rest of the teams would be ranked around it.
- If more than 2 group games are cancelled, then the knockout round cannot be scheduled. It has to be pushed out to a future week.
- If there is a special situation not covered above, the tournament organizer reserves the right to address it in the best possible way, within himself or with assistance of executive committee. The participating teams are expected to follow the guidelines and if there is a any grievance, it must be submitted by the team captain in writing for review.

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.

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. 02 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.

Any questions Email Ranjeet Singh stlcricketleague@gmail.com
