

CICA RULES AND PLAYING CONDITIONS



Central Illinois Cricket Association

Bloomington-Normal, Illinois



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- Vinnu Arige

CICA Organizers w/RACI

Effort	Ganesh	Jamal	Murali	Rahul	Ram	Risik	Sachin	Vinnu
Financial management	I	A,R	I	I	I	I	I	I
Umpiring management	I	I	R	I	I	A,R	I	I
Schedule management	C	S	C	C	A,R	C	R	C
Ground management	S	S	S	S	S	S	S	S
Crisis Management	C	R	C	A,R	C	C	C	R
Sponsorships	R	C	C	C	C	R	C	A,R

RACI Legends

A - Accountable

R- Responsible

C - Consulted

I - Informed

S - Support/Backup



Common Rules

1. The CICA Organizers will try its best to enforce all ICC and CICA rules and regulations.
2. They will evaluate misconducts on a case-by-case basis to determine the appropriate corrective action based on the CICA Code of Conduct.
3. Corrective action can include maximum fine of \$50 per occurrence per team and or can include suspension of involved player(s) for maximum of two games either this season or at the start of next season.
4. Corrective action is to be decided at the time of an occurrence.
5. Players involved in fights will be fined AND suspended.
6. If a team's player(s) are involved in more than three incidents that require fines or suspensions, CICA Organizers has the right to suspend the whole team. Length of suspension is to be decided by the CICA Organizers.
7. If and when this happens, suspended team will earn ZERO points for the games, and the opposing teams will be considered winners and awarded points accordingly.
8. CICA Organizers can impose a fine and/or suspension for any misconduct not covered in this document.
9. Ultimately, CICA Organizers' goal is to improve CICA standards and make it more professional.

Registration Fees

1. Each member club shall pay an entrance fee of \$400, and register at least eleven players on or before the registration date of the playing season.
2. Maximum number of players that can register per team is 20 and you can add players up to 20 in round1 & round2
3. Any replacement after 20 players is \$20
4. Player replaced can only play once the fee is paid and email notification(organizers@cicainfo.com) sent to CICA
5. A team gets registered only when the team submits registration and pays the tournament fee. CICA does not accept CASH.
6. CICA 2016 registration fee of \$400 is non-refundable as per Not-For-Profit rules.

CICA Playing Conditions

- All games will be played under CICA Playing Conditions. The CICA Playing Conditions are modifications of the ICC '**Standard 20-20 International Match Playing Conditions**'. Apart



from the below mentioned modifications all other ICC Playing Conditions will be followed.

Length of the Game

1. Each inning shall consist of 20 overs for Weekend games and 16 overs for Weekday games except when there is bad weather. No game will be played less than 10 overs, unless CICA approves it.
2. Each fielding side will be allowed 1 hour 30 mins to complete their 20 overs quota
3. Any break or interruption will not be considered as part of this time.

Starting Time and Grace Period

4. Each Captain must submit a team list to the umpires 5 min before start time or during toss and no less than 7 players can take the field unless otherwise agreed upon by both teams and umpires.
5. Grace period of 15 minutes will be allowed for teams that do not have their 7 players on the ground by match start time. After grace period has elapsed and 7 players are still not in the ground and both teams do not agree to start the game with fewer players, two overs will be subtracted every 5 minutes from the team causing the delay.
6. 5 minutes post the actual match start time, the game shall start as soon as 7 players from both teams are on the ground. Other members will be allowed to take the field after the over is completed during which they arrive at the ground.
7. Maximum grace period for players running late is 30 minutes from the start of the game. Once the grace period has elapsed, players running late FOR ANY REASON cannot join their teams. These players will not be allowed as substitutes either. The team must finish the game with players that arrived within the grace period allowed (30 minutes). Please note that it is crucial for captains to be in the ground before match start time so they can submit their team list to umpires.
8. If umpires are absent, for games that are assigned neutral umpires, teams are allowed to wait a maximum of 5 minutes after the match start time. If umpires are not in the ground by this time then the teams must continue with self-umpiring. Umpires can take over at the end of the over in which they arrive. Teams are free to start the game earlier if they agree on self-umpiring for the time umpires are absent. If the game is not started due to absent umpires and the grace period (30 minutes) has elapsed, the team refusing to self-umpire and causing delay will receive ZERO points and the opposing team will be awarded a win.



9. If umpires are absent, respective team captains should send an email complaint before next game. Based on the email complaint their teams will be penalized as described under “Umpires” and “Points Table”.
10. Starting time will be shifted by an extra 30 minutes for wet field conditions and also for all other matches on that day.
11. The rule above, regarding 7 players to start a game, applies for both the innings.
12. The rule above, regarding start time is applicable for all the matches.

Drinks

1. In a 20 overs game, one five-minute drinks-break will be taken at the end of 10th over in each inning.
2. This shall not limit players to drink water only during breaks. Teams (only one member from a team at a time) can provide water bottles to umpires and umpires will share water with players when necessary.

Bad Weather/Bad Light

1. If the game is not completed due to bad light or weather and less than 50% overs of the 2nd inning is completed, the game may be rescheduled if a ground is available.
2. If the game is not completed due to bad light or weather and a more than 50% over of the 2nd inning is completed, the game need to be continued from where it was interrupted.
3. If rescheduling a game is not possible, the result will be recorded as a draw with each team splitting the total value of winning points by half.
4. During first and second round, points are shared between the two teams for any completely washed out Games only if both the teams finds no time to reschedule the game within the same week.
5. For the entire knock out matches held in this tournament, any completely washed out match can be rescheduled according to Re-Schedule rules and approved by the CICA Organizers.

Rescheduled Matches format and rules

1. All rescheduled matches should be completed before the start of following weekend or else points will be shared. All rescheduled games must be completed and results uploaded BY FRIDAY. Exceptions maybe allowed if the following weekend is a long weekend.
2. Four games allowed to be rescheduled for entire tournament per team.
3. Count goes towards REQUESTING team



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4. All rescheduled matches would be on **Old/Baywood** grounds.
5. Weekend rescheduled matches will be 20 overs.
6. Weekday rescheduled matches will be 16 overs.
7. If match stops due to bad light, teams will get a chance to continue & complete within the same week/weekend but must produce result by Friday.
8. Reschedule official form: <http://bit.ly/CICA16MainResch>

Score sheets

1. All the team must score using CRICHQ mobile app
2. For some reason if you could not do through CRICHQ app, please score manually and do manual entry afterwards.
3. All scorecard must be submitted immediately after the game.
4. Please find CRICHQ help
 - a. CricHQ Support Center (Step-by-step Articles & Videos)
 - b. <https://support.crichq.com/portal/helpcenter/crichqsupport>

Points Allocation and Penalties

Result	Award/Penalty
Win	+3 Points
Bonus	No bonus points
Draw/Tie/No Result	1.5 Points (to each team)
Umpires	-1 Points per Umpire (to the team failing to send umpire)
Other	Decision of the CICA

Playing Area

1. Cricket Ground in Normal, is under the Control of the City of Normal and CICA, and must be used only as directed and according to the rules of CICA, respective Park District NORMAL.
2. Cricket Ground in Baywood is under the Control of the CICA and must be used only as directed & according to the rules of CICA, respective Park District Bloomington. Captain is responsible for informing the players about the speed limit in Baywood neighborhood.
3. No one is allowed to enter the playing area. Only Captain may enter the field, upon umpire's request, in settling disputes during play.
4. Cricket club members must pick up their garbage or deposit the trash in allotted trash holders after the game is over.



5. Boundaries must not be adjusted during a match unless disrupted.
6. Strictly NO SMOKING in the playing area and ground premises in Baywood and Old ground. Violation of NO SMOKING rule carries fines from ground owning authorities and CICA.
7. Old Ground Rules:
 - A. No "Powerplays" on this ground.
 - B. If ball touches the net, It's a 2 run declared.
 - C. If the ball is in the ditch and within the fielder's reach the batsmen need to run until the fielder raises his hand to show that it's stuck in the ditch.
8. Baywood Rd Ground Rules:
 - A. Powerplays are mandatory on this ground.
 - B. Refer to [Field Restrictions](#) section for Powerplay rules

Discipline

1. A CICA Organizers member, who is also a playing member of a Cricket club, cannot exercise CICA authority in any match in which he is involved as an active participant or be NOT allowed to vote on any act affecting himself or his team.
2. Cricket Club members must behave with a disciplined gentlemanly attitude at all games and functions.
3. Cricket should be played not only within its Laws but also within the Spirit of the Game.
4. Any physical or verbal (direct or implied, written or via email, on a website or internet chat groups) attack by a player(s) or a CICA member against:
 - a) The Umpire
 - b) Other Cricketers
 - c) The Stumps, pitch matting, ball or other cricket gear
 - d) Spectators
 - e) Executive Body will result in the suspension and/or fine against the player(s) and/or his team, or both. Suspension and/or fine shall be decided after the completion of investigation by the executive CICA Organizers.

Code of Conduct

1. Expressing dissent at an umpire's decision verbally or by action will result in a warning. Actions classified as showing dissent (list is not all inclusive):
 - a. Arguing with the umpire for a given decision
 - b. Refusing to leave the pitch after being given out
 - c. Taunting or using foul language with the umpire
2. Excessive appealing - If an individual is found to be appealing unnecessarily, the umpire may recommend to the CICA Organizers to make a decision on that individual/team.



3. Using abusive language when on the field irrespective of where the aggression is directed towards can result in player's suspension during the same match by the umpires. It is advised that the umpire provide one official verbal warning to the player(s) and the captain involved prior to taking the issue to the CICA Organizers. However depending on the offense the umpire may use his own discretion in deciding whether an official warning is necessary.
4. Any scoring discrepancy as identified by the umpire will be reported to the CICA Organizers to make their decision.
5. Any game delaying tactics employed by the batting or the fielding teams the umpire will be giving two official verbal warnings and if it is still continuing the umpire may recommend to the CICA Organizers to make a decision on the team captain.

Protest/Complaint

1. All claims, protest and complaints must be submitted to the executive CICA Organizers via email (organizers@cicainfo.com), in writing within 5 days, of the incident. Correspondence should be confirmed as having been received.
2. Any complaints or protest sent from any Player should contain what rule from the CICA rules is disobeyed by the individual or by any team.

Registering a New Player

- There is no date restriction to add a new player, however, players must have played at least 2 games with the same team to participate in the post season (quarters, semis and finals) games for that team.

Walkover

- The Club/Team missing the game must inform the opposing captain and CICA, at least 24 hours in advance. Failure to do so will result in one (1) game suspension of the team and a fine of \$50. Suspension will be lifted upon the receipt of the fine.

Re-schedule

1. All rain affected games need to be played **before** following Sunday matches failing which they will be treated as No Result Games.
2. Games rescheduled by CICA due to weather conditions will not go towards Reschedule count for teams.



3. Captains of teams involved in washed out games will contact CICA Organizers to reschedule their match within the time period mentioned above. Umpires will be notified with the change by both the captains.
4. Both teams will be expected to find umpires in the self-requested rescheduled game.
5. For rain affected or wet field situations, scheduled umpires will plan to attend based on the re-schedule game
6. The requests will be approved on first come first serve basis and the organizers will define the terms at the time of rescheduling.
7. Late start of all games for dew/weather conditions has to be approved by the umpire along with the team captains. CICA is not responsible for any rescheduling of such games and in these events points will be split evenly between the teams. CICA will decide any scheduling changes/penalties for Quarters/Semifinals/finals.
8. In case of any conflicts on Quarterfinal/Semifinal/final scheduling issues CICA Organizers will be notified via email on a timely manner within 24 hours of the incident through the involved team representative and the CICA's approval will be deemed final in all circumstances.
9. CICA will not entertain any reschedules for player availability and personal reasons or any such, it is to the teams to decide and notify CICA for any reschedule that happens. Once it is accepted and approved by the CICA Organizers, the change must be known to the entire CICA and the updated schedule for that game should be posted on the CICA site.
10. Though practice slots are allotted for the teams by CICA, rescheduled games are given preference over practice.

No-Ball

1. A full-toss shall be given a “no-ball” if it is above the waist of a batsman when passing the batsman or when the batsman plays his shot.
2. A full-toss shall not be given a “no-ball” if it passes below the waist of a batsman or if the ball has come down below the waist at the point of passing the batsman or by the time batsman plays his shot.
3. If a batsman chooses to come down the crease to play a full-toss delivery, it shall not be given a “no-ball” even if it is above the waist of the batsman. Above the shoulder, however, may still be called a no-ball if it is a 2nd Bouncer.
4. Only one bouncer is allowed per over. Bouncer is a delivery that is above a batsman's shoulder.
5. 1st Bouncer: Ball passing over the batsman's head shall be given a “Wide ball”. The bowler also loses his one bouncer for that over. If the batsman manages to hit the ball going above his head it would become a legal delivery.



6. 2nd and all other Bouncers: No Ball should be called irrespective of height.
7. If a bowler does not call the side (around/over the wicket), umpires shall ask him and notify the batsman. If umpires forget to ask and the bowler forgets to notify the umpire, it shall **not** be considered a “no ball”. It is the incumbent duty of the umpire to inquire.
8. If field restriction is not honored by the fielding side, a “no-ball” shall be called by either umpire.
9. A Free hit is awarded for any no-ball declared.
10. Fielding placement should not change if the batsman don't change during the no-ball
11. Fielding placement can change if the batsman change during the no ball
12. The rules above apply to all (slow, medium pace and fast) bowlers.

No Ball Foot Fault

- If the bowler bowls without some part of the front foot either grounded or in the air behind the [popping crease](#) or if the bowler bowls with the back foot not wholly inside the [return crease](#).

Mankading

- As per the current laws of cricket it still applies. The ball is not counted but the batsman is declared as Run Out. There is no need to warn the batsman.

Wide

1. CICA Standard: 3 feet from the batsman's off stump.
2. All deliveries down the leg side shall be given wide regardless of how close the ball was to the leg stump when passing the stumps.
3. If the ball passes between the batsman and the stumps, or over the stumps, it shall not be given a wide.
4. If the ball passes behind a batsman but between his bat and himself, it shall not be given a wide.
5. If the ball passes between a batsman's legs, it shall not be given a wide.
6. Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.
7. A penalty of one run plus any runs scored as byes or extras shall be scored as wides.

LBW

1. Batsman must be clearly in the line of the stumps for an LBW to be given.
2. If a ball hits the batsman on his body when the batsman is outside the line of the stumps, the batsman shall not be given out.



3. If a batsman advances towards the bowler's end to play a ball and it hits him on his body, he shall not be given out unless the umpire is 100 percent sure the ball would have gone to hit the stumps. Umpires must consider the height and trajectory of the ball and whether the ball was swinging or not.
4. If a ball pitches outside off-stump and hits a batsman on his pads outside the line of off-stump, batsman shall not be given out even if the ball would have gone to hit the stumps.
5. If a ball pitches outside off-stump and hits a batsman on his pads outside the line of off-stump, batsman can be given LBW if he does not offer a shot and the ball would have gone on to hit the stumps.
6. If a ball pitches outside off-stump and comes in to hit the pad of a batsman in line of the off or middle stumps, the batsman shall be given LBW if height of the ball is not an issue. Special consideration would need to be given to leg stump in order for the decision to go against the batsman.
7. If a ball pitches outside the line of leg-stump, LBW is completely taken out of the equation and a batsman shall not be given out.
8. Umpires shall consider the line and the height of the ball when an LBW appeal is made by the fielding side.
9. "All the LBW conditions must be assessed for the delivery, which takes around half a second to reach the batsman. As in other aspects of the rules, the batsman is always given the benefit of any doubt so, if an umpire is unsure, the appeal will be turned down. An example of this is if the batsman takes a step forward before the ball hits the batsman's leg. The ball might well have gone on to hit the wicket, but it is very difficult for the umpire to be certain of this, as the ball would have been 1.5-2 meters in front of the wicket as it hit the batsman's leg."
10. Please visit http://en.wikipedia.org/wiki/Leg_before_wicket for further clarification.

Position of Wicket Keeper

- A wicket-keeper can come up to the stumps or move away from the stumps before the bowler starts his run-up for the delivery. In either case he **need not notify either of the umpires**. If a wicket-keeper makes the above mentioned movement after the bowler starts his run-up, a no-ball would be called as soon as the bowler delivers the delivery.

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Field Restrictions

1. **Powerplay in Baywood:** Thirty-yard inner circle will be required for each CICA games played on Baywood only.



- a. **For 20 over game**, For first 4 overs (Bowling power play) & 2 overs (Batting power play) between 10-15 overs. Batting Powerplay not taken before 14th over will automatically force 14th and 15th as Powerplay.
- b. For 16 over game, First 2 overs (Bowling power play) & 2 overs (Batting power play) between 8-12 overs. Batting Powerplay not taken before 11th over will automatically force 11th and 12th as Powerplay.
2. Fielding side can have maximum 2 players out of the circle in a bowling power play and 3 players out of the circle in a batting power play. After finishing these overs, maximum 5 players can be outside inner circle.
3. **For the rest of the innings:**
 - a. Fielders may be placed anywhere on the field, subject to the following rules. At the time the ball is bowled
 - b. No fielder may be standing on or with any part of his body over the pitch.
 - c. There may be no more than two fielders, other than the wicket-keeper, standing in the quadrant of the field behind square leg.
 - d. Maximum of 5 fielders on Leg side of batsman irrespective of the side of the wickets (over or around) the bowler is bowling from.
 - e. Minimum of 4 fielders in the inner circle all the time

Substitutes and runners, batsman or fielder leaving the field, batsman retiring, batsman commencing

1. A runner for a batsman when batting is not permitted.
2. The umpires shall have discretion to allow, for other wholly acceptable reasons, a substitute fielder to act for a nominated player, at the start of the match, or at any subsequent time
3. If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play, the umpire shall be informed of the reason for his absence, and he shall not thereafter come on to the field during a session of play without the consent of the umpire. The umpire shall give such consent as soon as practicable.
4. If the player is absent from the field for longer than 8 minutes
 - a. The player shall not be permitted to bowl in that innings after his return until he has been on the field for at least that length of playing time for which he was absent.
 - b. The player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his side's innings has been in progress for at least that length of playing time for which he has been absent or, if earlier, when his side has lost five wickets.



- c. The restriction in above Clauses A and B shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and consequently been forced to leave the field. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness).
5. In the event of a batsman or a fieldsman already being off the field at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, he shall be allowed to count any such stoppage time as playing time, provided that he personally informs the umpires when he is fit enough to take the field had play been in progress. Similarly, if at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, a player is on the field but still has some unexpired penalty time remaining from a previous absence, he shall automatically be allowed to count any such stoppage time as playing time.
6. Substitute fielders shall only be permitted in cases of injury, illness or other wholly acceptable reasons. 'Wholly acceptable reasons' should be limited to extreme circumstances and should not include what is commonly referred to as a 'comfort break
7. The opposing captain shall have no right of objection to any player acting as a substitute on the field, nor as to where the substitute shall field. However, no substitute shall act as wicket-keeper
8. A batsman may retire at any time during his innings when the ball is dead. The umpires, before allowing play to proceed shall be informed of the reason for a batsman retiring.
 - a) If a batsman retires because of illness, injury or any other unavoidable cause, he is entitled to resume his innings subject to (c) below. If for any reason he does not do so, his innings is to be recorded as 'Retired - not out'.
 - b) If a batsman retires for any reason other than as in (a) above, he may resume his innings only with the consent of the opposing captain and umpire. If for any reason he does not resume his innings it is to be recorded as 'Retired - out'.
 - c) If after retiring a batsman resumes his innings, it shall be only at the fall of a wicket or the retirement of another batsman

Tie Breaker

1. During the regular matches, if both the team scores tie, points are shared between them.
2. During the Knockout matches a SUPER OVER will decide the match result.
3. Procedure for the super over, the following procedure will apply should the provision for any Super Over be adopted in Knockout matches.



- a. Subject to weather conditions the Super Over will take place on the scheduled day of the match. In normal circumstances it shall commence 10 minutes after the conclusion of the match. In case of weather interruption, CICA Umpires will make the call in consulting with CICA Organizers.
- b. The Super Over will take place on the pitch allocated for the match (the designated pitch).
- c. Only nominated players in the main match may participate in the Super Over. Should any player (including the batsmen and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the relevant Laws and Playing Conditions as they apply in the main match shall also apply in the Super Over.
- d. Each team's over is played with the same fielding restrictions as apply for the 20th or 16th over in a normal game.
- e. The team batting second in the main match will bat first in the Super Over.
- f. Each side has three nominated batsmen, meaning that the loss of two wickets ends the Super Over.
- g. The fielding captain or his nominee shall select the ball with which he wishes to bowl his over in the Super Over from the used balls and Umpire must be consented for Ball quality. Such used balls to include the balls used in previous match, but no new balls. The team fielding first in the Super Over shall have first choice of ball. The team fielding second may choose to use the same ball as chosen by the team bowling first. If the ball needs to be changed, then playing conditions as stated for the main match shall apply.
- h. The loss of two wickets in the Super Over ends the team's Super Over innings.
- i. The team scoring the most runs in the Super Over shall be declared the winner.
- j. In the event of the teams having scored the same number of runs in the Super Over:
 - a) the team whose batsmen hit the most number of boundaries (fours and sixes) combined from its two innings in the main match and the Super Over shall be the winner.
 - b) If the total number of boundaries hit by both teams is equal, the team whose batsmen score the most number of boundaries (fours and sixes) in its innings in the main match (ignoring the Super Over) will be the winner.
 - c) If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a



team loses two wickets during its Super Over, then any unbowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from wides, no ball or penalty runs.

Final Ranking & Net Run Rate

- In case of the teams with same number of point, international Net Run Rate formula described here at [1] will be used to decide ranking for the teams for subsequent rounds.
<http://www.espnricinfo.com/ci/content/page/429305.html>

Umpires

1. CICA shall be responsible for assigning umpires to all regular games. The umpires will be scheduled from the teams and umpiring schedule will be posted with regular game schedule
2. Umpires are the final authority during the game. Their decisions are final decisions. If any team leaves the field they will automatically forfeit the game.
3. Umpires will remain IMPARTIAL at ALL times on the field.
4. Umpires will keep track of the number of overs while the fielder is out of the field.
5. Umpires will keep time of all intervals, and notify the Captains when to resume.
6. Umpires will be fully authorized to make any decision of any misconduct behavior by players during the game.
7. Umpires will be asked to submit a description of the issue along with the action taken.

Assignment of Umpires

1. For Qualifiers (first round) Umpires will be assigned from random teams in the opposite pools
2. For second round, Umpires will be assigned from random teams in the opposite/same pools
3. If captains fail to send umpires to games their teams are assigned, CICA Organizers shall take the appropriate corrective action.

Captains

1. Will be conversant and proficient with the laws of Cricket.
2. Will follow the constitution, rules and regulation of the CICA.
3. Will control the behavior of all his team players.



4. Will be responsible to send umpires to games their teams have been assigned umpiring duties.
5. Will respect the umpires opinions and decisions.
6. Will be responsible to go over the rules and regulations with their players.
7. Will be the ONLY PERSON to clear doubts, confusion; talk issues with the umpires with regards to the game in progress. All other players indulging in conversation with the umpire should strictly keep it to light, casual conversations and not related to the game in progress. If there is a fight in the game, the CICA Organizers would suspend all involved players for one game and the player(s) at fault would be penalized further. In addition, CICA Organizers shall fine the player(s) if it deems necessary but fine is not to exceed \$100.
8. Will be responsible to notify CICA Organizers, if umpires do not show up or show up late (after grace period).

Tournament Format

Round 1

- ✓ Three Groups of 7 teams per group
- ✓ Top 6 Seeded Teams will be distributed through chits draw 1
- ✓ Remaining Teams will be distributed through chits Draw 3

Round 2

Division A - Top 9 Teams

- ✓ Top 3 Teams from each group
- ✓ Six games per team
- ✓ Each team plays only teams from other groups.
 - Example
 - A1 will Play B1, B2, B3, C1, C2 and C3
- ✓ Points carry over from Round 1 game of Top 3 qualifying teams only.

Division B

- ✓ Rank 4 in each group will take 9,10,11 Rank 5 in each group will take 12,13,14 and same for subsequent ranks.
- ✓ Ranked 9-21 and split as two groups by odd-even ranks
- ✓ Two groups of 6 teams
- ✓ No Points Carry overs
- ✓ Five games per team



Finals

- ✓ Division A (Super 9)
 - ❖ Top 2 Qualifies for Semifinals
 - ❖ Rank 3-6 plays Quarterfinals
 - ❖ Quarterfinals
 - R3 vs R6 and R4 vs R5
 - ❖ Semi
 - Top 1 vs Least Ranked Team from Quarterfinals
 - Top 2 vs Second Least Ranked Team from Quarterfinals
- ✓ Division B
 - ❖ Top 4 Qualifies for Quarterfinals from two groups
 - ❖ Quarterfinals
 - B1 vs C4 , C1 vs B4, B2 vs C3, C2 vs B3
 - ❖ Semi-Finals
 - (B1 vs C4) vs (C2 vs B3)
 - (C1 vs B4) vs (B2 vs C3)

AWARDS and REWARDS

Award for Best Batsman:

- ❖ TOP 1 batter (Highest total runs scored) of the entire tournament will be Awarded.

Award for Best Bowler

- ❖ TOP 1 bowler (Highest number of wickets taken) of the entire tournament will be Awarded.
- ❖ Maximum number of wickets shall be considered first and then economy rate if necessary.

Award for the rookie of the season

- ❖ New Player with the maximum number of points in the season will be awarded rookie of the year which are calculated based on the number of wickets and number of runs scored.

Award for Man of the series:

- ❖ Will be presented with the MVP trophy.

Award for Finals man of the match:

- ❖ Will be presented with the FINALS MVP trophy.



Awards for the Semifinalist:

- ❖ Will be presented with the semifinalist trophy's and be rewarded \$150

Award for the Runner up:

- ❖ Will be presented with the runner up trophy and be rewarded \$300

Championship Award:

- ❖ Winner of the Championship game will be crowned as the Championship Team of CICA for the Current Year and will be rewarded with cash prize of \$600.



Central Illinois Cricket Association

Bloomington-Normal, Illinois

Waiver Form - RELEASE AND WAIVER OF LIABILITY AGREEMENT

I, ("Participant"), acknowledge that I have voluntarily applied to participate in activities of ***playing cricket*** organized by CICA

I AM AWARE THAT THESE ACTIVITIES ARE HAZARDOUS ACTIVITIES AND THAT I COULD BE SERIOUSLY INJURED OR EVEN KILLED. I AM VOLUNTARILY PARTICIPATING IN THESE ACTIVITIES WITH KNOWLEDGE OF THE DANGER INVOLVED, AND AGREE TO ASSUME ANY AND ALL RISKS OF BODILY INJURY, DEATH OR PROPERTY DAMAGE, WHETHER THOSE RISKS ARE KNOWN OR UNKNOWN.

I verify this statement by placing my initials here: _____
Parent or Guardian's initials (if under 18): _____

As consideration for being permitted by the CICA and its representatives to participate in these activities and use the ground and facilities, **I forever release the CICA**, its president, executive CICA Organizers, volunteers and representatives (**collectively "Releasees"**) **from any and all actions, claims, or demands that I, my assignees, heirs, distributees, guardians, next of kin, spouse and legal representatives now have, or may have in the future, for injury, death, or property damage, related to (i) my participation in these activities, (ii) the negligence or other acts, whether directly connected to these activities or not, and however caused, by any Releasee, or (iii) the condition of the premises where these activities occur, whether or not I am then participating in the activities.** I also agree that I, my assignees, heirs, distributees, guardians, next of kin, spouse and legal representatives will not make a claim against, sue, or attach the property of any Releasee in connection with any of the matters covered by the foregoing release.

I HAVE CAREFULLY READ THIS AGREEMENT AND FULLY UNDERSTAND ITS CONTENTS. I AM AWARE THAT THIS IS A RELEASE OF LIABILITY AND A CONTRACT BETWEEN MYSELF AND THE FAIR, THE STATE, THE COUNTY, AND THE LESSOR, AND SIGN IT OF MY OWN FREE WILL.

If Signed by Parent or Guardian: I verify that the dangers of the activities and the significance of this Release and Waiver were explained to the Participant and that the Participant understood them.

Executed at _____, Bloomington, Illinois on _____, 20__ .

PARTICIPANT/RELEASOR

PARENT OR GUARDIAN

Signature

Signature

Name

Name

Address: _____

Address: _____

IF YOU ARE UNDER 18 YEARS OF AGE, YOU AND YOUR PARENT OR GUARDIAN MUST SIGN AND INITIAL THIS FORM WHERE INDICATED.