

## PERU FANTASY SIXES TOURNAMENT

### GROUP A

1. Chris Hodgson
2. Nuck Futzpatrick
3. Suyash

### GROUP B

4. Gary Sargent
5. Ian Roughton
6. John Bell

### FIXTURES

#### FIRST ROUND

Game 1a - 11.00 → 11.25 -	<b>Chris</b>	vs	<b>Nuck</b>
Game 2a - 11.25 → 11.50 -	<b>Gary</b>	vs	<b>Ian</b>
Game 1b - 11.50 → 12.15 -	<b>Chris</b>	vs	<b>Nuck</b>
Game 2a - 12.15 → 12.40 -	<b>Gary</b>	vs	<b>Ian</b>
Game 3a - 12.40 → 1.05 -	<b>Suyash</b>	vs	<b>Chris</b>
Game 4a - 1.05 → 1.30 -	<b>Gary</b>	vs	<b>John</b>
Game 3b - 1.30 → 1.55 -	<b>Suyash</b>	vs	<b>Chris</b>
Game 4b - 1.55 → 2.20 -	<b>Gary</b>	vs	<b>John</b>
Game 5a - 2.20 → 2.45 -	<b>Nuck</b>	vs	<b>Suyash</b>
Game 6a - 2.45 → 3.10 -	<b>Ian</b>	vs	<b>John</b>
Game 5b - 3.10 → 3.35 -	<b>Nuck</b>	vs	<b>Suyash</b>
Game 6b - 3.35 → 4.00 -	<b>Ian</b>	vs	<b>John</b>

IN THE EVENT OF GAMES FINISHING EARLY, THE FOLLOWING SCHEDULED GAME WILL BE ALLOWED TO START EARLY, WHICH WILL ENTAIL THE SCHEDULE BEING ADVANCED. CAPTAINS SHOULD BE AWARE OF THIS AND THE TEAMS WHO ARE DUE TO PLAY NEXT SHOULD BE READY FOR THIS EVENTUALITY.

#### SECOND ROUND

**THE WINNERS OF GROUP A SHALL PLAY THE RUNNERS UP OF GROUP B  
THE WINNERS OF GROUP B SHALL PLAY THE RUNNERS UP OF GROUP A**

Game 7 - 4.00 → 4.45 - in Group B	<b>1st Semi-Final:</b> 1st in Group A	vs	2nd
Game 8 - 4.45 → 5.30 - in Group A	<b>2nd Semi-Final:</b> 1st in Group B	vs	2nd
Game 9 - 5.00 → 6.00 - Group B	<b>FINAL:</b> First in Group A	vs	First in

**THE TOURNAMENT ORGANISERS (ie Cricket Peru Committee) RESERVE THE RIGHT TO ALTER THE FORMAT OF THE TOURNAMENT IN KEEPING WITH LOCAL CONDITIONS AND CIRCUMSTANCES ON THE DAY.**

**CAN ALL FRANCHISE OWNERS PLEASE NOMINATE AN UMPIRE AND SCORER TO ASSIST IN THE ADMINISTRATION OF THE GAME.**

## **PERU FANTASY SIXES TOURNAMENT** **RULES AND REGULATIONS**

The MCC Laws of Cricket (2000 Code 2nd Edition – 2003) shall apply except as follows:

### **1. General**

Each game shall be played between two teams of six players. A game consists of a maximum of five six-ball overs bowled by each side.

### **2. Bowling**

Each member of the fielding side shall bowl one over, with the exception of the wicketkeeper.

The wicketkeeper must be nominated at the time of the toss and must wear wicket-keeping gloves at the instant of delivery – otherwise 'No ball' will be called. A different wicketkeeper may be nominated for each game but cannot be changed during the course of a game.

### **3. Under-arm bowling is prohibited.**

### **4. Wide**

A wide shall count as 2 extras to the batting side **but no** extra ball shall be bowled.

One line shall be drawn, one at a distance of 24" on the off-side from middle stump. Any ball, which in the opinion of the Umpire, passes the batting crease, over or outside this line or anything down leg shall be called a wide, providing it does not touch the bat and/or any part of the striker and irrespective of it being within reach of the striker. Upon a call of 'Wide' the ball shall remain live.

### **5. No Ball**

A No ball shall count as 2 extras to the batting side **but no** extra ball shall be bowled. Any runs scored from a No ball (off the bat, byes, or leg-byes) will be credited in addition to the 2 extras for the No ball. Any ball, which, after bouncing, passes the batsman above chest height standing upright, or would have passed him above chest height if it strikes his bat or body, shall be called a No ball.

Any ball that, having not bounced after leaving the bowler's hand, passes the batsman above bail height and would, in the opinion of the umpire, have passed the popping crease above bail height, shall be called a No ball.

Any ball that bounces more than 3 times shall be called a No ball.

If, at the instant of delivery, the wicketkeeper is more than 25 meters away

from the stumps at the striker's end, the square leg umpire shall call No ball. The ball remains live after the call of No ball.

6. **Last over of an innings:** In the final over of the innings, there must be 6 legal deliveries ie Wides and No balls will count as 2 extras AND an extra ball shall be bowled

7. **Last Man Stands**

If five wickets fall (not including batsmen retiring not out under rule 8) before 5 overs are completed, the last remaining batsman shall bat on with the 5th out batsman acting as runner. The last remaining batsman must always take strike. He shall be declared out if his partner is declared run out. The innings shall be completed at the fall of the sixth wicket.

8. **Batsman Retire**

A batsman must retire 'not out' on reaching a personal score of 25 runs, but may not retire before reaching 25 runs. The batsman may complete all runs possible off the stroke that takes him to 25 and the full score shall count. If one of the last pair of batsmen is out, any retired "not out" batsman may resume his innings. If more than one batsman retires then they must return in the order in which they retired. Any batsman having not returned in order will be automatically "retired out".

9. **Injuries**

If a fielder suffers an injury which, in the opinion of the umpires, requires immediate medical attention he will be allowed to leave the field. A substitute fielder will be allowed onto the field for this period and will be required to bowl if the player does not return and has not yet bowled his over. If the injured fielder is unable to return to the field of play within the specified time, or if in the opinion of the umpires, deliberate time wasting tactics are employed by the fielding side during said period, then rule 8 will automatically apply and the player replaced may take no further part in the match in progress.

10. **Team on the field**

If any fielders are not on the field when a game commences, the side in question must play the whole game with the number of players on the field at the start of the game. The opposing captain may nominate the member(s) of the fielding team (including the wicketkeeper) to bowl any required overs to make up for missing fielders, but no bowler may bowl two consecutive overs or part thereof.

11. **Batsman crossing**

A penalty of 4 runs shall be awarded by the umpire if an incoming batsman does not cross with the outgoing batsman on the field of play.

## **[B] Other Procedures**

1. **Squad**

Each squad shall comprise of a maximum of 7 players, nominated prior to the Tournament. The Captain must nominate the 2 players who will share the

batting/bowling duties for each game. No team shall play any player other than those originally nominated in their squad.

## 2. **Captain**

One player from each squad shall be nominated as Captain (The Franchise Head) for the duration of the competition even though he may not necessarily play all matches. Captains shall be responsible for naming the five players and the two shared duty players before each game, for time keeping, for the conduct of their team and for acting on their behalf in the event of disputes.

## 3. **Timing**

Time keeping is crucial to the success of the competition. Teams must be prepared in advance for each game as follows:

- Team Captains must toss at least 25 minutes before the scheduled start of the game and, prior to the toss, notify the the umpires of team selection, batting and bowling order, Captain, Wicketkeeper and shared duty players.
- Opening batsmen and wicketkeepers are to be padded up before the conclusion of the preceding game and the whole batting side padded up at the commencement of their team's innings.
- Incoming batsmen shall cross with the outgoing batsmen on the field of play (see rule A10).

4. Any team failing to appear at their appointed time will forfeit the game.

5. In the event of the match schedule being disrupted for any reason (e.g. inclement weather) at any stage of the competition, final positions and/or results shall be decided on overall run rate (total runs scored divided by the number of legitimate balls received).

6. Decisions of the Umpires on the field of play, and the Match Referee in all other matters shall be final. The Spirit of the Game is to be observed throughout and the Match Committee shall take appropriate action against any player misconduct or unfair play during the tournament.

7. The Tournament Committee shall take appropriate action against any player misconduct or unfair play during the tournament.

8. The Tournament Committee reserves the right to amend these Rules at any time if it considers such an action to be in the best interests of the competition. The Tournament Director, Assistant Tournament Director and Tournament Referee shall form the Tournament Committee, as required. Decisions of the Tournament Committee on any matter shall be final and absolute and no appeal will be entertained.

## **[C] Points System**

1. The side having the highest score at the completion of the game shall win.

2. In the event of tied scores, the side losing fewest wickets shall be judged the winner.

3. In the event of both teams still being equal, the side that conceded least extras shall win and, if still equal, the team hitting the most sixes shall win.

4. Two points shall be awarded to the winning side and any team losing a tied game under Rules C2 or C3 shall earn one point.
5. Should teams have equal points at the end of a round robin stage, the superior position will be judged according to the following criteria:
  - The teams will be ranked according to total runs scored including extras, divided by number of legitimate balls received. In the event a side is all out before completion of their allotted overs then the total runs scored will be divided by 30 (max no. available). A legitimate ball is defined as a ball delivered fairly which is then not called either a wide or a no ball. Run rates will carry forward from round to round.
  - If still equal, the team that won the most recent match in the tournament between the two sides shall prevail.

In the event of a tie not resolved by Rule C2 or C3, the fielders of each team shall bowl one ball each at a set of stumps alternately. The side hitting the wickets the most times out of 5 shall be declared the winner. If each team hits the wickets the same number of times, the process shall continue, bowling alternately, in the same order as before and the winner shall be declared as soon as one bowler succeeds whilst his opposite number fails to hit the wickets. No balls and wides will count as an attempt but no extra ball will be allowed.

**Teams:      Group A**

**Group B**

**Sixual Indecency**

- 1. Chris Hodgson:**
2. Tyagi
3. Louis Grandjean
4. Alex Neufeld
5. Julian Walter
6. Dave Murphy
7. Mystery Player #2

**Kim Jong-un**

- 1. Nick Fitzpatrick**
2. Sebastian Santiesteban
3. Kenny Steen
4. Hans de Wit
5. Alberto
6. Nick Myers

**Punjab Kings**

- 1. Suyash**
2. Suresh
3. Sonu
4. Anish
5. Steve Hallett
6. Geraint Langford

**G-Strings**

- 1. Gary Sargent**
2. Jon Heymann
3. Alex James
4. Jon Parker
5. Hiro
6. Chris Mahoney

**Body's 6-Pack**

- 1. Ian Roughton**
2. Hari
3. Matt Hitcham
4. Nick Jones
5. Farook
6. Jorge Pancorvo

**Bell Ringers**

- 1. John Bell**
2. Sebastian Wahl
3. Miles Buesst
4. Matt O'Connor
5. Eric Rothig-Lopez
6. Diego de la Puente
7. Mystery Player #1: Sashi