



Junior Challenge Under 12 Cricket Tournament – Tournament Guidelines & Match Rules

Section A

- Each game shall be played between two (2) teams consisting of twelve (11) players. Teams will have the option to play maximum of three super subs if required. A game shall consist of a maximum of thirty five (35) six-ball overs completed by each team. A Leather ball will be used for all matches.
- A member of the fielding side shall bowl maximum of four (4) overs in a match.
- Underarm bowling is prohibited.
- A “wide” shall count as two (2) runs to the batting team with no extra ball except in the last over of the innings, where a “wide” shall count as one (1) run to the batting team with an extra ball.
- A “no-ball” shall count as two (2) runs to the batting team and with no extra ball except in the last over of the innings, where a “no-ball” shall count as one (1) run to the batting team with an extra ball.
- Batsman should retire if their individual score reaches 50 runs or upon facing 40 balls whichever comes first. The retired batsman will be allowed to bat again if required if all the remaining batsman have been got out/retired before the allotted overs. This rule will not be applicable for semi finals and finals.
- A bowler unable to complete or begin bowling their over shall have another bowler do so by a player selected by the batsman on strike.

Section B

- The side having achieved the highest score at the completion of the match shall be declared winners.
- Points are awarded as follows in the preliminary round.
 - 4 points for a win
 - 2 points for a no result or tie
 - 0 points for a loss
 - 0.25 points for each wicket taken.
 - 0.75 points for every multiples of 50 runs scored.
- In the event of tied points in the preliminary round, team with higher net run rate will qualify.

Section C

- The tournament shall consist of three (3) stages:

1) Preliminary Round

- Consists of 2 groups with 4 teams in each age group.
- Each team will play each other for a total of three games per team.
- Two teams having highest number of points in each age group will qualify for semi finals in “Cup” category
- Teams finishing on third and fourth places in each age group will go in to the semi finals in the “Plate” category

2) Semi Finals

- Team finishing on top in each age group will meet team finishing second in the other group in the “Cup” category.
- Team finishing third place will meet team finishing fourth place in the other group in the “Plate” category.

3) Finals

- Winners in the semi final games will play in the finals of “Cup” category and “Plate” category. In the event of tied scores in the finals, the winners will be selected by super over.
- Should both teams remain tied after the super over, the team scoring the most sixes in their innings shall be declared winners. If no sixes have been scored then the team achieving the most fours shall be declared winners.

Section D

- The reporting time for all matches will be 30 minutes before the match start time. All players are requested to wear white pants and tournament t-shirt (provided by DCCA).
- Unless mentioned herein ICC rules will be applicable for this tournament.
- All decisions made on the field of play by the Umpires shall be final.
- The Management of DCCA reserves the right to change any of the above rules and guidelines at any time if it considers such action to be in the best interest of the competition.