



Desert Cubs Inter Branch Under 12

T20 Cricket Tournament 2017

Tournament Guidelines & Match Rules

Section A

- Each game shall be played between two (2) teams consisting of eleven (11) players. Teams will have the option to play maximum of three super subs if required.
- A game shall consist of a maximum of twenty (20) overs for Segment A & B.
- A Leather ball will be used for all matches.
- A every member of the fielding side shall bowl minimum one (1) maximum of three (3) overs in a match in both segments. 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. No free hits.
- Batsman should retire upon facing 20 balls whichever comes first. The retired batsman will be allowed to bat again if required if all the remaining batsman have gotten out/retired before the allotted overs. This rule will not be applicable for finals. Also if the batsman retires before facing 20 balls it will be considered as he’s retired out (Can not go again to bat).
- 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
- In the event of tied points in the preliminary round, the team with higher net run rate will qualify.



Desert Cubs Inter Branch Under 12

T20 Cricket Tournament 2017

Tournament Guidelines & Match Rules

Section C

- The tournament shall consist of two stages and two categories, Segment A and Segment B Championship.

1) Preliminary Round

- Consists of 6 teams in Segment A category and 6 teams in Segment B category.
- Each team will play each other twice in both segment categories (Divided 2 groups).
- All matches in the preliminary / final round will be 20 overs (maximum 1 hour & 15 minutes) both segment categories respectively.
- Two teams having highest number of points at the end of the preliminary round will qualify for finals in both segment categories.

2) Finals

- The two teams selected from the preliminary round in each category will play in the finals. In the event of tied scores in the finals, the winners will be decided 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.
- Finals of both segments will be 20 overs.

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, Desert Cubs practice t-shirt & cap and sports shoes.
- 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 Desert Cubs 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.