

ADIDAS UPRISING 3.0 - T20 OPEN - DRAW & SCHEDULE

Match No	VENUE	DATE	ROUND	REPORTING TIME	MATCH STARTS	Teams
1	Chereshwar Club, Trombay	Monday, 30 October 2017	1	8:15 AM	9:00 AM	Cricnets Crackers v/s Cricwiz T20
2	Parsee Gymkhana, Marine Drive	Monday, 30 October 2017	1	8:15 AM	9:00 AM	Excell Cricket Academy v/s Zankaar 12
3	Chereshwar Club, Trombay	Monday, 30 October 2017	1	12:00 PM	12:45 PM	Jet Seasons v/s SCC
4	Parsee Gymkhana, Marine Drive	Monday, 30 October 2017	1	12:00 PM	12:45 PM	Titans Cricket Academy v/s Hot Shots
5	Chereshwar Club, Trombay	Tuesday, 31 October 2017	1	8:15 AM	9:00 AM	Endurance v/s Rovers
6	Parsee Gymkhana, Marine Drive	Tuesday, 31 October 2017	1	8:15 AM	9:00 AM	Bhandup Tigers v/s Invincibles
7	Chereshwar Club, Trombay	Tuesday, 31 October 2017	1	12:00 PM	12:45 PM	Vigneshwar 11 v/s Bada CC
8	Parsee Gymkhana, Marine Drive	Tuesday, 31 October 2017	1	12:00 PM	12:45 PM	IIT Bombay CC v/s 8 Across
9	Chereshwar Club, Trombay	Wednesday, 1 November 2017	QF 1	8:15 AM	9:00 AM	Cricwiz v Excell Cricket Academy
10	Parsee Gymkhana, Marine Drive	Wednesday, 1 November 2017	QF 2	8:15 AM	9:00 AM	Jet Seasons v Titans Cricket Academy
11	Chereshwar Club, Trombay	Wednesday, 1 November 2017	QF 3	12:00 PM	12:45 PM	Winner M5 v M6
12	Parsee Gymkhana, Marine Drive	Wednesday, 1 November 2017	QF 4	12:00 PM	12:45 PM	Winner M7 v M8
13	Chereshwar Club, Trombay	Thursday, 2 November 2017	SF 1	8:15 AM	9:00 AM	Winner QF 1 v QF 3
14	Parsee Gymkhana, Marine Drive	Thursday, 2 November 2017	SF 2	8:15 AM	9:00 AM	Winner QF 2 v QF 4
15	Parsee Gymkhana, Marine Drive	Friday, 3 November 2017	FINAL	8:15 AM	9:00 AM	Winner SF 1 v SF 2

Ground timings are strictly limited (9:00am - 4:15pm) and hence we request all teams to adhere to the schedule. Teams will be given 10 minute max grace from designated starting time after which overs would be reduced of the team which delays taking the field @ 1 over for every 5 minutes delay. In case both teams are late, 1 over would be reduced from both sides for every 5 minutes of delay in starting the game.