

Rules – Super 6's

PLAYERS

Number of players: 8 players to play the match. Team needs to have a minimum of 6 players and a maximum of 10 player squad. A team shall be awarded a walk-over if the opposition team has less than 6 players during the start of play.

SAFETY

A player must not use any equipment or wear anything that is dangerous to himself or another player (including any kind of jewellery) as per the Laws of the Game

EQUIPMENT / ATTIRE

- All players to be in **Cricket whites**
- Teams to carry their own playing kits

REFEREE / MATCH OFFICIAL

The decisions of the referee regarding facts connected with play are final and the same cannot be challenged or appealed. Severe actions will be taken against any player found guilty of disrespecting or misbehaving with the referee and/or opposition players.

TOURNAMENT/MATCH FORMAT

- Straight knock-out
- Cricket Ball
- Playing squad of 8 players
- 6 overs a side
- Maximum of 4 fielders allowed outside the inner circle of the field
- Maximum 2 overs per bowler

TIE/DRAW

Winner to be decided on the basis of (in order of consideration)

- Least wickets lost while batting
- Team which has hit more 6s
- Team which has hit more 4s
- If teams are still even after considering the above, the winner will be decided by a Super Over

DOCUMENTS REQUIRED

The following documents must be submitted by an individual at the registration desk

Complete player registration form with all the following details:

1. Name
2. Phone Number
3. Email ID
4. Age
5. Gender
6. Govt. approved Photo ID

OTHER IMPORTANT INSTRUCTIONS

Fixtures and timings will be updated on adidasuprising.in and adidas Uprising facebook page. Any changes in the fixtures or timings will be communicated well in advance via email.

Teams should report to the venue at least 20 minutes before the scheduled start of their respective matches. If a team fails to reach the venue during the time of the toss, they forfeit the match.

Players are not allowed to transfer from one team to another after the start of the tournament

The final decision of any process or dispute/protest will be taken by the organisers of the adidas Uprising and all participants must respect and adhere to the decision.

Rules - T10 Cricket Ball

PLAYERS

Number of players: 11 players to play the match. Team needs to have a minimum of 9 players. A team shall be awarded a walk-over if the opposition team has less than 9 players during the start of play.

SAFETY

A player must not use any equipment or wear anything that is dangerous to himself or another player (including any kind of jewellery) as per the Laws of the Game

EQUIPMENT / ATTIRE

- All players to be in Cricket whites
- Teams to carry their own playing kits

REFEREE / MATCH OFFICIAL

The decisions of the referee regarding facts connected with play are final and the same cannot be challenged or appealed. Severe actions will be taken against any player found guilty of disrespecting or misbehaving with the referee and/or opposition players.

TOURNAMENT/MATCH FORMAT

- Straight knock-out
- Red Cricket Ball
- Playing squad of 11 players
- 10 overs a side
- Max 2 overs per bowler
- First 2 overs will be Batting Powerplay (Maximum 2 fielders outside the circle)
- After the First 2 overs, Max 5 fielders outside the circle

TIE/DRAW

Winner to be decided on the basis of (in order of consideration)

- Least wickets lost while batting
- Team which has hit more 6s
- Team which has hit more 4s
- If teams are still even after considering the above, the winner will be decided by a Super Over

FOULS & MISCONDUCTS

As per the referee's discretion and subject to the Laws of the Game, fouls may be given

DOCUMENTS REQUIRED

The following documents must be submitted by an individual at the registration desk

Complete player registration form with all the following details:

1. Name
2. Phone Number
3. Email ID
4. Age
5. Gender
6. Govt. approved Photo ID

OTHER IMPORTANT INSTRUCTIONS

- Fixtures and timings will be updated on adidasuprising.in and adidas Uprising facebook page. Any changes in the fixtures or timings will be communicated well in advance via email.
- **Teams should report to the venue at least 20 minutes before the scheduled start of their respective matches. If a team fails to reach the venue during the time of the toss, they forfeit the match.**
- Players are not allowed to transfer from one team to another after the start of the tournament
- The final decision of any process or dispute/protest will be taken by the organisers of the adidas Uprising and all participants must respect and adhere to the decision.

Rules - T10 Cricket Ball D/N , Jamia Milia University & U13 T10 Cricket Ball D/N , St. George's School, Alaknanda

PLAYERS

Number of players: 11 players to play the match. Team needs to have a minimum of 9 players. A team shall be awarded a walk-over if the opposition team has less than 9 players during the start of play.

SAFETY

A player must not use any equipment or wear anything that is dangerous to himself or another player (including any kind of jewellery) as per the Laws of the Game

EQUIPMENT / ATTIRE

- All players to be in Cricket Coloured Jerseys
- Teams to carry their own playing kits

REFEREE / MATCH OFFICIAL

The decisions of the referee regarding facts connected with play are final and the same cannot be challenged or appealed. Severe actions will be taken against any player found guilty of disrespecting or misbehaving with the referee and/or opposition players.

TOURNAMENT/MATCH FORMAT

- Straight knock-out
- White Cricket Ball
- Playing squad of 11 players
- 10 overs a side
- Max 2 overs per bowler
- First 2 overs will be Batting Powerplay (Maximum 2 fielders outside the circle)
- After the First 2 overs, Max 5 fielders outside the circle

TIE/DRAW

Winner to be decided on the basis of (in order of consideration)

- Least wickets lost while batting
- Team which has hit more 6s
- Team which has hit more 4s
- If teams are still even after considering the above, the winner will be decided by a Super Over

FOULS & MISCONDUCTS

As per the referee's discretion and subject to the Laws of the Game, fouls may be given

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5. Gender
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- Players are not allowed to transfer from one team to another after the start of the tournament
- The final decision of any process or dispute/protest will be taken by the organisers of the adidas Uprising and all participants must respect and adhere to the decision.

Rules – T20 Cricket Ball

PLAYERS

Number of players: 11 players to play the match. Team needs to have a minimum of 9 players. A team shall be awarded a walk-over if the opposition team has less than 9 players during the start of play.

SAFETY

A player must not use any equipment or wear anything that is dangerous to himself or another player (including any kind of jewellery) as per the Laws of the Game

EQUIPMENT / ATTIRE

- All players to be in Cricket whites
- Teams to carry their own playing kits

REFEREE / MATCH OFFICIAL

The decisions of the referee regarding facts connected with play are final and the same cannot be challenged or appealed. Severe actions will be taken against any player found guilty of disrespecting or misbehaving with the referee and/or opposition players.

TOURNAMENT/MATCH FORMAT

- Straight knock-out
- Red Cricket Ball
- Playing squad of 11 players
- 20 overs a side
- Max 4 overs per bowler
- First 6 overs will be Batting Powerplay (Maximum 2 fielders outside the circle)
- After the First 6 overs, Max 5 fielders outside the circle

TIE/DRAW

Winner to be decided on the basis of (in order of consideration)

- Least wickets lost while batting
- Team which has hit more 6s
- Team which has hit more 4s
- If teams are still even after considering the above, the winner will be decided by a Super Over

FOULS & MISCONDUCTS

As per the referee's discretion and subject to the Laws of the Game, fouls may be given

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Rules – T20 Cricket Ball D/N - Rajokri Cricket Ground

PLAYERS

Number of players: 11 players to play the match. Team needs to have a minimum of 9 players. A team shall be awarded a walk-over if the opposition team has less than 9 players during the start of play.

SAFETY

A player must not use any equipment or wear anything that is dangerous to himself or another player (including any kind of jewellery) as per the Laws of the Game

EQUIPMENT / ATTIRE

- All players to be in Cricket coloured jerseys
- Teams to carry their own playing kits

REFEREE / MATCH OFFICIAL

The decisions of the referee regarding facts connected with play are final and the same cannot be challenged or appealed. Severe actions will be taken against any player found guilty of disrespecting or misbehaving with the referee and/or opposition players.

TOURNAMENT/MATCH FORMAT

- Straight knock-out
- White Cricket Ball
- Playing squad of 11 players
- 20 overs a side
- Max 4 overs per bowler
- First 6 overs will be Batting Powerplay (Maximum 2 fielders outside the circle)
- After the First 6 overs, Max 5 fielders outside the circle

TIE/DRAW

Winner to be decided on the basis of (in order of consideration)

- Least wickets lost while batting
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