



Group- A	Group-B	Group-C	Group-D
Officers Faculty Falcons Eco Blaster CS Cougars	Majestic Masters BBA Burners CS Cavalries EEE Eagles EEE Smasher's	CS Challengers EEE Electrons BBA Bravers Archi Avatars	CS Cyclone EEE Blasters BBA Beacons LLB Gladiators FASS Fire Birds

Day-1

No.	Group Stage	Time
1.	EEE Blasters vs CS Cyclone	8.00
2.	BBA Beacons vs LLB Gladiators	9.40
3.	EEE Electrons vs Archi Avatars	11.20
4.	EEE Blasters vs BBA Beacons	1.00
5.	CS Cyclones vs LLB Gladiators	2.40
6.	Officers vs CS Cougars	4.20

Day-2

No.	Group Stage	Time
1.	CS Cavalries vs EEE Eagles	8.00
2.	BBA Bravers vs Archi Avatars	9.40
3.	CS Challengers vs EEE Electrons	11.20
4.	Majestic Masters vs CS Cavalries	1.00
5.	EEE Blasters vs FASS Fire-Birds	2.40
6.	Faculty vs Eco Blaster	4.20

Day-3

No.	Group Stage	Time
1.	Eco Blaster vs CS Cougars	8.00
2.	BBA Burners vs EEE Eagles	9.40
3.	EEE Electrons vs BBA Bravers	11.20
4.	Majestic Masters vs EEE Eagles	1.00
5.	EEE Blasters vs LLB Gladiators	2.40
6.	EEE Smasher's vs Majestic Masters	4.20
7.	Faculty vs Officers	5.00

Day-4

No.	Group Stage	Time
1.	CS Cyclones vs FASS Fire-Birds	8.00
2.	EEE Smasher's vs CS Cavalries	9.40
3.	CS Cyclones vs BBA Beacons	11.20
4.	LLB Gladiators vs FASS Fire-Birds	1.00
5.	EEE Smasher's vs EEE Eagles	2.40
6.	Officer vs Eco Blasters	4.20

Day-5

No.	Group Stage	Time
1.	BBA Burners vs CS Cavalries	8.00
2.	CS Challengers vs Archi Avatars	9.40
3.	Majestic Masters vs BBA Burners	11.20
4.	CS Challengers vs BBA Bravers	1.00
5.	BBA Beacons vs FASS Fire-Birds	2.40
6.	EEE Smasher's vs BBA Burners	4.20
7.	Faculty Vs CS Cougar	5.00

Day-6

No.	Quarter Final	Time
1.	Group A Champion vs Group B Runner Up	9.00
2.	Group A Runner Up vs Group B Champion	11.00
3.	Group C Champion vs Group D Runner Up	1.00
4.	Group C Runner Up vs Group D Champion	3.00

Final Day

No.	Semi-Final	Time
1.	Quarter Final 1 winner vs Quarter Final 2 winner	8.30
2.	Quarter Final 3 winner vs Quarter Final 4 winner	10.30

No.	Third-Place	Time
3.	Semi Final Loser 1 vs Semi Final Loser 2	1.30

No.	Final	Time
4.	Semi Final Winner 1 vs Semi Final Winner 2	3.30

Rules & Regulations

BASIC RULES OF THE LEAGUE:

- Ten players in a team.
- Each innings consists of 10 six ball overs and must be completed within 40 minutes (5 runs will be awarded to the batting team for every one minute that you run over the specified time)
- The choice of innings is decided by a toss, which should be completed by team captains 5 minutes before your scheduled start time. If your team are late, the toss will be forfeited to the other team.
- There will be a maximum of 3 minutes in between each innings.
- Winning teams will be decided by which team scores the most runs in their innings and no declarations of any innings by a team may decide the result of the game.
- The fielding team will be made up of 10 players at a time however substitutes can be used whilst fielding so that a team can rotate players. All fielding players including substitutes may bowl at any time. When batting, only 10 selected players may bat with no substitutions.

BATTING:

- Batters will bat in pairs for 5 overs.
- All wickets carry a 5 run penalty.
- Shots that bounce across the ground at least once before it hits the back wall behind the bowler count as “four” runs.
- Shots that hit the back wall in the air count as “six” runs.
- *Once the ball has hit the back wall for either a ‘four’ or ‘six’ it will become dead and no further runs can be scored

BOWLING:

- Maximum of two overs per bowler.
- Wides – Umpires will be strict on the off side and all balls that pass the batsman on the leg side will be called “wide”.
- No Balls – two runs will be awarded for all no-balls. No-balls will also be called for deliveries which pitch on the bowlers side of the marked centre line, and for all balls that reach the batter on the full over waist height. Free Hit will be taken place.

GENERAL RULES:

- All rules shall be interpreted by the Umpire in accordance with “The Spirit Of The Game”.
- This standard shall override all rules hereinafter detailed and total discretionary power shall be left with the Umpire for his final decision after taking “The Spirit Of The Game” into account.