Section A

1. Each game shall be played between two (2) teams consisting of six (6) players. A game shall consist of a maximum of five (5) six-ball overs completed by each team.
2. One bowler is allowed to bowl two (2) overs. Each other bowler shall bowl one (1) over.
3. Underarm bowling is prohibited.
4. A “wide” shall count as two (2) runs to the batting team and an extra ball shall be bowled.
5. A “no-ball” shall count as two (2) runs to the batting team and an extra ball shall be bowled.
6. Should a fielder be injured during the course of play, a substitute fielder will be permitted, but he/she will not be allowed to bowl or bat. At bat, the injured player shall be entitled to a “runner”.
7. 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, subject to item 8 below.
8. No bowler shall bowl two (2) consecutive overs.

Section B

1. The side having achieved the highest score at the completion of the match shall be declared the winner.
2. In the event of tied scores, the team losing fewest wickets shall be judged the winner.
3. In the event of both teams remaining tied upon consideration of Item (2) above, the team conceding the least amount of extras shall win.
4. Should both teams remain tied after consideration of items (2) and (3) above, the team scoring the most sixes in their innings shall win. If no sixes have been scored then the team achieving the most fours shall be the declared winner.
Section C

1. The tournament shall be a knockout tournament.

2. One (1) player from each team shall be nominated “Captain” for their team in each game.

3. Time-keeping is crucial to the success of this tournament. Each team must be prepared in advance for each match as follows:

   a. Captains must conduct the toss at least 5 minutes prior to the scheduled start of the game and notify the umpires of team selection, including the substitute.

   b. In case of a wicket fall, the next batsman needs to be in within 60 seconds. If he/she fails to do so, the bowling team has the right to appeal for timeout and the batsman shall be declared out.

   c. If any teams fails to show up in the ground or are not ready to play 5 minutes after the scheduled start, the other team shall be given a walkover.

4. Decisions made in all matters by the Umpires on the field of play shall be final. Any misconduct reported to ISU officials by the umpires may result in immediate disqualification of the team.

5. ISU reserves the right to amend these guidelines at any time if it considers such action to be in the best interests of the competition.