



Vienna International Girls Cricket 2016

	Participating Teams
1	Austria
2	Norway
3	Hungary
4	Zurich Sapphires 1
5	Zurich Sapphires 2
6	Belgium

Group A

Austria

Zurich Sapphires 1

Hungary

Group B

Norway

Zurich Sapphires 2

Belgium

Match No.	Date	Ground	Format/ ACA Girls Sixes	Time	Team 1	Team 2
1	27/08/16	ACS	Qualifying Phase	09:00	Austria	Zurich Sapphires 2
2	27/08/16	ACS	Qualifying Phase	10:00	Zurich Sapphires 1	Belgium
3	27/08/16	ACS	Qualifying Phase	11:00	Hungary	Norway
4	27/08/16	ACS	Qualifying Phase	12:00	Austria	Belgium
5	28/08/16	ACS	Qualifying Phase	13:00	Hungary	Zurich Sapphires 2
6	27/08/16	ACS	Qualifying Phase	14:00	Zurich Sapphires 1	Norway
7	27/08/16	ACS	Qualifying Phase	15:00	Hungary	Belgium
8	27/08/16	ACS	Qualifying Phase	16:00	Austria	Norway
9	28/08/16	ACS	Qualifying Phase	17:00	Zurich Sapphires 1	Zurich Sapphires 2

10	28/08/16	ACS	Knock out Phase 1	09:00	A - Team 2	B - Team 3
11	28/08/16	ACS	Knock out Phase 1	10:00	A - Team 3	B - Team 2
12	29/08/16	ACS	1 Semi Final	11:00	A - Team 1	A - T3/B - T2
13	28/08/16	ACS	2 Semi Final	12:00	B - Team 1	A - T2/B - T3
14	28/08/16	ACS	Finals	13:15		
	29/08/16	ACS	Prize Distribution	14:30		

5 overs Innings

Total match duration = 60 minutes

Each innings = 25 minutes

Innings break = 10 minutes

6 Teams play whereas each team play at least 4 matches.

The tournament will have 4 phases:

1) Qualifying Phase: Each team in each of the groups will play the other teams in other group once.

Each team of group A will play with each team of group B once. (Total 3 matches per team in the Qualifying Phase)

2) Knock Out Phase I: 4 teams (2nd placed team and 3rd placed team of each group) will qualify for this phase. They will play one cross game to qualify for the semi finals (2nd placed team Group A vs 3rd placed team Group B; 2nd placed team Group B vs 3rd placed team Group A)

3) Knock-Out Phase II: Semi finals:

A) 1st placed team Group A vs Winner (2nd placed team Group B vs 3rd placed team Group A)

B) 1st placed team Group B vs Winner (2nd placed team Group A vs 3rd placed team Group B)

4) Finals.

Between the winners of the semifinal

Minimum 4 matches per team. Maximum 5-6 matches per team for semi-finalist and finalist

Rules and Regulations

Six-a-side cricket is the quickest, most fun-filled version of the glorious old game. The competition shall be held in accordance with the General Rules of the Games and those of the International Cricket Council (ICC).

Sixes Cricket, a short form of the sport designed to be played by teams of only six players. Each team receives one innings, with a maximum of only five overs. Naturally, with far fewer fielders, runs are much easier to score, and sixes matches are typically frenetic affairs.

- At the beginning of the Matches, each team shall submit to the host organization a list of its players, which shall include the name of each player. Thereafter, changes in the designated name for each player shall only be made by agreement with the discipline coordinator.
- Games are played between two teams of six players, and consist of five overs of six balls, with the exception of the final which consists of five overs of eight balls. Each member of the fielding side, with the exception of the wicket-keeper shall bowl one over. Wides and no-balls count as two runs to the batting side, plus an extra ball.
- If five wickets fall (not including batsmen retiring not out) before the allocated overs have been completed, the remaining batsman continues, with the last batsman out remaining as a runner. The not out batsman shall always face strike, and shall be declared out if his partner is declared out.
- A batting player must retire not out on reaching 31 runs, but not before. She may complete all runs scored on the ball on which he reaches his 31, and retire immediately after. If one of the last pair of batsman is out, any remaining not out player may resume his innings. In case where there is more than one retired player, they can return in any order their captain feel fit for team's strategy.
- A tournament points system awards two points for each match won
- In case teams obtain the same totals on runs then A Super Over, also called an Eliminator or an "OOPSE" (One over per Side Eliminator), is a tie-breaking method used in limited-overs cricket matches.
- If a game ends in a tie, each team nominates three batsmen and a bowler for the Super Overs. The two teams come back to the crease. For one over (six balls), the first team is bowling and fielding, while the second team bats. Then, the second team bowls an over, and the first team bats. The team that scores the most runs is awarded the match. Wickets can be taken as normal - a team's Super Over ends if it loses two wickets.
- The team is required to bring in respective cricket kit, which includes bats, batting gloves, batting pads, helmets, protective guards, wicket keeping gloves, wicket keeping pads, etc.,
- Correct footwear shall be worn for all games.
- The Umpire shall communicate the results of each event to the discipline coordinator in writing, duly certified by the team captains.