



ألعاب مدارس دبي
DUBAI
SCHOOLS GAMES

INDOOR CRICKET CHAMPIONSHIP

In partnership with





UNITED ARAB EMIRATES
MINISTRY OF SPORTS

Presenting Partners



Technical & Venue Partner



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Organised By



Hydration Partner



EVENT DETAILS

We are proud to announce the launch of the Dubai Schools Games Indoor Cricket Championships with the technical support of **Danube Sports World**. See below for event information:

EVENT DATES:	10 TH & 11 TH JUNE 2026
VENUE:	DANUBE SPORTS WORLD
TIME:	9:00 AM - 2:00 PM
AGE CATEGORIES:	U11 & U15 BOYS



HOW TO REGISTER?

- Team selection will be done by the P.E. teacher.
- To access your registered school account and enter a team, kindly click the link below - <https://portal.dubaischoolsgames.ae/school/login>
- **Maximum of 10 players per team.** The 10-player limit per team is strict. Any team that arrives with more than 10 players on the event day will risk disqualification from the competition.
- Students can **only participate in one age category.** Any student found playing in more than one age category will lead to disqualification of the team from the competition.
- Each age category is capped at **16 teams** (first-come-first-serve), with one team per school per category.
- Registrations close on **22nd May 2026.**



AGE CATEGORY

BOYS

- U11: From 1st Sep 2014 to 31st August 2016
- U15: From 1st Sep 2010 to 31st August 2014



GAME FORMAT

LEAGUES TO SEMI-FINAL

FORMAT:	6 OVERS
NUMBER OF PLAYERS:	8 A-SIDE
BOWLERS:	6 BOWLERS CAN BOWL ONE OVER EACH
BATSMAN:	3 BATTING PAIRS WILL BAT FOR 2 OVERS EACH PAIR
INNINGS:	20 MINUTES WILL BE ALLOCATED PER INNING
PLAYERS PER TEAM:	MAXIMUM 10 PLAYERS (YOU CAN BE OUT OF A NO-BALL IF YOU RUN OUT)

FINAL MATCH

FORMAT:	8 OVERS
NUMBER OF PLAYERS:	8 A-SIDE
BOWLERS:	EVERYONE BOWLS 1 OVER
BATSMAN:	EVERYONE BATS FOR 2 OVERS PER PAIR
INNINGS:	27 MINUTES WILL BE ALLOCATED PER INNING
PLAYERS PER TEAM:	MAXIMUM 10 PLAYERS (YOU CAN BE OUT OF A NO-BALL IF YOU RUN OUT)



RULES & REGULATIONS

How to score runs:

- Players will bat in pairs and face 2 overs as a partnership.
- Even if a player gets out, they will continue to bat for the full 2 overs. Every time a player is out the team loses 5 runs from the total.
- In order to score runs the player must complete a run between the wicket (from the batting crease to the running crease).
 - The back net at the keepers' end is 0 runs, plus one for running = 1.
 - The side nets before the halfway line are 1 run, plus one for running = 2.
 - The side nets after the halfway line are 2 runs, plus one for running = 3.
 - If a player hits a side net and then subsequently the back net at the bowler's end the team will get a bonus run.
 - The back net, if hit on the floor is 4 runs, plus one for running = 5.
 - The back net if hit on the full is 6 runs, plus one for running = 7.
- When there are 2 non-scoring deliveries in a row the batters must run on the next delivery, unless that delivery is called a wide or no ball by the umpire. This is called 3rd ball and the scoreboard must change in this instance be that through an extra, a run being scored or a wicket falling.



RULES & REGULATIONS – Cont'd

FIELDING:

- There is a total of 8 players on the fielding team.
- The field must have 4 players on each half of the court before the delivery is bowled.
- Once the ball is released fielders are free to move in either half of the court.

BOWLING:

- Everyone has to bowl 1 over.
- An over lasts 6 balls.
- Wide & No Balls will not be re-bowled, except for the last over of each inning

GETTING OUT:

- Caught (anywhere except off the back net when the batsman hits a 6)
- Run out
- Bowled
- Stumped



EXTRAS

- At the batsman's end there are guidelines painted for leg-side wide deliveries as shown to the right. The ball must be inside these lines in order to be considered a good ball.
- On the offside the ball must simply be within the pitch.
- A ball that starts on the pitch but goes off it before it goes past the batsman will be called a wide ball.
- A player can be run out and stumped off on a wide ball.
- There are 5 types of no balls that can be called. They are:
 - **Front Foot:** In indoor cricket, no part of your foot can touch the front line
 - **Full Toss:** If the ball does not bounce in front of the batter and passes them at waist height or above
 - **Bouncer:** If the ball pitches before the halfway line this will be called a no-ball.
 - **Ball Off The Pitch:** If a delivery lands outside of the pitch area this will be called a no-ball.
 - **Fielding No Ball:** This is when the team have more than the four players allowed in either half of the court.



EXTRAS – Cont'd

- You cannot be out caught or stumped off of a no-ball, but you can still be run out.
- Bouncer - A ball that pitches and passes the Batter above shoulder height standing upright.



TECHNICAL PARTNER

Do not hesitate to reach out the **Danube Sports World**, if you would like to train, learn new skills or develop your game further.



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THANK YOU

If you may have any further queries, comments or suggestions feel free to contact us.

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