ألعاب مدارس دبي
DUBAI SCHOOLS GAMES

دبي للرياضة DUBAI SPORTS

CRICKET CHAMPIONSHIP

In partnership with

The Sevens Stadium

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bottled drinking water
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EVENT DETAILS

We are excited to announce that entries are now open for Dubai Schools Games Cricket Championships with the technical support of **The Sevens Stadium**. See below for event information:

EVENT DATES: 18TH JANUARY - 21ST JANUARY 2027

VENUE: THE SEVENS STADIUM

TIME: 9 AM to 2 PM

AGE CATEGORY: U3 & U15 BOYS

U13 - Born between 01st September 2013 to 31st August 2015

U15 - Born between 01st September 2011 to 31st August 2013



GAME FORMAT

FORMAT:	10 OVERS
NUMBER OF PLAYERS:	15 (Playing 11)
MAXIMUM NO. OF TEAMS:	8 TEAMS
MATCH BALL:	WHITE BALL
CLOTHING:	**School Uniform** (T-shirt & Full Pants) **No Shorts**



HOW TO REGISTER?

- Team selection will be done by the School P.E. teacher.
- To access your registered school account and enter a team, kindly click the link: https://portal.dubaischoolsgames.ae/school/login



RULES & REGULATIONS

- The Dubai Schools Games Cricket Championships will be a hardball tournament (T10)
- Each inning consists of 10 overs and every bowler can bowl a maximum of 2 overs with an addition of 1 bowler who can bowl 3 overs.
- During the first 2 overs (power play), a maximum of 2 fielders can be outside the 30-yard circle. After the power play, a minimum of 4 fielders should be inside the fielding circle.
- Only 5 fielders can field on the leg side at any point in time (bowlers and keepers are not considered a fielder in this regard).
- Mankad out is NOT applicable.
- Byes, leg byes, and overthrows are applicable in this tournament and LBW is applicable.
- No ball and Wide will be penalised according to ICC cricket rules. One run and an extra ball will be awarded for a no-ball and a wide ball.
- No bowler can bowl immediately after coming off the field after substitution. He will be fit only after taking the field for the next 2 overs.



RULES & REGULATIONS - Cont’d

- A team can choose a maximum of 15 member's squad
- All teams should be present at the venue 30 minutes prior to the scheduled time, if any team fails to reach the scheduled time, the toss will go in favor of the opposite team.
- After the toss, the fielding team should set the fielding positions immediately to avoid any delay to begin the match. Batsmen will come to the crease only after the field arrangement.
- Each captain should nominate his playing XI before the toss. No player can be changed after the nomination without the consent of the opposing captain.
- Substitute runners are not allowed. The role of the substitute will be fielding only.
- A new white cricket ball will be provided for each inning. In case of a loss or damaged ball, the umpire will replace the ball.



RULES & REGULATIONS - Cont’d

- The umpire’s decision will be final throughout the tournament. Any sort of misconduct by any player will result in direct suspension.
- All team members are requested to wear the appropriate dress code - a white t-shirt and white lower. Shorts are not allowed.
- A team must be ready to play 2 matches.
- If any match ends in a draw, the winner will be adjudged by ‘super over’.
- All ICC cricket rules are applicable.
- Batsmen are not allowed to use metal spikes.
- Bowler is allowed to use metal spike, in case of a fall into danger area on-field umpires will take the call. They may ask the bowler to change.
- Each team will be given 50 minutes to complete their 10 overs and 10 minutes will be allowed as the grace period. If a team is unable to complete the 10 overs within the time limit, a penalty of 10 runs will be awarded to the opponent team including the runs scored in the final over. Officials and umpires will decide on the application of this rule during the match.



TECHNICAL PARTNER

Do not hesitate to reach out to **The Sevens Stadium** if you would like to train, learn new skills, or develop your game further.

+971-056 999 4600



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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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