



AFI CRICKET CUP 2026

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OFFICIAL TOURNAMENT RULES

ADVENT FRIENDS INTERNATIONAL

**AM All Teams: 8:30 AM**

All teams must report by 8:30 AM.

GO First Ball: 9:00 AM

The first ball must be bowled by 9:00 AM. If it is not, the 5-minute over-reduction rule applies immediately.

01 Prayer & Announcements

The day opens with a prayer, followed by key instructions.

C

Captain's Responsibilities

- Ensure your team is present and ready for the scheduled time or any earlier start.
- Finalise the Playing XI and complete the toss before each match.
- After arriving, all players must remain at the venue and be available throughout the day.
- Matches may start early whenever both teams, officials and the ground are ready.
- Collect food, water and refreshments at the time announced by the Organising Team.



5

5-Minute Reduction Rule

From the first match onward, every complete 5 minutes that the first ball is delayed reduces the innings allocation by 1 over per side.

2X

General Timetable Delay

If the previous fixture, weather, pitch preparation or another operational delay holds up the start, both teams lose the same number of overs.

x1

One Team Arrives Late

Only the late team loses overs in 5-minute intervals. The reduction begins from the scheduled start time, and the on-time team keeps its allocation unless a general delay also applies.

6

Minimum: 6 Overs

No match will be reduced below 6 overs per side. This applies to league rounds, both semi-finals and the Final. The umpire and organisers will enforce it without negotiation.

START DELAY -> OVERS PER SIDE

0-4 min

Full allocation

5-9 min

-1 over

10-14 min

-2 overs

15-19 min

-3 overs

20+ min

Keep reducing;
minimum 6



FOOD & REFRESHMENTS

Food & Refreshments

- Food-break timing will be decided by the Organising Team on the day.
- The timing will be announced to all captains and teams.
- Captains are responsible for collecting food, water and refreshments at the announced time.

FOOD BREAK TIMING

**WILL BE DECIDED BY THE
ORGANISING TEAM ON THE DAY**

PLAYER REQUIREMENTS

Player Requirements

- Team uniform or appropriate sports attire is mandatory.
- Maximum squad size: 15 players per team.
- The captain must decide the Playing XI before each match.
- Wearing a helmet while batting is mandatory.

**10 10 Overs a Side**

Each match consists of 10 overs per side.

LBW No LBW Dismissals

No batter can be dismissed LBW. Leg byes remain allowed and may be scored in the normal way.

WD Standard Wides

Wide deliveries are awarded per standard cricket rules.

OT Overthrows Count

Overthrow runs are permitted.

FH Free Hit on No Ball

A Free Hit will be awarded for every No Ball.

IR Injury Runner

A runner is permitted only for a genuinely injured batter, with umpire approval - one runner per team, per match.

DRINKS BREAK - MAXIMUM 2 MINUTES

One mandatory drinks break will be taken after 5 overs of each innings. It is included within the 45-minute innings limit and must not extend the match. No additional drinks break will be given on request, except for a genuine medical need approved by the umpire.

**POWERPLAY**

First 2 Overs

A Powerplay applies during the first 2 overs of each innings. During this period, only 2 fielders may be positioned outside the inner circle.

ACT

Bowling Action Declaration

Every bowler must declare their bowling action to the umpire before their first delivery. Skipping this may see the delivery called a No Ball, at the umpire's discretion.

MAXIMUM OVERS**3**

One bowler may bowl a maximum of 3 overs in a match.

MAXIMUM OVERS**2**

Every other bowler may bowl a maximum of 2 overs each.

REDUCED-OVER MATCHES

For any match reduced below 10 overs, bowler over limits will be decided by the Organising Team on the day and announced before play.

**END** Change of Ends

The umpire will decide whether ends are changed or remain the same. Whatever the umpire decides is final.

UMP Umpire's Decision is Final

The umpire's decision must be respected by all players and teams.

10 Final: Up to 10 Overs

If time allows and the 7:00 PM deadline is protected, the Final may be played over up to 10 overs per side. Otherwise, overs will be reduced to a minimum of 6 overs per side.

IF WEATHER INTERFERES

If conditions do not permit completing a full Final, the result will be decided by one of the following methods:

SUPER OVER**OR****NRR FROM SEMI FINALS**

The tournament organisers' decision shall be final.



STANDARD MATCH SLOT 45 min first innings + 5 min interval + 45 min second innings
= 95 minutes

The 2-minute drinks break is included inside each 45-minute innings.

ROUND	TIME	GROUND 1	GROUND 2
1	9:00-10:35	A1 vs A2	B1 vs B2
2	10:40-12:15	A2 vs A3	B2 vs B3
3	12:20-1:55	A1 vs A3	B1 vs B3
4	2:30-4:05	Semi-final 1	Semi-final 2
5	5:20-7:00	FINAL	No Match

1:55-2:25 PM

League table confirmation, NRR checks and semi-final preparation.

EARLY STARTS & AVAILABILITY

Scheduled times are the latest target starts. Matches may begin earlier whenever play, teams and officials are ready. Players must remain available at the venue and must not rely on the printed start time.

FINAL MUST FINISH BY 7:00 PM - NO COMPROMISE



45

45-MINUTE INNINGS LIMIT

Every innings has a maximum of 45 minutes, including the mandatory drinks break after 5 overs. The umpire will announce time warnings. At 45 minutes, the over already in progress may be completed, but no new over will begin. Any remaining overs expire.

R1

From the First Match

The 5-minute over-reduction rule applies from Round 1. If the first ball is not bowled by the scheduled start, 1 over per side is removed for every complete 5-minute delay, down to a minimum of 6 overs.

GO

Ready for Early Starts

Scheduled times are not waiting times. A match may start early. After arriving, all players must remain at the venue and be ready when called. Leaving the venue will not delay the next start.

02

2-Minute Batter Rule

An incoming batter must reach the crease within 2 minutes of a wicket or may be Timed Out.

WK

Wicketkeeper Changes

One change per match, completed within 1 minute, unless an injury is approved by the umpire.

H

Helmets Mandatory

All batters must wear a helmet. Umpires and organisers will enforce the safety rules.

ALL PLAY MUST FINISH BY 7:00 PM - NO COMPROMISE



RESPECT

01

Respect the umpires, organisers, and fellow players at all times.

SPORTSMANSHIP

02

Maintain the spirit of cricket and good sportsmanship throughout the tournament.

DISPUTES

03

Any disputes or matters not covered by these rules will be resolved by the tournament organisers, whose decision is final and binding.

ENFORCEMENT

04

The Organising Committee, Umpires, Programme Coordinators, and Host Team will strictly enforce all rules to keep the tournament on schedule.

PLAY HARD | PLAY FAIR | RESPECT THE GAME