CIR-332-GEN-2026-2027 **Date: 06-07-2026**

INTER-HOUSE FOOTBALL TOURNAMENT

Dear Students,

We are pleased to inform you that our school is organizing an **Inter-House Cricket Tournament** to promote sportsmanship, teamwork, and physical fitness among students.

Event Details:

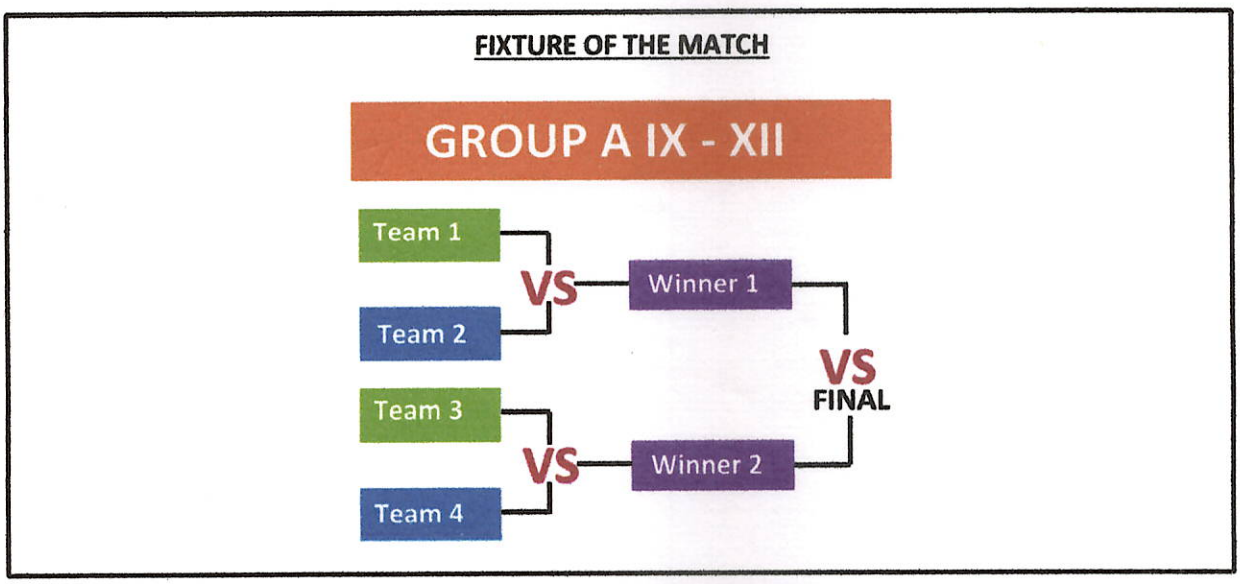
Event	:	Inter-House cricket Tournament
Date	:	13-07-2026
Time	:	Regular School Time
Venue	:	School Playground
Participant	:	*Group-A* (Class IX - XII)

Participation Guidelines:

- Students interested in participating should give their names to their respective House In-charge.
- All participants must be in proper sports uniform.
- Selection trials (if required) will be conducted prior to the tournament by the House In-charge and one Sport Teacher will guide the team for the selection.
- Students are expected to maintain discipline and follow all rules of the game.
- Winners will be awarded certificates and trophies.

We encourage all students to actively participate and showcase their talent. Let us make this event a grand success!

For any queries, contact the Sports Department.



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Gameplay Mechanics & Match Rules

- The Ball: Players use any part of their body except their hands or arms to control and strike the ball. The goalkeeper is the only exception and can use their hands, but only within their own penalty area.
- Fouls: Tackling from behind, tripping, pushing, or intentionally handling the ball results in a foul. The referee penalizes this with a direct or indirect free kick, or a penalty kick if the foul happens inside the defending team's penalty box.
- Misconduct: Aggressive fouls or unsporting behavior can be punished with a yellow card (caution) or a red card (sent off). Two yellow cards in one game equate to a red card, and the player cannot be substituted.
- Offside: An attacking player is in an offside position if they are in the opponent's half and closer to the goal line than both the ball and the second-to-last defender at the moment the ball is passed to them. Being caught offside results in an indirect free kick for the defending team.
- Out of Bounds: If the ball crosses the touchline, play restarts with a throw-in. If it goes over the goal line, it results in either a corner kick (if touched last by the defending team) or a goal kick (if touched last by the attacking team).

Tournament Formats & Tie-Breakers

- Group Stage: Tournaments usually begin with teams in groups (e.g., groups of 4) where they play a round-robin. Points are awarded as follows: 3 for a win, 1 for a draw, and 0 for a loss.
- Advancement: The top teams in each group advance to the knockout stage. If teams are tied on points in the group table, tie-breakers like goal difference, goals scored, or head-to-head results determine who advances.
- Knockout Stage: In single-elimination rounds (Round of 16, Quarterfinals, etc.), the loser is immediately eliminated.
- Extra Time and Penalties: If a knockout match is tied after regular time (30 minutes), the game goes into extra time (two 5-minute halves). If it remains a draw, the match is decided by a penalty shootout.

Prepared by

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