INTER CORPS TWENTY20 CRICKET COMPETITION

PLAYING CONDITIONS 2022

**Laws and Officials**

1. **Laws**. Except as otherwise provided in these rules, matches shall be conducted in accordance with the MCC Laws of Cricket (2017 Code, 2nd Edn 2019) together with any subsequent amendments.

2. **Officials**. The ACA, in consultation with the UKAF ACO, will appoint a Tournament Referee for the competition who is to be available for the duration of the tournament. The Tournament Referee will be based at Aldershot throughout, but is to monitor events at the other grounds on Day 1 and 2. UKAF ACO will also provide umpire and scorer support for all matches. On Day 1 and 2, the officials based at Tidworth and Larkhill will also act as ‘Tournament Referees’ for those leagues. If necessary, they may refer to the Tournament Referee based at Aldershot whose decision is final in regards to any disputes.

 a. **Competition Format.** Four grounds will be used during day 1 with 3 teams playing each other once at each location. The top 2 placed teams in each group after day 1 will qualify for the Semi-Finals stages on day 2. Teams placed 3rd in each group after day 1 will be knocked out of the competition. The finals will be competed on day 3 and will consist of a Main Competition Final and a Plate Final. Full details of the draw can be found at Annex A.

**Hours of play**

3. **Daily**. Hours of Play each day are to be 1000hrs – 1915hrs. Play may be extended beyond 1915hrs should match officials consider the playing conditions suitable to do so. Each match has stipulated hours of play. For the application of reduction of overs, during Day 1 only, and paras 8-13, these timings are to be used. i.e. where match 1 is interrupted or delayed the application of paras 8-13 shall not impact on matches 2 or 3 wherever possible:

 a. Match 1:

 First Session. 1000 – 1115

 Interval 1115 – 1130

 Second Session 1130 – 1245

 b. Match 2:

 First Session. 1315 – 1430

 Interval 1430 – 1445

 Second Session 1445 – 1600

 c. Match 3:

 First Session. 1630 – 1745

 Interval 1745 – 1800

 Second Session 1800 – 1915

4. **Duration**. Three days will be allocated for the Tournament. The matches will consist of one innings per side, each innings being limited to a maximum of 20 overs.

5. **Length of innings**. If the team batting first is dismissed in less than 20 overs the team batting second shall be entitled to bat for 20 overs or until the match is decided whichever is the earlier. Teams have 1 hr 15 mins to be in a position to bowl the first ball of their 20th over. If the team fielding first fails to bowl the required number of overs by the time scheduled for cessation of the first innings, play shall continue until the required number of overs have been bowled. If the team fielding second fails to bowl 20 overs by the scheduled cessation of play, the match shall be extended until all 20 overs are completed. In each case over rate penalties will apply as given in Para 42. To constitute a match a minimum of 5 overs must be completed by each side.

6. **Intervals**. The interval will normally be of 15 minutes duration. In reduced overs games the interval will be reduced to 10 mins. If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will begin correspondingly earlier. In circumstances where the team fielding first has not completed the allotted number of overs by the scheduled completion time then the interval will be reduced by the amount of time the innings over-ran. The minimum interval time will be 10 minutes.

7. **Drinks**. No drinks intervals will be taken. Players may be given drinks on the boundary or at the fall of the wicket provided no playing time is wasted.

**Interrupted Play**

8. **Interrupted matches**. When playing time is lost in the first innings then one over shall be deducted from each innings for each complete 7.5 minutes lost. Fractions of overs are to be ignored in deciding the number of overs to be bowled. Each team should have the opportunity to bat the same number of overs.

9. If the overall number of overs calculated is an odd number then 1 over is to be added and the new total divided by 2.

10. If playing time is lost during the innings of the team batting second then the number of overs shall be reduced at the rate of 1 over for every 3.75 minutes lost unless the first innings finished early/second innings started early in which case no overs are lost until the time gained is subsequently lost. Fractions of overs that result from this calculation are to be ignored.

11. After any hold up in play, the Umpires will notify the Tournament Referee and Scorers of the number of overs lost and the Tournament Referee will perform the Duckworth/Lewis/Stern (DLS) calculations required. The Umpires will both satisfy themselves as to the correctness of all such calculations before allowing play to take place. The Tournament Referee will notify the Captains, Scorers and all others concerned of such decisions. The Tournament Referee must understand the DLS method.

12. A computer, with the DLS program installed, and a printer must be available to produce DLS target tables for the Captains and provide DLS target scores on the scoreboard (using last man or a suitable briefed section on the scoreboard). If after the restart of play it is discovered that the wrong DLS target has been set the faulty target shall stand.

13. **Interruptions** **or unable to achieve a result through gameplay – Day 1 Only**. All games are to be completed fully on the day (and timings) allocated for play. If this is not possible then games will be reduced in overs in line with the calculations stipulated at Paras 8-11 in order to complete the game on the scheduled day. The minimum overs per side to constitute a match is 5 (unless all out or a result achieved, sooner).

14. Where it is not possible to complete a game through play or achieve a result, for whatever reason, results will be determined by a single wicket bowl off between the two sides as detailed in para 17.

15. **Interruptions** **or unable to achieve a result through gameplay – Semi Final and Finals Days Only.** Wherever possible games are to be completed fully on the day (and times) allocated for play. If this is not possible then game will be reduced in line with the calculation stipulated at Paras 8-11 in order to complete the game on the scheduled day. Again, the minimum number of overs per side to constitute a match is 5 (unless all out or a result achieved, sooner).

16. Where it is not possible to achieve a result in line with para 15 (minimum 5 overs) and Ground, Weather and Light (GWL) condition will allow so, semi-final and final match results shall be determined by a Super Over as detailed at para 18. Where GWL does not permit the Super Over then the match results shall be determined by the Single Wicket Bowl Off at Para 17.

17. **Single Wicket Bowl Off**. The format for this will be as follows:

 a. A toss will take place with the winner of the toss to decide whether their team goes first (Team A) or second (Team B).

 b. Five players from each side will bowl over-arm one (1) delivery each at a wicket (conforming to Law 8) from a wicket (conforming to Law 8) pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases (conforming to Law 7) either indoors or outdoors.

 c. The first bowler from Team A will bowl one delivery, then the first bowler from Team B will bowl one delivery and then the second bowler from Team A will bowl one delivery, and so on.

 d. The side which bowls down the wicket (as defined in Law 29.1.1 and 29.1.1.1) most times shall be the winner.

 e. If the scores are equal, the same players will bowl one ball each alternately to achieve a result on a 'sudden death' basis. The order of bowlers may change for this bowl out, however the team bowling first shall remain as per the original bowl out.

 f. If circumstances make the contest impossible, the match shall be decided by the toss of a coin.

 g. The same suitably acceptable ball (not a new one unless the match has not started) will be used by both teams. If this ball becomes wet, it may be changed subject to the Umpires' approval.

 h. If a bowler bowls a 'no ball' it will count as one delivery but will not count towards the score of the team.

 i. If the original match has started, the five cricketers to take part in the 'bowl-out' must be selected from the original 11 cricketers and the 12th man. If there has been no play in the original match (the toss has not taken place), the five cricketers may be selected from any of a team's registered 14 cricketers for that day.

 j. Each side will appoint a wicket-keeper to stand behind the wicket but out of reach of the stumps.

 k. Matches determined in this method will attract no NRR bonus points. The winner will be awarded 3 Pts and the loser 1 Pt, in line with Para 19. b and c.

18. **Super Over**. Subject to GWL, the Super Over shall commence no later than 10 minutes after the conclusion of the match (i.e. in a tied match). Where there has been no play in the match then 10 minutes’ notice must be given to each team prior to the Super Over starting. The following rules shall apply to ALL instances of a Super Over:

1. The Super Over will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority and the Tournament Referee.

b. The Umpires shall stand at the same end as that in which they finished the match (if there was play prior).

c. In both innings of the Super Over, the fielding side shall choose from which end to bowl.

d. Where there has been previous play, only nominated players for the main match excluding any player that has been replaced, and including any replacement players may participate in the Super Over. Should any player (including the batters and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reason, the relevant Laws and Playing Conditions as they apply in the main match shall also apply in the Super Over.

e. Any unserved Penalty time or Level 3 and 4 offence being served at the end of the main match shall be carried forward to the Super Over.

f. Each team’s over is played with the same fielding restrictions as apply for a non-powerplay over in a normal ICT20 match.

g. The team batting second in the match will bat first in the Super Over.

h. The Umpires shall select a ball from the box of spare balls which shall be used for both overs of the Super Over. The ball to be used shall not be a new ball and should have the apparent wear characteristics of a ball that has had between 5 and 20 overs of usage. For the avoidance of doubt, a ball used in the main match shall not be used in the Super Over. If the ball needs to be changed, then playing conditions as stated for the main match shall apply.

i. The loss of two wickets in the Super Over ends the team’s one over innings.

 j. In the event of the teams having the same score after the Super Over has been completed, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any unbowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from wides, no ball or penalty runs:

|  |  |  |
| --- | --- | --- |
|  | Team 1 | Team 2 |
| Ball 6 | 1 | 1 |
| Ball 5 | 4 | 4 |
| Ball 4 | 2 | 1 |
| Ball 3 | 6 | 2 |
| Ball 2 | 0 | 1 |
| Ball 1 | 2 | 6 |

 (1)

 In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However, team 1 scored 2 runs from its 4th ball while team 2 scored a single so team 1 is the winner.

 k. Should both captains agree, they may decline the Super Over and opt to determine a result through a single wicket bowl off. If the captains cannot agree then the match shall follow these regulations (and a Super Over shall be used to determine a result). Once the decision has been taken, either way, then it cannot be reversed without the agreement of both captains, officials and the tournament referee.

 l. Matches where no play has been achieved and is decided by a Super Over shall not attract any run rate calculations.

19. **The Ball**. All match balls and spares will be provided by the tournament organisers and will be held by match officials. Coloured clothing is to be worn and white balls are to be used. If white clothing is authorised then red balls will be used.

**THE Result**

20. **Uninterrupted matches**. Where there is no interruption to play the team scoring the higher number of runs shall be the winner. In the event of a tie the team losing the fewer number of wickets shall be the winner. During day 1 if this does not produce a result then the winner shall be the team with the higher score after 10 overs or if equal, 9 overs and so on, shall be the winner. During semifinal and finals day if scores are tied after play, wickets fallen shall not be considered and it shall be determined by a Super Over as per the direction at Para 18.

21. **Interrupted Matches**. The DLS method shall be used to determine the winner in interrupted or abandoned matches where the required minimum of 5 overs has been bowled by each side. Where the minimum number of overs has not been bowled and GWL permits, the match will be decided as per Para 17 (or Para 18 during semi finals and finals day).

**Points**

22. The following points system will be employed during the league competition on Day 1:

 a. Win, with bonus point 4.

 b. Win, without bonus point 3.

 c. Loss, but not conceding bonus point 1.

 d. Loss, conceding bonus point 0.

 e. No result, 1 point.

23. During Day 1 only, the team that achieves a net run rate (NRR) of 1.25 times greater than that of the opposition shall be awarded one bonus point. A team's run rate will be calculated by reference to the runs scored in an innings divided by the number of overs faced or expected to face, if all out earlier.

24. Positions for Semifinals will be determined, in order, as follows:

 a. The team with the highest number of points.

 b. The team with the highest Net Run Rate (NRR is explained at Para 23).

 c. In a match declared as no result, or decided by a ‘bowl off’ run rate is not applicable.

25. Positions for Day 3 will be the winning teams from the semifinals.

26. **Net Run Rate**. Only those matches where a result is achieved will count for the purpose of net run rate calculations (Less those decided by Super Over). NRR is calculated by deducting from the average runs per over scored by that team, the average runs per over scored against that team, calculated to 2 decimal places (rounded up).

 a. In the event of a team being all out in less than its full quota of overs the net run rate shall be based on the full quota of overs to which it was entitled, and not the number of overs in which the team was dismissed.

 b. Where a match is abandoned but a result is achieved under DLS for net run rate purposes, the scores shall be evaluated taking the number of runs from each team, at the point at which the match was stopped.

 c. Where a match is concluded but with DLS being applied at an earlier point in the match Team 1 will be accredited with 1 run less than the target score for Team 2 off the total number of overs allocated to Team 2 to reach the target.

 d. The calculations will be determined by the Tournament Referee on a laptop incorporating the formula from the Excel spreadsheet.

**Fielding restrictions**

27. **Duration of all matches**. At the instant of delivery there shall not be more than 5 fielders on the legside.

28. **Power Play**. For the first 6 overs only of each innings, only 2 fielders are permitted to be outside an area bounded by two semi-circles centered on each middle stump (each with a radius of 30 yards) and joined by a parallel line on each side of the pitch (the fielding circle). The fielding circle should normally be marked by painted white 'dots' at five-yard intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring seven inches in diameter.

29. **Non-Power Play**.For the remaining overs of each innings no more than 5 fielders are permitted to be outside the 30 yard fielding restriction area at the instant of delivery.

30. In the event of any infringement of the above restrictions, the umpire at the Striker’s end shall call and signal No Ball.

31. Fielding restrictions as referred to in para 27 shall apply for the first 6 overs of each innings. Where the number of overs is reduced (ignoring fractions) the number of overs to which those fielding restrictions apply will also be reduced as follows:

|  |  |
| --- | --- |
| Total overs in innings | Overs with fielding restrictions |
| 5-6 | 1 |
| 7-9 | 2 |
| 10-13 | 3 |
| 14-16 | 4 |
| 17-19 | 5 |
| 20 | 6 |

32. Where the number of overs is reduced and the team batting first has already completed a full 6 overs of fielding restrictions then the aim will be to maintain the restrictions in the same proportion for the second innings that they were maintained in the first (fractions ignored):

 a. **Example**. Play is suspended after 14 overs of the first innings with 6 overs of fielding restrictions being in place. Play is resumed and there are only 10 overs of the second innings available. Fielding restrictions apply in the same proportion i.e. 6/14 x 10 overs ignoring fractions.

33. **Number of overs per bowler**. Both umpires and scorers from the commencement of an innings shall maintain a record of the number of overs bowled by each individual bowler. Each bowler may bowl a maximum of 4 overs. In a delayed or interrupted match no bowler may bowl more than one fifth of the total overs allowed for unless such number has been exceeded before the interruption. Where the number of overs is not divisible by 5 the minimum number of bowlers will be allowed one additional over in order to make up the balance:

 a. After 8 overs play, during which the opening bowlers have each bowled 4 overs, the match is interrupted and the innings is reduced to 12 overs. In this case 2 bowlers would be allowed 3 overs and 3 bowlers 2 overs each. As the 2 opening bowlers have already exceeded this limit they count as the bowlers who were allowed the extra over (3 opposed to 2) and so the remaining bowlers are limited to 2 overs each.

34. **Declarations**. Law 15 will not apply in this competition. The Captain of the batting side may not declare their innings closed at any time during the match.

35. **No Ball**. The No Ball penalty shall be 1 run plus any additional runs scored.

36. **Free hit after a No Ball**. The delivery following any No Ball (except the ball which, after pitching passes, or would have passed over head height) shall be a free hit for whichever batter is facing it. If the free hit ball is not a legitimate delivery (such as a wide) the free hit shall apply to the next delivery:

 a. A striker can only be dismissed on a free hit for circumstances that apply to a No Ball.

 b. Field changes are not permitted for free hit deliveries unless there is a change of striker or the No Ball was as a result of a breach of rule 27-32. For the latter, the field may only be changed to remedy that breach (unless there is a change of striker and then the field may be changed).

37. **Wide Balls**. Law 22 refers. Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket. The following criteria will be adopted as a guide to assist umpires:

 a. **Offside**. Any offside delivery which in the opinion of the Umpire does not give the striker a reasonable opportunity to score shall be called and signalled a Wide Ball (see para 37 c).

 b. **Legside**. Any legside delivery which passes outside the line of the striker and leg stump shall be called and signalled a Wide Ball, despite and irrespective of the striker’s movements.  Any movement by the striker away from the wicket toward the legside that causes the ball to pass in front of the striker but outside the line of leg stump (between striker and wicket) shall not be deemed a Wide Ball.

 c. **Extra Crease Markings**. For this competition, 2 extra crease markings will be marked on the pitch at both ends.  These lines will be drawn so that the inner edge of the marking is 17” inside the return crease and will run from the bowling crease to the popping crease and not beyond in either direction.  They will be drawn on both sides of the wicket but will only apply to the striker’s offside.  For any ball that passes outside or crosses the extra crease marking to a striker standing in a normal guard position the umpire shall call and signal Wide Ball.

 d. **Offside/Legside Clarification**. In line with Law 36 (LBW) and specifically Law 36.3, the striker’s Offside will be determined by the stance at the moment the ball becomes live (the bowler starts their run up).

38. **Timed out**. The incoming batter must be in a position to take guard or back up their partner for the next ball within 1 min 30 secs of the fall of the previous wicket.

39. **Short pitched bowling**. No more than one short pitched ball, above the shoulder and below head height of the striker standing upright in the crease, per over is allowed. The umpires shall inform the bowler, the captain of the fielding side and the batsmen at the pitch when this delivery has been bowled.

40. Should there be further deliveries above the shoulder and below head height in the same over, the umpire at the bowler's end is to call and signal No Ball. If after the allowance above (one per over) either umpire considers the short pitched bowling to then become dangerous or unfair, Law 41.6.3 and 41.6.4 shall be applied.

41.      **Non-Pitching Deliveries**.  In line with Law 41.7, any speed delivery which does not pitch and passes or would have passed over waist height of the striker standing upright at the popping crease (regarded as the trouser waist band conventionally worn on the striker), the umpire is to call and signal a No Ball.  In such instance the Umpire at the bowler’s end will apply Law 41.7 as appropriate:

 a. Should a non-pitching delivery described above be deemed NOT dangerous by the striker’s end umpire then, following the application of No Ball, no further action (warnings or removal) should take place.

 b. Should a non-pitching delivery described above be also deemed dangerous by the striker’s end umpire then, following the application of No Ball, the umpire is to apply Laws 41.7.3 (First and final warning) and 41.7.4 (Direct Captain of fielding side to remove bowler), as appropriate. When this process has commenced then para 41.b shall apply to all further non-pitching, above waist height deliveries for that bowler.

42. **Over rate penalties**. Teams are expected to be in a position to bowl the first ball of the last of their 20 overs within 1 hr 15 mins of playing time. In the event of them failing to do so, one fewer fielder shall be permitted outside the fielding restriction as in paras 27-32. This will apply in both innings:

 a. Any applicable over rate penalties shall be applied at the first instance of the ball becoming dead after the scheduled end of innings time has passed. For example; after 1 Hr 15 mins (with no allowances for stoppages identified) the team fielding still has 1.3 overs to bowl. As soon as the ball becomes dead after the third delivery in the 19th over, the umpires shall take control of the ball and consult with the Tournament Referee and Third Umpire. If applicable, the umpires shall inform the fielding captain of the penalty being applied and the restriction now in force. All regulations in paras 27-32 shall apply.

 b. If the innings is interrupted the penalty will apply to the re-scheduled cessation time. In reduced overs and GWL interrupted matches the fielding side will be given one over’s leeway. For the avoidance of doubt, 1 over’s leeway means that the fielding side must be in a position to bowl the first ball of the penultimate by the scheduled or rescheduled cut off time.

 c. Over rate penalties shall apply only to an innings of 10 overs or more, unless the penalty has been enforced before 10 overs have been bowled.

43. **Time wasting**. Umpires shall apply law 41.9 (fielders) and 41.10 (batsmen) relating to time wasting by players. Specifically, batsmen are to be ready to receive any delivery when the bowler is ready to start their run up, or their action if they have no run up.

44. **Team Sheets**. Captains are to provide a 14 man squad sheet to the TR or outfield official at the captains’ meeting on Day 1. Should there be no change during the tournament, no further squad sheet need be submitted. Where a change in players occurs between days then a new squad sheet is to be submitted prior to the start of the day’s play:

 a. Prior to EVERY game at the Toss, team captains are to hand completed and signed ECB or UKAFACO team sheets to the standing umpires. Only players annotated on the squad sheet are permitted to play and be submitted on the match team sheet.

45. **Under 19 years old restrictions**. The ECB Directives on Fast Bowling for under 19 year olds, and the Wearing of Helmets by under 18 year olds will apply in all matches. The qualifying date for the ECB directive on wearing of helmets is the date of the match. The qualifying date for the ECB directives on fast bowling is the age at Midnight on 31 August 2021:

 a. Teams are to submit a completed signed Daily Squad Sheet to be handed to the Tournament Referee for each day (subject to detail in para 44).

 b. The Captains of each side shall inform the umpires prior to the match of any players aged under 19 years of age. These are to be annotated on team sheets.

46. **Boundary**. To obtain standardisation of Boundaries at all venues for the duration of the tournament, the distance of the boundary, measured from the centre of the pitch, shall be not less than 60 yards (55 metres) and no more than 65 yards (60 metres).However, tolerance must be afforded for parts of a ground that may be affected by ground layout, obstacles and natural features and any local customs. This will be managed and set by the ACA Sec and Tournament Director with boundaries set prior to the tournament and discussed with the ground staff and Corps Sec.

47. **Skins**. Skins may be worn and ideally should be the same as the base colour of playing shirt. No visible logos are permitted. White coloured skins are permitted to be worn with the white ball and they may be worn below the sleeve. However, a bowler wearing a full or part of a garment on his bowling arm will be informed by the Umpires that it is to be either rolled up, pulled up or removed from sight to either on or above the elbow of the bowling arm prior to the commencement of their bowling.

**INTER-CORPS TWENTY20 (ICT20) CRICKET COMPETITION 2022 – OUTLINE FIXTURES AND PLAYING SCHEDULE**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Inter Corps T20 Competition 2022** |  |  |  |  |   |
|   |   |   |   |   |   |   |   |   |  |  |  |  |
| **Team** | **Seed** |   |   |   | **Aldershot Upper (Group A)** | **Aldershot Lower (Group B)** | **Tidworth****(Group C)** | **Larkhill** **(Group D)** |  |  |  |  |
|   |   |   |   |   |   |   |   |   |  |  |  |  |
| RLC | =7 |   | **Day 1** |   |   |   |   |   |  |  |  |  |
| REME | =3 |   | 1000hrs |   | AGC v RSIGS | REME v AAC | Inf v Wanderers | RA v BOG |  |  |  |  |
| RE | 6 |   | 1315hrs |   | AMS v AGC | RAC v REME | RE v Inf | RLC v RA |  |  |  |  |
| RA | 1 |   | 1630hrs |   | RSIGS v AMS | AAC v RAC  | Wanderers v RE  | BOG v RLC  |  |  |  |  |
| INF | 5 |   |   |   |   |   |   |   |  |  |  |  |
| R SIGS | =9 |   | **Day 2** |   |   |   |   |   |  |  |  |  |
| AGC | 2 |   | 1300hrs |   | Main Semi Final 1Winner of A & B | Plate Semi Final 1Runner up of A & B | Plate Semi Final 2Runner up of C & D | Main Semi Final 2Winner of C & D |  |  |  |  |
| RAC | =3 |   |   |  |  |  |  |
| AMS | =7 |   |   |  |  |  |  |
| AAC | =9 |   |   |   |   |   |   |   |  |  |  |  |
| Wanderers | =9 |   | **Day 3** |   |   |   |   |   |  |  |  |  |
| BOG | =9 |   | 1000hrs |   | Plate Final |  |   |   |  |  |  |  |
|   |   |   | 1315hrs |   | Main Final |  |   |   |  |  |  |  |
|   |   |   |  |   |  |  |   |   |  |  |  |  |
|   |   |   |   |   |   |   |   |   |  |  |  |  |
| **Notes:** |  |  |  |  |  |  |  |  |  |  |  |  |
| Teams are placed into groups for day 1 through a combination of seeded placement from previous years competition and to support initial home ground coordination/set up.The top 2 placed teams in each group after day 1 will qualify for the Semi-Finals stages on day 2 |   |
| Teams placed 3rd in each group after day 1 will be knocked out of the competition. |   |