

1. Eligibility

- The event is open to players of all skill levels.
- Participants must register on the spot.
- Each player can only win once during the entire event; no repeat winners.
- Players will have to pay an entry fee of ₹50 per attempt.

2. Format & Gameplay

- **Match Type:** Each match will be limited to 1 over (6 balls).
- **Practice Balls:** Each player is entitled to 3 practice balls before starting their official over.
- **Players per day:** There is no limit to the number of participants or attempts

3. Batting

- Players must score as many runs as possible within their 1 over.
- Runs will follow standard cricket rules (1, 2, 3, 4, 6 runs based on where the ball lands and the virtual field setup).
- No-balls and wides will not be considered,

4. Scoring

- **Runs:** Standard cricket scoring applies (runs awarded for each completed run or boundary).
- **Out:** If the player is out (bowled, caught etc.), their score will not freeze, and they can face further deliveries.
- The player with the highest score of the day wins a ₹1000.

5. Tiebreakers

- In the event of a tie in scores, the player with the highest number of boundaries (6s then 4s) will be declared the winner.
- If boundaries are also tied, a sudden-death playoff will occur with one ball per player until a winner is determined.

6. Daily Prize Rules

- The winner of each day will receive a prize of ₹1000.
- No player is eligible to win the prize more than once throughout the event.
- If a previous winner achieves the highest score on a subsequent day, the second-highest scorer will be declared the winner.

7. Practice Rules

- Each participant is allowed 3 practice balls before starting their official over.
- Practice balls will not contribute to the player's official score.

8. Fair Play and Conduct

- All players are expected to adhere to fair play and sportsmanship.
- Any form of cheating or misconduct will result in immediate disqualification.

9. Technical Setup

- The VR system and controllers must be properly calibrated for each player before gameplay.
- Players must ensure that they are familiar with the controls and game mechanics during the practice session.

10. Disconnection or Technical Issues

- In the event of a technical issue or disconnection, the player will be given the option to replay their over from the start. Practice balls will not be repeated.

11. Miscellaneous

- The organizers reserve the right to modify the rules and format as needed.
- Any disputes will be resolved by the event officials, and their decision will be final.