



## CRICKET RULES

### General Rules

- Each team will have 8 on-field players.
- The game will be played for 8 overs per inning.
- Each player has to bat & and bowl.
- Wining: 3 points.
- Losing: 0 points.
- Skin Points: 1 (Compressions of pairs).
- Max 7 Points in a game 3 Points For the win + 4 Skin Points.
- Top 2 teams from each group will qualify for the next round.
- In case of teams finishing the league round with equal points, qualification will be decided based on the runs score difference.

### Batting Rules:

- The players will be coming in pairs to bat. Each pair will be batting for 2 overs. The pair needs to complete the 2 overs regardless of how many times they get out.
- Non-striker will stand on half of the crease.
- For every dismissal, there will be a deduction of -5 Runs from the batting team's total (previous) score.
- The player will be getting runs by hitting the ball onto the nets AND running to the other end.
- Front Net: 4 & 6 runs.
- Side net: 1, 2 & 3 declared runs.
- Back net: No runs.
- Top Net: Neutral.
- To get these declared runs, the player must take at least one physical run.

### Third Ball Warning:

If no runs are taken in 2 consecutive balls, the umpire will give a third ball warning to the batsman. If the batsman does not take a run on the third ball, he will be declared 'out'. THE THIRD BALL rule does not apply if the pair is changed.

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### Bowling Rules:

- The bowling needs to be done from 22 yards.
- Each bowler can bowl a max of 1 over.
- For every no-ball and wide-ball, the batting team will get 2 runs.
- The no-balls and wide balls will be counted and there will be no extra ball for it, except in the 8th over where the batsmen can ask for a re-ball for every no-ball/wide ball bowled.
- The bowler needs to make sure that his complete foot is behind the crease while bowling. If the foot touches the crease, it will be called a no-ball.

### Fielding Rules:

- There will be overthrows and only a physical run will be given, no declared will be awarded.
- The pitch will be divided into Two Zones A & B by a center white line. If it is 8 a side game, there have to be 4 fielders in Zone A including the keeper, and 4 fielders in Zone B including the bowler.
- At any given point if there are 3 fielders in Zone A & 5 fielders in Zone B or vice-versa, the batting team will be awarded 2 runs. (No ball).

### Dismissal:

- Bowled, run out, catch out and stumps will be there. If the batsman hits directly to side nets or top net and the fielder takes a catch it will be considered as out.
- If the batsman hits directly to the front net in that case only the batsman will not be out but the fielder can make him run out to get that six batsmen will need at least 1 physical Run.

### Live Ball:

The ball is Live Throughout the Game. Batsmen Cannot leave the Bating Crease Without the umpire's Permission or it will be considered out. The live ball does not Count On 2 occasions once the Players is dismissed and it's Over.

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