

Rules			
#	Rule Type	Rule	Exception/Remark
1	Match Types	20-20 Overs Match / 15-15 Overs Match	
2	Over Limits/Bowler	20-20 overs game - 4 Overs Max/Bowler 15-15 overs game - 3 Overs Max/Bowler	
3	Allowed Extra Run		
	a.	Over throw	
	b.	Wide	
	c.	No Balls	
4	No ball Rules		
	a.	If the Bowler oversteps	
	b.	Ball goes over the shoulder height in the normal stance of the batsman after bouncing.	One Bouncer / Over is allowed.
	c.	Ball goes over the waist height on the full.	
	d.	If the fielding restrictions are not followed.	First of the each inning will be warning to Captain (No Runs)
	e.	If any of the fielder do following during the delivery of the ball (includes the run-up of bowler) Speaks, Shouts, Claps, Moves "Sideways"	First of the each inning will be warning to Captain (No Runs)
	g.	Free hit after "Overstepped" No Ball	
5	Power Play		
	a.	20-20 overs game - First 3 Overs - Mandatory 15-15 overs game - First 2 Overs - Mandatory	
	b.	1 Over - Any time - Bowling team power play (if not called, last over automatically)	
	c.	1 Over - Any time - Batting team power play (if not called last over automatically)	
6	Field		
	a.	Power Play - Max 3 fielders closer to boundary (outside 30 yard)	
	b.	Normal Play - Min 4 Fielder within 30 yard	
	c.	Max 5 fielder on leg side any time	
7	General		
	a.	All area of the "Stumps and Base" will be considered as wicket	
	b.	Batsman can be allowed a runner only if he has any injury during the game that hampers his running	
	c.	No Single player Batting (11th player)	
	d.	If the match is aborted/disrupted 1) If the match is aborted/disrupted due to unavoidable conditions before start or within first 50% of the game, match can be rescheduled and shall restart from beginning (if both the captains agree) otherwise both teams will get the split points. Umpires will make the final decision on playing conditions. 2) In any situation, If the match is aborted/disrupted after 50% completion of the game then match will be paused, rescheduled and will resume from the same condition. 2.1 It will be captain's responsibility to gather his team as per new schedule. 2.2 Same bowlers and batsmen shall be used. Fielders can be substitute. 2.3 Match should be schedule within next 10 days with mutual understanding b/w Captains. 2.4 Same ground should be used. 3) In any situation, If the match is aborted/disrupted after completion of 25 overs (for 20-20 over game) or 19th over (for 15-15 over game) then result will be calculated by D/L method. This rule will supersede the rule 7.d.2 above if conditions of this rule are met.	50% Meaning - - completion of first inning or 20/15 overs (including 20th/15th) for 20-20/15-15 overs game
	e.	Team scheduled for umpiring needs to make sure that the 2 umpires reach to the ground atleast 15min before the scheduled game time. No show (or short) of umpiring will be a 4 points penalty to the team.	
8	Teams and Playing 11		
	a.	1) There is not limit on the number of playing squad. 2) Captains may choose different players for batting/bowling from their playing squad but they will have to declare their batting 11 and bowling 11 before the toss. 3) There can only be 11 fielder at the grounds but every member of playing squad MUST field at least for 5 overs (for 20-20 overs game) and 4 overs for 15-15 over games 4) Late coming players would be subjected to "late coming" rule listed under 8.c.	2) e.g. - If a team is playing with 15 players then captains have to declare 4 non bowling and 4 non batting players. 3) Fielders should changed ((in/out) only after completion of an over (not b/w the over)
	b.	Min players to start the game is 9 per team else game will be forfeited and opposite team will get the full points.(After 15 min of grace time)	Fielding substitution are allowed from the opposite team only for legitimate conditions such as injury. Substitute player can not bat, Ball or wicket keep. Opposite team (provider) can provide any fielder of their choice to the requesting team.
	c.	Late coming players will be allowed to play with following conditions only 1) If batting team player joins/comes in Xth overs, He will be allowed to do batting only after 2X the over. (For example, One batsman comes during 5th over of game, he will not be able to start batting until 10th over finishes. If player will come after 8th over for 15-15 over game (or 10th over for 20-20 overs game) he will not be able do batting) 2) If fielding team player joins/comes in Xth overs, he will be allowed to do bowling after 2Xth over. If player will come after 8th over for 15-15 over game (or 10th over for 20-20 overs game) he will not be allowed do bowling. 3) Captains have to inform the arrival of "late coming" player to umpire and opposite captain. If for any reasons Captains fail to inform the umpire and opposite captain about the arrival of "late coming" player, the over restrictions will be considered from the over captain informs to the umpire and opposite captain.	1) If any player (batting side or bowling side) joins/comes in Xth overs, He will be allowed to bat/ball only after 2X the over. For example - if batsman/bowler comes during 5th over of game, he will not be able to start batting/bowling until 10th over finishes. Another example - if batsman/bowler comes during 12th over of game, he will not be able to start batting/bowling until 24th over finishes.(which mean 9th over of second inning in normal case) 3) For Example - if a player comes during the 5th over of game, but his captain inform his arrival to umpire and opposite captain by 7th over, the player will not be able to play until end of 14th over.