

- 1. 6 Players per team
 - a. Min 4 required to start the match.
 - b. The player nominated as later arrival at the start of the match MUST arrive before the start of the 4th over.
 - c. Players who arrived after the start of 4th over can participate to field and wicket keep only. Match credit will be awarded.
 - d. A team may not use a substitute pending the late arrival of a nominated player.
 - e. Once substituted, a player may take no further part in the match as part of the playing 6.
 - f. **PLAYER SHORT**
 - i. If a team is 1 player short:
 - 1. When batting: after 6 overs, the captain of the fielding side will nominate 1 player to bat again in the last 3 overs with the remaining batter.
 - ii. If a team is 2 players short:
 - 1. When batting: after 6 overs, the captain of the fielding side will choose 2 players to bat again in the last 3 overs.

2. 9 Overs per Innings

3. Batting:

- a. 3 Overs per Batting Pair.
 - b. Continue batting even when dismissed for 3 overs.
 - c. For every batter dismissal, 5 runs will be deducted from the batting pair / team score.
 - d. Dismissed batter MUST change end.
 - e. Batsmen can also score physical runs by running between the wickets.
 - f. No By-Runners allowed.
 - g. **Teams MUST bat full 9 overs irrespective of crossing the first batting team’s total score.**
4. **Scoring** - Any runs that are accumulated by hitting these zones are known as bonus runs. **If the ball hits a scoring zone, the batters must complete a physical run, for the bonus runs to count.**

BONUS RUNS	
ZONE A	0 RUNS
ZONE B	1 RUN
ZONE C	2 RUNS
ZONE D	4 RUNS ON BOUNCE
ZONE D	6 RUNS ON FULL
ZONE B OR C ONTO ZONE D	3 RUNS

- a. **Batting team/pair MUST have a score change (negative or positive) after 3 consecutive dot balls, else striker is deemed dismissed and 5 runs deducted from team score. Batters change end.**
5. **Bowling:**
- a. 1 Bowler per team can bowl, maximum 3 Overs in a spell and all other bowlers maximum of 2 overs per spell.
 - b. Bowler MUST inform Umpire about guard and change in guard.
 - c. Bowler MUST start inside the Zone D Line/Net/Cones setup. Touching the line/cone/net is considered No-Ball, and 3 runs are awarded to batting pair/team score, no re-bowl required except in 9th over.
 - d. Over 1 – 8: All Wides and No Balls bowled, will award 3 runs to Batting Pair/Team totals, no re-bowl required.
 - e. Bowlers must remove the gloves when bowling if worn during fielding.

- f. Any ball hitting the top of the ceiling net from the bowlers release is considered No-Ball. 3 runs are awarded for batting pair/ team score and no re-bowl required, except in the 9th Over.
- g. No warning given for any ball bowled over the shoulder of the striker at the crease in normal stance.
- h. **9th Over:** All 6 balls MUST be legal deliveries. Wides and No Balls will receive 3 runs award plus the ball MUST be re-bowled.
- i. Any part of the bowler's front foot is not grounded inside the return crease and behind the popping crease at the moment of delivery.

6. Fielding:

- a. Max 3 fielders on any side at any time. Violation results in 5 run deduction from team score.
- b. Fielders can wear baseball batter gloves only.
- c. Substitutes are allowed but cannot bowl, bat or wicket keep.

7. Dismissals:

- a. **Catch-Out:** In addition to regulation catch, any ball caught bounced of the nets (top and side) is deemed striker dismissed and 5 runs deducted from team score. **Note:** If a ball is caught with any part of the net in the hand is considered NOT OUT.
- b. Bowled, Hit Wicket, Run Out and Stumped allowed.
- c. No LBWs.
- d. Mankading with one team warning.

8. Extras:

- a. **Wides and No Balls:** 3 runs per violation awarded to batting pair/team score.
- b. **Overthrow:** All runs scored by physical runs are counted on the first attempt overthrow only. No second attempt overthrow is allowed.
- c. **Leg-Byes** for a physical run are allowed, but no Bonus Runs are awarded, if the ball hits the designated bonus zone net.

9. Bonus Points:

Batting – Max 4 Bonus points per innings (Potential)	
Team Score = 30 Runs	1 Bonus Point to batting Team
Team Score = 60 Runs	1 Additional Bonus Point to batting Team
Team Score = 90 Runs	1 Additional Bonus Point to batting Team
Team Score = 120 Runs	1 Additional Bonus Point to batting Team
Bowling – Max 4 Bonus points per innings	
At 4 Outs of batting Team	1 Bonus Point to bowling Team
At 6 Outs of batting Team	1 Additional Bonus Point to bowling Team
At 8 Outs of batting Team	1 Additional Bonus Point to bowling Team
At 10 Outs of batting Team	1 Additional Bonus Point to bowling Team

Note: Batting bonus points are awarded at the end of the team batting innings.

10. Dead-Ball:

- a. End of Over.
- b. Player Injury.
- c. Any type of dismissal of a batter.

11. All player/team violations will result in 5 runs deducted from team score.