



- 100 balls per innings.
- A change of ends after 25 balls. (5 overs of 5 balls)
- Bowlers can deliver either five or 10 consecutive balls.
- Each bowler can deliver a maximum of 20 balls per game.
- A 25-ball powerplay start for each team.
- Two fielders are allowed outside of the initial 30-yard circle during the powerplay.
- Strategic Break after 50 balls for 2 minutes for the bowling side.
- 65 minutes each innings.
- A match will last Two and a half hours.

A minimum of five overs (25 balls) must be bowled to the team batting second to constitute a result, unless a result has been achieved earlier.

If the teams are level on points in the group stage, The following tiebreakers come into play

- Highest Net Run Rate
- Win Percentage
- Head-to-Head

Tie in a Group stage:

- If it's tie in the group stage, both teams get a 1 point.

Tie in a playoff stage:

- Super over of 5 balls

Super Over' is tied:

- Another super over precedes, till the result is achieved

All modes of “No Ball” will cost the bowling team two runs rather than one, with a free hit applying the following delivery.

Batters have 90 seconds (1 minute and half) to get to the crease to avoid being timed out.