

Bowling Team: \_\_\_\_\_ TOTAL: \_\_\_\_\_(runs) / \_\_\_\_ (wkts)

2019

Opposition Team: \_\_\_\_\_

2019 Ball Code: Wilson Level 5 A1228 (DAZ)

Innings Start Time:

Innings End Time:

Over #	Bowler	Ball by Ball						R	W	Over #	Bowler	Ball by Ball						R	W
		1	2	3	4	5	6					1	2	3	4	5	6		
1									10										
2									11										
3									12										
4									13										
5									14										
6									15										
7									16										
8									17										
9									18										

Wide ball: + No ball: N Wicket: W RunOut: R Bye: b1, b2...

OVER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Total Runs																		
Wickets																		

**Common Rules**

- NO-BALL** = Ball above waist (not T-shirt) or above shoulder after bouncing, in both cases if the batsman were standing Upright at the crease. No bouncer allowed at all!  
**WIDE BALL** = If a ball is outside reach of batsman while playing a proper cricketing shot. If batsman moves closer to the ball and the ball goes beyond the wide marker, but the batsman could have reached the ball with a proper shot, it is **NOT a WIDE**.
- FIELD RESTRICTIONS** = At any time maximum of 5 players allowed on Leg side. Maximum 5 allowed at the boundary. No such restrictions on the off side. Umpires will call a No ball if this is violated at any time when ball is in play.
- UNIFORMS** = At least 7 players should be wearing the team jersey. All players must be in colored uniform (T-shirts).
- "MANKADING"** (Running out a non-striker) = Batsmen can leave the crease **ONLY** after ball has left bowler's arm. He can be runout ANYTIME before that, regardless of bowling stride or action.
- Dead Ball** - If ball pitches more than once before the STUMPS. If a ball pitches outside the pitch and comes in again.
- Pitch Length** – 66 ft, **Wide Marker** – 3.5 ft from the Middlestump  
**Bowling Side line crease** - 4.4 ft from Middle stump  
**Batting/Popping crease** - 4 ft from stumps
- If **Umpires come late**, email committee right away to report and **start the game without delay** with batting side umpires. (Late is any time After Scheduled start time).
- 18 overs per game. **Not more** than 4 overs per bowler.
- No LBW. But if pads are used, Batsman judged **TWICE** LBW will be out. Cannot remove pads once started with it.
- Bat/Body hit rules:  
 Bat first + Body -> Ball is in play. Can take runs and can get out any which way.  
 Body First + BAT -> You can get out any way except runout (No runs can be made)  
 Body Only -> Stumping and bowled is out, nothing else (No runs can be made)
- Player **late arrivals (only for team bowling first)**  
**Cannot bowl /bat the total number of overs he was absent for.** If player arrives 12 overs late for the bowling innings he cannot bowl through the innings and can bat either after 6 overs (cannot participate for total of 12 overs- 6 bowling + 6 batting) or **after the 5<sup>th</sup> wicket falls** (whichever occurs earlier).
- Exchange playing XI at time of TOSS. **Only the players in the list can play the game.**
- Retired OUT** = If batsman steps out without any injury. Cannot come back to bat.  
**Retired Hurt** = If batsman is injured during the game. Can come back to bat any time after the next wicket falls.
- Runner allowed if player is injured during the game.
- No Breaks within the innings.** 10 mins break between the innings. If first innings takes more than 90 minutes, break gets reduced by the same amount of time.
- Base of stumps is the part of the stumps. Umpires to ensure no water bottles are placed there.
- Consult with other umpire if in doubt. Feel free to revert your decision before next ball is bowled, even if wrong first time.
- Leg umpires need to stand in line with the batting crease.
- Once the umpire has called "Over" OR the ball has SETTLED in the wicket keepers or bowlers hands the ball is DEAD.
- No spiked shoes or cleats allowed on the pitch during bowling or batting.
- If game is delayed, **1 over should be deducted for every 5 minutes of delay for the team causing infraction. If both teams are at fault or game is delayed by external factors 1 over EACH should be deducted for every 10 minutes.**  
 Call committee members for questions, rules or reporting issues. Refer to rules document on website for other rules.