

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

2020

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

2020 Ball Code: Wilson Level 5 A1228 (YBW)

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									11										
2									12										
3									13										
4									14										
5									15										
6									16										
7									17										
8									18										
9									19										
10									20										

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

OVERS	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Total Runs																					
Wickets																					

**Common Rules**

- NO-BALL** = Ball above waist (not Tshirt) 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** = Atleast 7 players should be wearing the team jersey. All players must be in colored uniform (Tshirts).
  - "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).
  - 20 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 4 overs (cannot participate for total of 12 overs- 8 bowling + 4 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.