

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

		2022
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Opposition Team: \_\_\_\_\_

2022 Ball Code: Wilson Level 5 A1228 ( YDT )
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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**

1. **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! If ball **pitches more than once** before the STUMPS.
  - 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**.
  2. **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.
  3. **UNIFORMS** = Atleast 7 players should be wearing the team jersey. All players must be in colored uniform (Tshirts).
  4. **"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.
  5. **Dead Ball** - If a **ball pitches outside the pitch and comes in again**.
  6. **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
  7. 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).
  8. 20 overs per game. **Not more** than 4 overs per bowler.
  9. No LBW. But if pads are used, Batsman judged **TWICE** LBW will be out. Cannot remove pads once started with it.
  10. 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)
  11. 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).
  12. Exchange playing XI at time of TOSS. **Only the players in the list can play the game**.
  13. **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.
  14. Runner allowed if player is injured during the game.
  15. **No Breaks within the innings**. 10 mins break between the innings. If first innings takes more than 100 minutes, break gets reduced by the same amount of time.
  16. Base of stumps is the part of the stumps. Umpires to ensure no water bottles are placed there.
  17. Consult with other umpire if in doubt. Feel free to revert your decision before next ball is bowled, even if wrong first time.
  18. Leg umpires need to stand in line with the batting crease.
  19. Once the umpire has called "Over" OR the ball has SETTLED in the wicket keepers or bowlers hands the ball is DEAD.
  20. No spiked shoes or cleats allowed on the pitch during bowling or batting.
  21. 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.