## **Playing Conditions**

- Last man STANDING till the innings is completed either
  - Maximum number of overs are bowled
  - All batsman are dismissed
    - o Runner is not required at the non-striker's end
- 8 players will play from each team
- 5 minutes break between innings
- o In each innings; Each player is allowed to bowl a maximum of 2 overs
  - Except, two bowlers are permitted to bowl a maximum of 3 overs in that particular innings.
- o 10 overs per innings at the rate of 2 minutes and 30 seconds/over
- o No LBW's
- Full toss above waist is No ball
  - 1 (extra) penalty run is added to the batting team's total in addition to the runs scored / gained by batsman.
- Ball pitched and bounce above batsman head is No ball
  - 1 (extra) penalty run is added to the batting team's total in addition to the runs scored / gained by batsman.
- No under-arm bowling (Not allowed will be automatic dead ball)
- Ball is in play until either situation occurs:
  - A batsman is dismissed
  - The ball either lands directly or reaches the END ZONE
    - END ZONE is defined as the area directly behind the bowler's arm but between the two visible iron columns.
    - CEPS, the END ZONE is the parallel region between the curtain and the playing area wall.
      - 6 runs scored for ball directly landing in END ZONE
        - Further, It has to make past or land in the region directly parallel to the vent directly above the END ZONE
      - 4 runs scores for ball reaching the END ZONE
      - If the ball passes into the open curtain area depending on full pitch or on the bounce, it will be awarded as six run or four runs respectively.
  - The ball is nestled in the running tracks above but not crossed the END ZONE
    - o If nestled, then 2 runs declared for batting team
  - CEPS, At the striker's end if the ball goes past the open curtain region either at full pitch or on the bounce it will be declared 1 run and the ball is no more in play.
  - Umpire calls over
  - Either batting / fielding team Captain call's timeout
    - o Each inning's a Captain has 1 timeout of 2 minutes
- If the ball is in play and runs are gained by overthrows following a run is completed or in progress, its added to the batting team score only
- Player rotation is ENCOURAGED, combination is left to the team discretion

## Player's Substitution:

- Only fielding ALLOWED; cannot bat, bowl or captain another team
- o If the team with player short is batting 2<sup>nd</sup>, the non-reporting player can bat provided the innings is not completed