



Rules:

*****Any rule that is not mentioned below please refer to ICC T20, ODI rules in that order*****

1. Umpires' decision will be the final decision. No arguing or discussion entertained. Teams and players are expected to treat everyone else in the ground with respect and dignity. Please treat others how you would like to be treated as.
2. Team making the highest runs wins a game.
3. For every win a team gets 2 points and losing team gets 0 points
4. Tie in a league stage will fetch 1 point for each team, in playoffs stage a super over will be applicable and if a super over ends in a tie as well then winner will be decided by a toss, home team will toss away team gets to call.
5. In league stage if two teams end up with the same points net run rate will decide the ranking. If two teams end up with the same points and NRR then a tie game will be played.
6. Teams consists of 8 players, at least 2 women cricketers encouraged (it works in YOUR favor, read on).
7. Each team plays 8 throw overs in a 40 yards boundary. All extras except leg bye fetches runs, with a 360-degree ground setup.
8. No more than 3 fielders are allowed on the leg side of the wicket.
9. Pitch will be 15 yards wicket to wicket, with one bat or 3ft as the popping and side crease.
10. A bowler can take up to one step to prepare to throw the ball, meaning either the bowler stands and throws the ball or takes one step ahead and throw the ball.
11. While bowling balls outside the wide markers will be called a wide and attracts an extra run and a ball
12. While bowling overstepping fetches a no ball, with extra run and a free hit ball.
13. While bowling a ball above the waist level of the current batsman standing tall up will be called a no ball and fetches an extra run free hit ball.
14. If a blower throws the "too fast", if the batsman would like to appeal then no runs will be awarded for the ball and the ball will be deemed dead. The first two fast throw appeals fetch a warning, third fast throw in a row will disqualifies the bowler from bowling in the rest of the game. Fast appeals will be reviewed by both the umpires and umpire's decision will be final.
15. Up to three players can bowl a maximum of two overs.
16. Batsman unless injured if taken out of play will be retired out and cannot come back to bat again.
17. For a by-runner both teams should agree and the KSA expects the teams and players involved uphold the merit of the situation and make an amicable call.

18. Playing teams should take a picture of the playing team and post it in the captain's WhatsApp group.
19. For a player to qualify to play in playoff he/she should have played at least one league game.
20. Imbalance rule: double runs for women batting, half runs for bowling. More details:

****Extras while a woman is batting or bowling will carry one run only, but runs that are physically run will follow the below rules****

Batsman	Bowler	Runs
Woman	Man	Award double the runs made, including those during a overthrow. 1 run hit = 2 runs 2 runs hit = 4 runs 3 runs hit = 6 runs 4 runs hit = 8 runs 5 runs hit = 10 runs 6 runs hits = 12 runs
Man	Woman	Award half the runs made rounded up , including those during an overthrow. 1 or 2 runs hit = 1 runs 3 or 4 runs hit = 2 runs 5 or 6 runs hit = 3 runs
Man	Man	Regular rules
Woman	Woman	Regular rules