

KenMercer League Match Rules

1. 20 overs for each side with the power play of 5 overs.
2. In the power play, 5 different bowlers should be used if the power play taken with in first 10 overs and 3 different bowlers should be used if the power play taken by batting team in the last 10 overs.
3. Batting team now can take power play at any point of time of the innings
4. No restrictions in in the inner circle after power play.
5. Only Maximum 5 fielders allowed in Leg side.
6. By runners will be granted if the player is genuinely injured and approved by opponent captain and by runner will not be granted suddenly in the last moment of the match which decides win/loss factor.
7. Main and leg umpire should be interchanged for every over. If any one not happy with the decision, the player should report to captain and captain should report to umpires. The umpire panel can help or advise on field umpires if there is any confusion or argument.
8. IF the ball goes above the wide mark line will not be considered as wide in the off side and if the ball goes above the leg stick when the batsman moved towards off side will not be considered as wide.
9. Full toss ball above the waist is a no-ball without any warnings (until unless batsman not came out of the crease).
 - a. IF the ball goes above the head after the ball pitched is a wide and a warning. If the ball goes above the shoulder, will be first warning for the bowler, the second shoulder above ball will be considered as no-ball.
 - b. The shoulder no ball will be judged based on the ball pitch location and the batsman position, for ex. If the ball pitched as full length (just before the crease) and goes very high, will not be considered as no ball and if batsman came up out of the crease to play shot. Umpire should predict the height solely based on the ball pitched and height it travelled)
10. If the ball goes back side and whatever the distance/travelled after pitching inside will be granted only one run and the batsman should be crossed.
11. No leg byes and the free hit only for leg over step no ball.
12. If the ball got stuck back side fence will be awarded only one run and batsman should cross.
13. For Right handers, if the ball goes above the green horizontal board will be considered as 4 and for left handers will be considered as 2. (For left handers, the ball should go above the fence to be granted as boundary).
14. If the bowler run out the non-striker end batsman before the delivery will consider as first warning provided if the batsman crossed the crease and identified by umpire. (The bowler should not complete the entire arm action and run out the batsman, that will be first warning for bowler).
15. The retired hurt batsman will be allowed to bat only at last after all the remaining batsman played.
16. The 12th and 13th player should only be in slip positions, either in off side or leg side.

Discipline Rules:

1. Match starts exactly at 8 am. All players should present at the ground on or before 7:45 am. The players who comes post 7:45 will not be counted for any reason.
2. Players who are not showing up with out any updates and updating at last moment will be banned for two matches or 10\$ fine.
3. Politeness and friendliness should be maintained. Only Captain has authority to question umpire decisions.
4. Players who crosses the limit by doing too much of sledging which disturbs the course of the match will be banned and fined 10\$.
5. Each innings will be granted only 1:15 min for 20 overs with elapsed time of 15 min (incase of App failures or some uncertain reasons).
6. The captain should only involve in setting the field, if the bowler requires a change, he should consult captain before doing it. Please avoid too much restructuring of fielding for every over.
7. The players should not use mobiles on field or relax sitting in the field while fielding. The ball will consider as no ball if the fielder indulged in any of that activity.