

Key Rules	
1	Only registered players with photo id (hard or digital copy) are allowed to play.
2	Non-member of a team can never take the field. Also, a substitute player provided by the opposition team is not allowed to field.
3	1st innings bowling team should finish their quota of 20 overs in 90 mins, excluding unexpected time delays caused by things like injury, ball collection from outside of the park, etc., or else they may lose an over for every 5 mins delay during their batting.
4	If the ball hit by the batsman or by misfield touches the fence or any objects obstructing the fielding, 1 run is granted → if the fence or any objects obstructing the fielding is > 100 feet and <= 120 feet from the center of the pitch.
5	If the ball hit by the batsman or by misfield goes over the fence or any objects obstructing the fielding, 2 runs are granted → if the fence or any objects which obstruct the fielding is > 100 feet and <= 120 feet from the center of the pitch.
6	If the ball hit by the batsman or by misfield touches or goes over the fence or any objects obstructing the fielding, 2 runs are granted → if the fence or any objects obstructing the fielding is > 120 feet from the center of the pitch.
7	Batsmen can retire and return to the crease at any stage of their innings.
8	If the batsman is granted a by-runner, he won't be allowed to bowl in the 2nd innings of the match.
9	If the batsman switches his side when the bowler approaches the bowling crease, both sides of the batsman shall be considered as off side for wides. When a batsman moves during the delivery of the ball, the wide line gets moved and the umpire makes the judgment of the wide.
10	Bowler should notify the umpire about which arm and side he is going to bowl so the umpire shall inform the striker. Failing to do so will result in noball.
11	A delivery by the bowler is considered legal when A) both feet of the bowler are inside the crease, B) the front foot or part of the front foot is behind the popping crease, C) the front foot landed behind the popping crease before sliding over.
12	When half mat is used, if the ball pitched short of mat area (area towards bowling end) by the bowler is a dead ball.
13	At any time of the game there should be a minimum of 4 fielders inside the inner circle.
14	Only the player from declared playing 11 for that particular match will be allowed to keep the wicket.
15	When some part of the wicket-keeper's person or equipment was not completely behind the wicket when the ball came into play, the umpire at striker's end can signal a no ball.
16	Any ball bowled on the leg side (not on top of the stumps) with no contact with the bat/body of the batsman is wide.
17	When a mat is used, if the ball pitched outside the mat area (leg or offside long area) by the bowler is a wide ball.
18	First ball above the batsman's shoulder in an over is a first bouncer warning.
19	Any beamer or a full toss ball above the batsman waistline from a bowler is no ball.
20	The umpire shall call and signal no ball for any delivery which, after pitching, passes or would have passed over the head height of the striker standing upright at the popping crease.
21	After a first ball warning of a bouncer (above shoulder), any subsequent bouncer in the same over above the batsman's shoulder will be considered as no ball.
22	Any no ball, height or steps, is a free hit and if a free hit is wide or no ball, then the next valid ball is considered a free hit.
23	A no ball takes precedence over a wide ball because it gives more protection to a batsman from being dismissed (as you can be stumped off a wide but not a no ball).
24	Front foot no ball will be considered when a bowler's A) front foot is in front of the popping crease or no part of the front foot is behind the popping crease, B) the back foot is outside or on the return crease.
25	If the ball bounces twice before it reaches the popping crease, it's a no ball. If it bounces twice on or after the popping crease, it's a fair delivery.
26	When half mat is used, if the ball pitches at the edge of the short end of half mat is dead ball.
27	If a batsman gets bowled by a free hit ball, no runs can be scored.
28	An injured player can be replaced only for fielding. A substitute player can not keep the wickets or bowl or bat.
29	By mistake, if there were wrong decisions by umpires against the handbook and it goes unnoticed by both captains of the match, then there should not be any claim if the next ball is bowled.