

		Match Rules
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- Hard tennis ball will be used
- Only 11 players can bat. All players can bowl
- Captain can swap players with sub player (if any) any number of times
- Only 11 players can be always on field
- Wicket keeper can bowl
- No free hit for no ball will be followed
- Any batsman can retire at any point of batting but can only come back on field (based on order of retirement) after all wickets have fallen.
- Overs 1-6 is powerplay, maximum of 2 fielders are allowed outside 30-yard circle
- Overs 6-20, maximum of 5 fielders are allowed outside 30 yard circle
- Maximum of 5 fielders are allowed on leg side throughout the match
- All final decision will be made by the Umpire and cannot be challenged
- Batsman cannot be dismissed by LBW
- Maximum 4 overs per bowler
- All 12 players in a team must be involved in the game (can be batting, bowling, or fielding)
- For first bouncer over the head in an over:
 - If batsman doesn't hit the ball, it is a wide and one above shoulder will be called
 - If batsman hits the ball, then it is a legal delivery, and one bouncer will be called.
 - Any 2nd bouncer over shoulder or head is a no ball
- Dead ball will be called when the ball comes off the pitch and becomes unplayable. No runs will be counted for dead ball. Calling a dead ball will be based on umpire's judgement and decision.
If ball pitches 2 or more times and batsman hits it, runs will be counted and no ball will be called
- 5-minute strategic timeout can be taken by team after 10 overs
- 5-minute break between innings
- One warning per team will be given for fielding violation, after that if a team violates fielding restriction, umpire will call no ball after the ball is bowled
- Bowling team must finish 20 overs in maximum of 75 minutes (70 minutes + 5 min strategic timeout)