

Cricket - Quick Rules and Concepts

1. The Game Cricket is played between two teams of eleven players each. The match format varies: Test (up to 5 days), One-Day (50 overs), and Twenty20 (20 overs). The aim is to score more runs than the opponent.
2. Basic Terms - Run: Scored when batters run between wickets or byes/leg-byes. - Over: A set of six legal deliveries bowled by one bowler. - Wicket: Can mean (a) the physical stumps, (b) the dismissal of a batter, or (c) the pitch area. - Innings: A team's turn to bat. In limited-overs cricket each team has one innings; in Test cricket there can be up to two innings per side.
3. Players & Positions - Batter (Batsman): Attempts to score runs. - Bowler: Delivers the ball to dismiss batters and restrict runs. - Wicketkeeper: Stands behind the stumps to catch and stump. - Fielders: Positioned around the field to stop runs and take catches. Some fielding positions are slip, gully, mid-off, mid-on, point, and square leg.
4. Scoring Runs - 1, 2, 3 runs by running between wickets. - 4 runs: Ball reaches boundary after touching ground. - 6 runs: Ball crosses boundary on the full (without touching ground). - Extras: Byes, leg-byes, no-balls, wides (counted to batting team's score).
5. Dismissals (Ways to be Out) - Bowled: Ball hits the stumps. - Caught: Fielder catches ball before it touches ground. - LBW (Leg Before Wicket): Ball would have hit stumps but was blocked by batter's body. - Run Out: Batter fails to reach crease before stumps are broken. - Stumped: Wicketkeeper breaks stumps while batter is out of crease. - Hit Wicket: Batter dislodges stumps with body or bat. - Timed Out, Obstructing the Field, Retired Out (rare modes).
6. Overs & Bowling Rules - A bowler bowls six legal deliveries per over. - No-ball: Illegal delivery (overstepping, high full toss, throwing action). Batting side gains an extra run; in limited overs cricket, the next ball is a free hit. - Wide: Ball out of batter's reach — one extra run to batting team. - Dead ball: Play is stopped for infringement or injury. - Maximum overs: In ODIs each bowler may bowl 10 overs; in T20s, 4 overs.
7. Fielding Restrictions (Limited Overs) - Powerplay overs restrict number of fielders outside inner circle. - In T20: First 6 overs are mandatory powerplay (max 2 fielders outside circle). - In ODIs: 3 powerplays with varying restrictions on number of fielders.
8. Match Result Types - Win, Loss, Tie (scores equal), Draw (in Tests), No Result (rain/abandonment in limited overs). - Duckworth-Lewis-Stern (DLS) method: Used in rain-shortened limited overs games to calculate target score.
9. Umpires and Decision Review - Two on-field umpires control the game. - Third umpire (with TV replays) can review run-outs, stumpings, boundary checks, catches, etc. - Decision Review System (DRS): Teams can challenge umpire's decision using technology (ball-tracking, UltraEdge, Hotspot).
10. Spirit of Cricket - Players should respect umpires, opponents, and play fair. Spirit is emphasized alongside laws. - Sledging (verbal taunts) is discouraged if abusive.
11. Equipment and Safety - Bat: Made of willow, maximum dimensions regulated. - Ball: Hard leather ball, usually red (Tests), white (ODIs/T20s), pink (Day-Night Tests). - Protective gear: Helmets, pads, gloves, abdomen guard, and chest guard. - Clothing: White for Tests, colored kits for limited overs.

12. Formats of the Game - Test cricket: Traditional, longest format, ultimate test of skill and endurance. - One Day Internationals (ODIs): 50 overs per side, colored kits, white ball. - Twenty20 (T20): 20 overs per side, shorter, faster, more entertainment-oriented. - Franchise Leagues: Popular domestic T20 leagues like IPL, Big Bash.

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