

Cricket Rules:

1. **Total Teams: 3**
2. **Players per Team: 7**
3. **Overs per Side: 10(20 mins)**
4. **Break 5 mins between innings**

Rules:

- Maximum Overs per Bowler: **3** overs (for **two** players)
- Only 4 Boundaries Are Considered as runs
- Every third wide delivery in an over will count as a boundary (4 runs).
- **No-Ball**
Full Toss: Any full toss **above waist** will be considered a no-ball.
[if the batsman stood outside of the crease the trajectory of the ball should cross the stumps, then it'll be considered as no ball otherwise it'll be good ball]
- **LINE**
If the bowler crosses the bowling line (overstepping), it will be considered a no-ball.
- **HEIGHT**
 - A short-pitched delivery (above the shoulder) will be considered a no-ball, except for the first instance.
 - the second short-pitched delivery will be automatically counted as a no-ball. (leg umpire's decision) [Bounce will be considered according to the crease line & batsman height]
- Any bouncer delivery above the batsman's head will be considered a **wide** with **1st bounce**.
- **PENALTY**
 - **Fielding Team:** - if any player is opposed umpire's decision and disturbed the play and using mobile phone in the ground, he'll be out of the ground for 1 over(6balls).
 - **Batting Team:** - if any player is opposed umpire's decision and disturbed the play and he'll be retired for 1 over.
- Batsman are not allowed to retire in the middle of the over (if he wants to then end of the over).
- One fielder in non-scoring place will be must and should.

- **Additional Bowling Regulations:**
 - Sidearm, underarm and rotating hand deliveries are not allowed.
 - Catch Off a Bouncing Ball from the Tree: If a ball bounces back from a tree after being hit, it is not considered out. The player will be allowed to continue batting.
- **Tiebreaker:**
 - Super Over: In case of a tie, a Super Over will decide the winner. This involves 2 players, and wickets will be considered.
 - Bowl-Out: If there is still a tie after the Super Over, a bowl-out will determine the winner.

Important Notes:

- All umpire decisions are final.
- Players must uphold the spirit of the game and always maintain fair play.
- If a player encounters an issue, they must inform the captain immediately, who will handle the matter.
- All discussions should take place exclusively through the captain and vice-captain.
- The captain must ensure that all team members arrive in their team jerseys.
- The match will begin at 10:30 PM sharp. If any team members are late, the game will proceed with the available players.
- No substitutes will be allowed.
- Bowler must be inside the box while bowling
- **Alcohol and smoking are not allowed in Playing Zone if found player will be suspended from the event.**

POINTS

Winning team – 2points

Losing team – 0 points