**Team Rules:**

Each team will consist of 8 players. 1 Girl and 7 boys.

· The match will be of 8 Over-a-side.

· Both the teams have to bat out their entire allocated overs irrespective they are able to chase the score within 8 overs or not. The final score counted will be the score at the end of the 8th over.

· One TIP will only be allowed from the floor or the ceiling. Sides of the ground will not be considered for One TIP. Body hit is not counted as “One TIP”. No “body support” at the final hold. It should be a clean single-hand catch without any wobbles and fumbles.

· If the ball directly hits a fielder and the same fielder wobbles it more than once (2 to 4 times) but ends up catching the ball, be it single hand or double hand, it is considered out. This is a standard rule.

· If the ball directly hits a fielder and fielder drops the catch then ball falls on ground and any fielder (same or a different person) catches the ball with one hand after exactly one tip, then batter will not be given out by one tip one hand.

· In every set, Batter will be decided first, bowling team can change their bowler after looking at batting set.

· **Bowling to Girls** - You are not allowed to bowl with a run up to the girls. Any bowling style is allowed with maximum of 2 bounces. Else it is a no ball. The bowl should be bowled at wicket height or below else it is a no ball. Only spin or slow bowling is allowed. However if a girl is bowling to a girl then pace is not a restriction but the bounce height is.

· It is not necessary that a girl bowls to only a girl. Any player can bowl to any batting player.

· Chucking is allowed only if you bowl spin or medium pace. The limit of the pace is decided by the umpire. No run-up is allowed if you chuck. Only walking up to a max of 4 steps (including bowling step) would be allowed when chucked. Otherwise, It will be a dead ball.

· A maximum of 1 chit-pick is for both boys and girls. If the team wants to pick more chits they have to forfeit the match.

**Bowling Rules:**

* There are 8 overs to bowl.
* Girls will bowl at least 1 over.
* Baby over is not allowed for anyone.
* At max, 1 bowler can be repeated (he/she can bowl two overs). It’s optional and teams can choose not to repeat any bowlers.
* The same bowler cannot bowl in both power plays.
* All international rules of No ball and wide ball also apply. But there will be no free hit in case of a No ball.
* Dead Ball: Any ball with more than 2 bounces (before the batting crease), will be considered a dead ball. Any runs on a dead ball will not be counted.
* A bowler cannot bowl 2 overs consecutively.
* Possible bowling compositions are (there could be more combinations):

1. 7 boys - 1 over each and 1 girl - 1 over
2. 6 boys - 1 over each and 1 girl - 2 overs
3. 5 boys - 1 over each, 1 boy - 2 overs and 1 girl - 1 over

* **Out-Scores**
  + **Clean one-tip catch and direct catch are considered -5**
  + **Bowled, Hitwicket, catch-and-bowled, and handling the bowl is -10**
  + **Run out is considered as -5.**

**Batting Rules:**

* Batting side will have to declare its 2 groups of player (4 Primary and 4 Secondary) only at the start of the game. Combinations are not required right away at this point. Bowling side will be aware of this information.
* A set will consist of 2 primary players and 2 secondary players. These sets are needed to be declared by batting side at the start of innings to umpire only (not to the bowling team).
* The set of 4 players will be playing a maximum of two overs in continuity irrespective they get out multiple times. Only 2 players will be playing at the crease at a time. Batting team is not allowed to change any player from a set once the innings has started. The order of the 4 players in each set can not be changed when they come for batting after all the 4 players get out.
* Only primary players can start their sets for first two sets (ie secondary players will not come to play unless a primary player is given out). In next two sets, secondary players will start their sets.
* When a primary player gets out (in any way, be it bowled or run-out), one of the secondary players of the same set will replace him/her. Like this, they will continue batting in round robin fashion for two overs.
* The same set will not be repeated.
* EX:

Let’s assume players: P1, P2, P3, P4, S1, S2, S3 and S4

Then sets will be like:

Set 1: P1, P2, S1, S2

Set 2: P3, P4, S3, S4

Set 3: S1, S2, P3, P4

Set 4: S3, S4, P1, P2

**Scoring Rules:**

· Every side has a marking. Whichever marking the ball hits first will be the designated score. However, if the ball goes for a boundary then the score will be 4 and not the designated side score plus 4. In addition, you can run to add to the score. This is not allowed in case of 4 or 6 (irrespective of it being a boundary or a 4-mark wall).

· Wide and no balls are 2 runs each.

· Your team will be granted 2 runs behind the wicketkeeper region if the ball hits the wall irrespective the ball connects with the bat or not. However, the ball should not connect with any body-part of the batter.

· Only one bouncer is allowed. After one bouncer, all bowls above the shoulder level is a No Ball. A direct Ball above waist level is always a No Ball until and unless it is below the height of wicket. Height will be calculated at point of wickets. If ball doesn’t reach point of wicket, the umpires will decide what was approximate height.

· If the player intentionally uses any body part to save his wicket the umpire can give a warning. Based on regular instances (3 instances per batter) the umpire has the right to deduct -5 runs in every instance from the batter’s account which he/she thinks the batter is not playing in the right spirit.

· No runs on leg bye.

· Overthrow runs are there. If the balls hits the wall post the overthrow then the wall runs are not counted unless it is a 4 behind the bowling wicket. These runs will be counted in the batter's kitty. It shall not go in the extras.

**Power play rules**

· There shall be TWO power play overs. One power play for each side. In power play the impact on score is double, be it addition or deduction of the score. This time even the number wickets (stumping, runouts, bowling wickets) awarded to players will also be doubled. This just changes the stats of that player.

· Batting team will need to inform before the start of the over that they want to take a power play. If none of the sides take the power play then automatically 7th over will be the considered as bowling power play over. And 8th will be batting power play. 8th over can become bowling powerplay in case the batting power play has been taken already.

· Bowling team can change the bowler looking at the batting pair or getting to know about the batting powerplay.

· Same bowler can’t bowl in both power play.

**Other Rules**

· The start time for any match can be extended by a max 15 minutes. The captains have to declare their team before the start time and those folks should be present by then. If they fail to start the match because of one team having less than 8 members then the scores will be deducted. 1st 5 minutes will be -5 runs, next 5 minutes will be -10 runs and final 5 minutes will be -15 runs. Hence a total of -30 runs can be deducted.

· Post 15 minutes of delay, team with higher no of playing players will be considered winning the toss and can choose to bat or bowl.

· If any team still does not have players ready by 30 minutes then the other team will be given a walkover. Here rescheduling of a match cannot take place.

**Umpire Decisions:**

* There will be two Umpires on the ground. One main and One leg umpire. The leg umpire will do the scoring as well.
* Umpires are gods during the match.
* Suppose any team doesn’t agree with any decision. They have the power to ask for review by creating symbolic T-sign with their hands. They can only ask for review and are not allowed to discuss anything with Umpires. Any team can do this only 3 times per inning (irrespective of whether umpire was wrong or not). Note: Review taken is review gone.
* In case of review, All umpires will have a discussion and then will give final decision. Now this decision can‘t be overruled by anyone.
* All umpires can discuss as many times even if there is no review asked for.
* Umpires can reverse their decision if they feel the need to do the same. Any challenge against this would result in deduction of score(s) of 5.
* Umpire's decision is the final decision. Umpire has no obligation to give any warning and can deduct 5 runs if the team is appealing / arguing / touch the umpire against the spirit of the game. Any action more severe than this, Umpire can deduct 25 runs.