

## Game Format

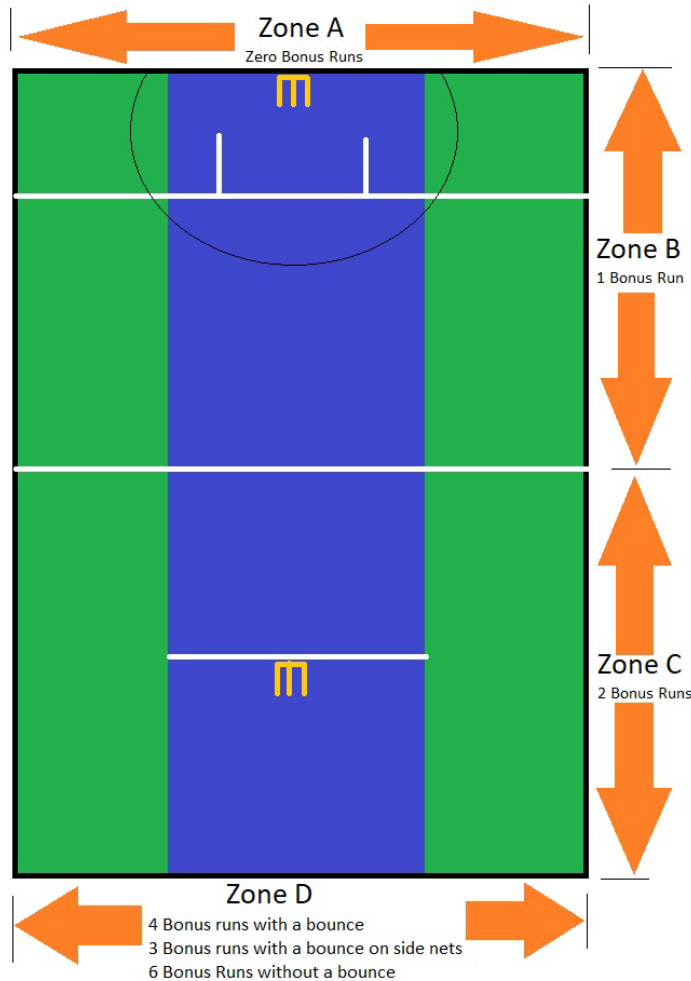
- 8 plyers max (min 6 required)
- 16 overs
- 90 minutes

## Personal Responsibility

- Bring your own abdominal guard
- Bring your own gloves
- New balls are available for purchase

## Dismissal

- Bowled
- Caught (wall catch out except for zone D)
- Stumped
- LBW – Only if no shot offered while ball is going to stump
- Hit Wicket
- Mankad – must complete the bowling action (illegal mankad will be given no ball, dead ball)
- Interference



## Bowling

- Each player must bowl minimum 2 overs
- 6 ball over, No ball & Wide are 2 runs
- Front foot touching any line is No Ball
- No Balls and wides in the last over of each partnership can be re-bowled
- Hitting the ceiling net or a fielder will award 2 runs to batting team and a dead ball.

## Batting

- Pick your batting pairs – each pair will bat 4 full overs
- 5 runs penalty for each time a batsman gets out
- To score bonus run batsman must run a physical run
- If a pair do not run a physical run for three consecutive balls even if over has changed the batsman on the third ball will be given out.
- If the batsman hits a bonus run on a no ball, they must run a physical run to get bonus run