



MATCH PLAY RULES

1. Each team must have 1–15 players.
2. Each innings is limited to five (5) overs or 30 minutes to keep the game short and engaging.
3. Each match will be (1) batter at a time, (1) wicket keeper, (6) on field.
4. Each match will start with a coin toss in true cricket fashion, to determine which team will bat or field first.
5. Each team takes turns batting and fielding.
6. A player from the batting team stands at one end of the pitch (wicket), while a bowler from the fielding team stands at the other end. To ensure all players participate, a batter must retire after scoring 15 runs. If all players are out before five overs, the innings ends.
7. To maintain an active game, batters must run if they make contact with the ball—no blocking or standing at the crease.
8. Each player must bowl at least one over, ensuring fair team involvement. No bowler can deliver more than two overs per match.
9. Runs (points) are scored by hitting the ball and running between the wickets. Players can also score runs by hitting targets. Runs can be counted as 1,2,3, and 4.
10. Wides – all wide balls bowled results in one (1) run added to the batting team's score. The ball counts and will not be re-bowled.
11. No sixes – ground play only. Any shot hit over the boundary results in a one run deduction. The batter will remain at the crease.
12. Each pitch will have designated targets. Hitting a target on the bounce earns bonus runs (hitting a marked area might add +2 or +4 runs).
13. Batters can be dismissed in various ways, such as getting bowled (the ball hitting the wickets), caught (a fielder catching the ball before it bounces), or run out (a fielder hitting the wickets with the ball while the batter is running between wickets). Once dismissed the next batter in rotation takes their place. After a batter is dismissed or completes a run, the next batter in the batting lineup takes their place.
14. Fielders try to prevent runs by retrieving the ball and returning it to the wicketkeeper or directly hitting the wickets to dismiss batters. Fielders must also avoid interfering with the batter's shot.
15. The Team with the highest score at the end of the allotted overs or the team that successfully chases the target score wins the game.