

TWENTY 20 RULES

DURATION

One innings per side, each innings limited to a maximum of TWENTY OVERS

NUMBER OF OVERS PER BOWLER

Each bowler may bowl a maximum of FOUR OVERS.

INTERVAL

The interval will be of FIVE MINUTES duration.

TIMED OUT

The incoming batsman must be in position to take guard or his partner to be ready to receive the next ball, within ONE MINUTE THIRTY SECONDS of the fall of the previous wicket.

THE RESULT

Each side must have faced (or had the opportunity to face) FIVE OVERS in order to constitute a match.

FIELDING - CIRCLE

The Fielding - Circle should be 25 YARDS FROM THE CENTRE OF THE PLAYING PITCH: i.e. measured from a point 11 yards from each wicket.

RESTRICTIONS ON THE PLACEMENT OF FIELDSMEN

a) For the FIRST SIX OVERS of each innings only TWO fielders are permitted OUTSIDE THE CIRCLE.

b) AFTER SIX OVERS, at least six players (including the bowler and the wicket-keeper) SHOULD BE INSIDE THE CIRCLE.

NO BALL:

For a no ball, TWO RUNS will be awarded plus an extra ball.

TIED MATCH

When the scores are level at the end of the TWENTY OVERS, the winner shall be decided by:-

The team losing the **LEAST NUMBER OF WICKETS**

THEN

The team scoring **MOST RUNS IN THE FIRST SIX OVERS**