

## T20 Rules Cheat Sheet

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| POWER PLAY       |                  |
|------------------|------------------|
| Overs in Innings | Power Play Overs |
| 19-20            | 6                |
| 15-18            | 5                |
| 12-14            | 4                |
| 9-11             | 3                |
| 5-8              | 2                |

### **Basic Rules**

1. During power play only **2 fielders** are permitted to be outside 30 yards, fielders in catching position not required.
2. During non power play no more than **5 fielders** can be outside 30 yards.
3. A batsmen can be **out on free hit**, if he is run out or handled the ball or hit the ball twice or obstructs the field.
4. Apply duck-worth for any interruption that requires over reductions.
5. A minimum of **5 overs** constitutes a match.
6. Play can be extended beyond scheduled cut off , if there is enough light just to complete minimum overs to get a result.
7. **Beamer**
  1. A delivery which is other than a slow paced one and passes on the full above waist height or
  2. A delivery which is slow paced and passes on the full above shoulder.
  3. First instance of beamer is called no ball with warning. Second instance any time in the innings is called no ball and bowler can not bowl further in that innings.
8. **Bouncer** - above shoulder height but not above the head. Bouncer above head is called wide.
  1. If bowled in same over
    1. first one allowed, second one no ball with first warning, third one no ball with final warning, fourth one no ball and bowler can not bowl further in that innings.
  2. In any over if has accumulated 2 warnings earlier
    1. first one allowed, second one no ball and bowler will be pulled out of bowling that innings.
9. A drawn match outcome is decided by a Super Over.
  1. Teams to decide a bowler to bowl and three batsmen to bat
  2. Team batted second gets to bat first.
  3. Team is all out on 2 wickets.
  4. Non power play field restrictions are applied.

### **New Rules**

1. **Free Hit** for every kind of no ball.
  1. Any foot fault, waist high full toss/beamer, wrong field positions, repeated bouncer, illegal action, bowler hits non striker stumps on his run up, bowler change sides without notifying umpire, bowler changing bowling arm with out notifying umpire, ball bounces more than twice before reaching the batting crease.
2. **A runner for a batsman is not permitted.** A retired hurt batsman can come back after fall of a wicket.
3. Its only umpire to take a call on Bad Light.