**LAGAAN CHALLENGE MATCH – MODIFIED CRICKET RULES**

* open for discussion prior to start of match
* our ability to improvise may be a high priority – for example, our ball might be a tennis ball wrapped in tape

**The** [**cricket field**](http://en.wikipedia.org/wiki/Cricket_field): A cricket match is played between two teams (or sides) of eleven players each on a [field](http://en.wikipedia.org/wiki/Cricket_field) of variable size and shape. Field diameters of 150–160 yd are usual. The perimeter of the field is known as the [boundary](http://en.wikipedia.org/wiki/Boundary_%28cricket%29) (probably marked by cones).

The key action takes place in **the** [**pitch**](http://en.wikipedia.org/wiki/Cricket_pitch). At either end of the pitch, 22 yards apart, are placed the [wickets](http://en.wikipedia.org/wiki/Wicket).

Each [**wicket**](http://en.wikipedia.org/wiki/Wicket_%28cricket%29) consists of three wooden [stumps](http://en.wikipedia.org/wiki/Stump_%28cricket%29) placed in a straight line and surmounted by two wooden crosspieces called [bails](http://en.wikipedia.org/wiki/Bail_%28cricket%29); the total height of the wicket including bails is 28.5 inches and the combined width of the three stumps is 9 inches.

Four lines, known as **creases**, are marked onto the pitch around the wicket areas to define the batsman's "safe territory" and to determine the limit of the bowler's approach. These are called the "popping" (or batting) crease, the bowling crease and two "return" creases.

A bowling crease is 8 feet 8 inches long with the middle stump placed dead centre. The popping crease has the same length, is parallel to the bowling crease and is 4 feet in front of the wicket. The return creases are perpendicular to the other two; they are adjoined to the ends of the popping crease and are drawn through the ends of the bowling crease to a length of at least 8 feet.

When bowling the ball, the bowler's back foot in his "delivery stride" must land within the two return creases while his front foot must land on or behind the popping crease. If the bowler breaks this rule, the umpire calls "No ball".

The importance of the popping crease to the batsman is that it marks the limit of his safe territory for he can be stumped or run out (see Dismissals below) if the wicket is broken while he is "out of his ground".

**Umpires and scorers**

Your esteemed instructor shall serve as umpire; ideally, we will draft a second arbiter.

Off the field, the match details including runs and dismissals are recorded by two official [scorers](http://en.wikipedia.org/wiki/Scorer), one representing each team.

**Innings / Overs**

The bowler bowls the ball in sets of six deliveries (or "balls") and each set of six balls is called an [over](http://en.wikipedia.org/wiki/Over_%28cricket%29). At this point, another bowler is deployed at the other end, and the fielding side changes ends while the batsmen do not. A bowler cannot bowl two successive overs, although a bowler can bowl unchanged at the same end for several overs. The batsmen do not change ends and so the one who was non-striker is now the striker and vice-versa.

**Bowling**

The bowler reaches his delivery stride by means of a "run-up", although some bowlers with a very slow delivery take no more than a couple of steps before bowling. A fast bowler needs momentum and takes quite a long run-up, running very fast as he does so.

**Fielding**

All eleven players on the fielding side take the field together. One of them is the [wicket-keeper](http://en.wikipedia.org/wiki/Wicket-keeper) *aka* "keeper" who operates behind the wicket being defended by the batsman on strike. Owing to his position directly behind the striker, the wicket-keeper has a good chance of getting a batsman out caught off a fine edge from the bat. He is the only player who can get a batsman out [stumped](http://en.wikipedia.org/wiki/Stump_%28cricket%29).

**Batting**

At any one time, there are two batsmen in the playing area. One takes station at the striker's end to defend the wicket as above and to score runs if possible. His partner, the non-striker, is at the end where the bowler is operating.

Note that a batsman does not have to play a shot and can "leave" the ball to go through to the wicketkeeper, providing he thinks it will not hit his wicket. Equally, he does not have to attempt a run when he hits the ball with his bat.

**Runs**

The primary concern of the batsman on strike (i.e., the "striker") is to prevent the ball hitting the wicket and secondarily to score [runs](http://en.wikipedia.org/wiki/Run_%28cricket%29) by hitting the ball with his bat so that he and his partner have time to run from one end of the pitch to the other before the fielding side can return the ball. To register a run, both runners must touch the ground behind the crease with either their bats or their bodies (the batsmen carry their bats as they run).

More than one run can be scored from a single hit: hits that reach the boundary of the field are automatically awarded four runs if the ball touches the ground *en route* to the boundary or six runs if the ball clears the boundary on the full. The batsmen do not need to run if the ball reaches or crosses the boundary.

If an odd number of runs is scored by the striker, the two batsmen have changed ends and the one who was non-striker is now the striker. Only the striker can score individual runs but all runs are added to the team's total.

The decision to attempt a run is ideally made by the batsman who has the better view of the ball's progress, and this is communicated by calling: "yes", "no" and "wait" are often heard.

Running is a calculated risk because if a fielder breaks the wicket with the ball while the nearest batsman is out of his ground (i.e., he does not have part of his body or bat in contact with the ground behind the popping crease), the batsman is [run out](http://en.wikipedia.org/wiki/Run_out).

**Extras**

Additional runs can be gained by the batting team as [extras](http://en.wikipedia.org/wiki/Extra_%28cricket%29) (called "sundries" in Australia) due to errors made by the fielding side.

1. **No ball** – a penalty of one extra that is conceded by the bowler if he breaks the rules of bowling either by (a) using an [inappropriate arm action](http://en.wikipedia.org/wiki/Throwing_%28cricket%29); (b) overstepping the popping crease; (c) having a foot outside the return crease. In addition, the bowler has to re-bowl the ball.
2. **Wide** – a penalty of one extra that is conceded by the bowler if he bowls so that the ball is out of the batsman's reach; as with a no ball, a wide must be re-bowled
3. **IN OUR MODIFIED RULES**: There are no byes, leg byes or leg before wickets (LBW).

**Dismissals (outs)**

Before the umpire will award a dismissal and declare the batsman to be out, a member of the fielding side (generally the bowler) must "appeal". This is invariably done by asking (or shouting) the term "Howzat?" which means, simply enough, "How is that?" If the umpire agrees with the appeal, he will raise a forefinger and say "Out!". Otherwise he will shake his head and say "Not out".

1. [**Bowled**](http://en.wikipedia.org/wiki/Bowled): the bowler has hit the wicket with the ball and the wicket has "broken" with at least one bail being dislodged (note that if the ball hits the wicket without dislodging a bail it is not out).
2. [**Caught**](http://en.wikipedia.org/wiki/Caught_%28cricket%29): the batsman has hit the ball with his bat, or with his hand which was holding the bat, and the ball has been caught before it has touched the ground by a member of the fielding side.
3. [**Run out**](http://en.wikipedia.org/wiki/Run_out): a member of the fielding side has broken or "put down" the wicket with the ball while a batsman was out of his ground; this usually occurs by means of an accurate throw to the wicket while the batsmen are attempting a run.
4. [**Stumped**](http://en.wikipedia.org/wiki/Stump_%28cricket%29#Manner_of_dismissing_a_batsman) is similar except that it is done by the wicketkeeper after the batsman has missed the bowled ball and has stepped out of his ground, and is not attempting a run.
5. [**Hit wicket**](http://en.wikipedia.org/wiki/Hit_wicket): a batsman is out Hit wicket, if he dislodges one or both bails with his bat, person, clothing or equipment in the act of receiving a ball, or in setting off for a run having just received a ball.
6. [**Hit the ball twice**](http://en.wikipedia.org/wiki/Hit_the_ball_twice) is very unusual and was introduced as a safety measure to counter dangerous play and protect the fielders. The batsman may legally play the ball a second time only to stop the ball hitting the wicket after he has already played it.
7. [**Obstructed the field**](http://en.wikipedia.org/wiki/Obstructed_the_field): another unusual dismissal which tends to involve a batsman deliberately getting in the way of a fielder.
8. [**Handled the ball**](http://en.wikipedia.org/wiki/Handled_the_ball): a batsman must not *deliberately* touch the ball with his hand, for example to protect his wicket (note that the bowled ball often hits the batsman's hand while it is holding the bat but this is not out; though he can of course be caught off his hand).

In the vast majority of cases, it is the striker who is out when a dismissal occurs. If the non-striker is dismissed it is usually by being run out, but he could also be dismissed for obstructing the field, handling the ball or being timed out.

Batsmen cannot be out off a *no ball*. They cannot be out off a *wide*. Some of these modes of dismissal can occur without the bowler bowling a delivery.

**No ball rules:**

1. Bowler has to mention the side he is bowling each time he bowls to the umpire.

2. Bowler bouncing over the batsmen’s shoulder will be called a NO BALL.

3. Bowler should not over step the bowling crease. A NO BALL will be called if his leg crosses the crease on his delivery stride.

4. A direct ball over the waist height of the batsman is also a NO BALL.

5. If the wicket keeper moves back and forth before the ball is released then the ball is considered to be NO BALL.

***General Rules***

***1. Game is played for 10 overs.***

***2. Time limit for game is 2 hrs.***

***3. Men bat non-dominate hand when women bowl.***

***4. Reduced length of pitch (by 9 yards) when women bowl.***

***5. All must run 22 yards to complete a run (both men and women).***