



OFFICIAL RULEBOOK

50-BALLS CRICKET

"FASTEST FORMAT EVER IN HISTORY OF CRICKET"

Amateur 50-Balls Cricket Federation



Written by Mr. Ishan Jain

Founder & Inventor of The Game

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AMATEUR 50-BALLS CRICKET FEDERATION



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FOUNDER'S MESSAGE



Dear Members of the Amateur 50-Balls Cricket Federation,

It is with great enthusiasm and a profound sense of purpose that I extend my warmest greetings to each member of our esteemed federation. As the founder of the Amateur 50-Balls Cricket Federation, I am honored to be part of this collective effort to introduce a new and exciting dimension to the world of cricket.



Our vision for the Amateur 50-Balls Cricket Federation goes beyond the boundaries of conventional cricket, offering an innovative and dynamic format that promises thrills and excitement for players and fans alike. With a rule book that has been carefully crafted to balance competitiveness and entertainment, we are set to embark on a journey that will redefine the way we experience the sport.

The 50-Balls Cricket Official Rule Book is a testament to our commitment to fairness, inclusivity, and a spirit of friendly competition. It outlines the regulations that will govern our tournaments and ensures a level playing field for all participants. It is my belief that these rules will not only uphold the integrity of the game but also contribute to the growth and popularity of 50-Balls Cricket in the world.

As we enter this new chapter, I want to express my gratitude to each member who has been part of shaping the vision of the federation. Your insights, dedication, and passion for the sport have been invaluable, and I am confident that, together, we will make the 50-Balls Cricket Federation a thriving and respected entity within the cricketing community.

I encourage all members to familiarize themselves with the rule book, engage in constructive discussions, and contribute to the ongoing evolution of our federation. Let us embrace the spirit of camaraderie, fair play, and innovation as we embark on this exciting venture.

Thank you for being part of the Amateur 50-Balls Cricket Federation. Here's to a future filled with memorable moments on the 50-Balls Cricket field!

Warm regards,

Ishan Jain

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AMATEUR 50-BALLS CRICKET FEDERATION



1. Introduction

50-Balls Cricket is a fun and fast-paced game that can be played by people of all ages and skill levels. 50-Balls is another format of modern cricket. It can be played with leather or a tennis ball. It can be played both indoors and outdoors with different rules and ground or pitch size.

50-Balls Cricket is getting popular not only in all states and districts in India but also internationally in different countries. There are many states who joined the 50-Balls Cricket federation of India and many of those are in process.

2. Significance of 50-Balls Cricket

50-Balls Cricket is more than just a sport; it is a way of life for many people. It brings people together from different cultures and backgrounds, fostering unity and a sense of community. It also helps promote physical fitness, mental toughness, and team spirit.



3. Objective of the Rule Book

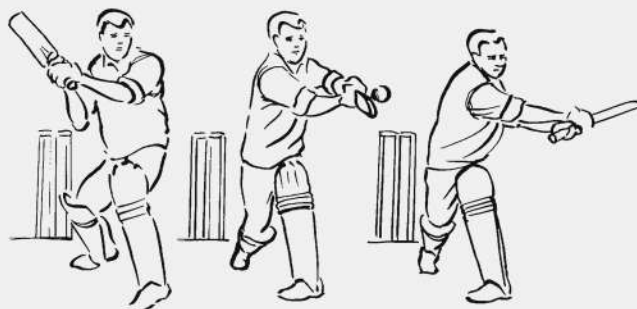
The primary objective of this rule book is to provide a comprehensive guide to the laws of 50-Balls Cricket, ensuring that the game is played fairly and within the spirit of the sport. The rule book aims to provide a standard set of rules that can be used at all levels of 50-Balls Cricket, from school and local club games to international matches.

4. Importance of Following the Rules

Following the rules is crucial to ensure that the game is played fairly and safely. The rules aim to provide a level playing field for all players, regardless of their skill level or experience. They also help to prevent injuries and disputes between players and teams. Moreover, following the rules helps to maintain the integrity of the game, which is essential to preserve the sport's reputation and history.

5. Age group (Boys and Girls)

1. Under-12
2. Under-14
3. Under-17
4. Under-19
5. Under-23
6. Open Category



6. General Rules

This section should outline the basic rules of the game, including the playing area, equipment, and the number of players. It should also include information on how the game is started, the scoring system, and how the game is won.

6.1 Playing Area:

The playing area in 50-Balls Cricket is an oval or circular shaped field. Size of the playing area will be different depending upon whether the match is played with Leather ball or Soft-Tennis ball and also as per age group of players. The field is divided into different sections, such as the pitch, the crease, and the boundary. The pitch is a rectangular section in the center of the field, where the game is played. The crease is a set of lines drawn on either end of the pitch to mark the area where the batsman stands. The boundary is a circular line that marks the edge of the playing field.

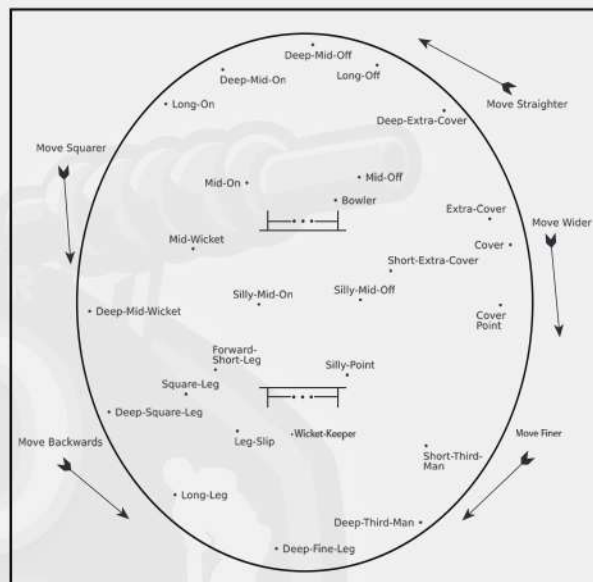


6.2 Equipment:

Cricket equipment includes a bat, a ball, stumps, and bails. The bat is a wooden or composite stick with a flat hitting surface. The ball is a hard, leather-covered ball or Soft-Tennis ball that is bowled by the bowler. The stumps are three wooden sticks that are placed at each end of the pitch, and the bails are small wooden pieces that sit on top of the stumps.

6.3 Number of Players:

A cricket match is played between two teams, each consisting of 16 players (11 Playing and 5 Extras). One team bats while the other team bowls and fields. The roles of the teams switch after 50-Balls, or when all the batsmen on the batting team have been dismissed.



6.4 Starting the Game:

The game starts with the toss, where the captain of each team flips a coin to determine which team will bat or bowl first. The team that wins the toss chooses whether to bat or bowl first. The game starts with the bowler delivering the ball to the batsman, who tries to hit the ball and score runs.

6.5 Scoring System:

In 50-Balls Cricket, runs are scored by hitting the ball and running between the wickets. The batsman scores one run for each time they run between the wickets. The batsman can also score runs by hitting the ball to the boundary, which is worth four runs, or hitting the ball over the boundary, which is worth six runs.

6.6 Winning the Game:

In 50-Balls Cricket, the team that scores the most runs wins the game. If both teams score the same number of runs, the game is considered a tie and a 5 balls match with a single wicket will be played and the team with higher score will win the game.



7. Batting

Batting is the act of hitting the ball with the bat and scoring runs for the batting team. In cricket, the two batsmen stand at opposite ends of the pitch, and the bowler delivers the ball from the other end.

7.1 Scoring Runs:

As mentioned in Section 6, runs can be scored in 50-Balls Cricket by running between the wickets or hitting the ball to the boundary. When a batsman hits the ball, they can run between the wickets to score runs. The number of runs scored depends on how many times the batsmen run between the wickets. If the ball crosses the boundary, the batsman is awarded either four or six runs, depending on where the ball crossed the boundary.

7.2 Bonus Runs

Runs given via Wide, No-ball, Throw-Byes etc are given as Bonus Runs.

7.3 Dismissals:

There are many ways for a batsman to be dismissed in 50-Balls Cricket. The most common ways are:

- **Bowled:** The bowler hits the stumps with the ball, and the bails fall off.
- **Caught:** A fielder catches the ball before it bounces after the batsman hits it.
- **LBW (Leg Before Wicket):** The ball hits the batsman's leg before hitting the stumps, and the umpire rules that the ball would have hit the stumps.
- **Run out:** The fielder hits the stumps with the ball before the batsman reaches the crease.
- **Stumped:** The wicket-keeper removes the bails while the batsman is out of the crease.

Other ways for a batsman to be dismissed include hitting the ball twice, obstructing the field, handling the ball, hitting the ball into the air and being caught by a fielder, and being timed out.



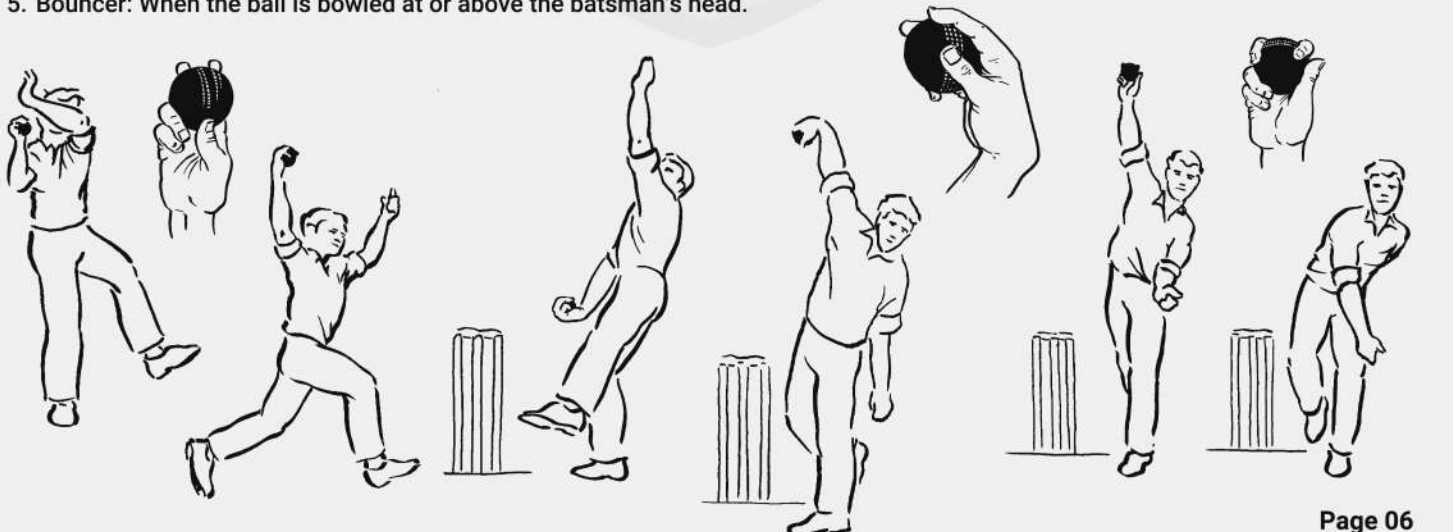
8: Bowling

Bowling is the act of delivering the ball towards the batsman with the aim of dismissing him or her. The bowler runs up to the crease and bowls the ball overarm towards the batsman.

8.1 Types of Deliveries:

There are many different types of deliveries that a bowler can bowl in 50-Balls Cricket, including:

1. **Fast Bowling:** When the bowler bowls the ball at a high speed.
2. **Swing Bowling:** When the bowler uses the swing of the ball to deceive the batsman.
3. **Spin Bowling:** When the bowler uses their fingers or wrist to spin the ball and deceive the batsman.
4. **Yorker:** When the ball is bowled at the batsman's feet.
5. **Bouncer:** When the ball is bowled at or above the batsman's head.



8.2 Number of Balls in inning:

An inning consists of 50 deliveries bowled by a minimum of 5 bowlers. 5 legal balls delivered by a bowler is called a spell. Each bowler can deliver a maximum of 2 spells. It's a bowler's wish if after 1 spell he/she wants to continue his/her another spell. If he/she continues then the opponent team will get 3 bonus runs.



8.3 Penalties:

Bowlers can be penalized for breaking the rules of 50-Balls Cricket. The most common penalties include:

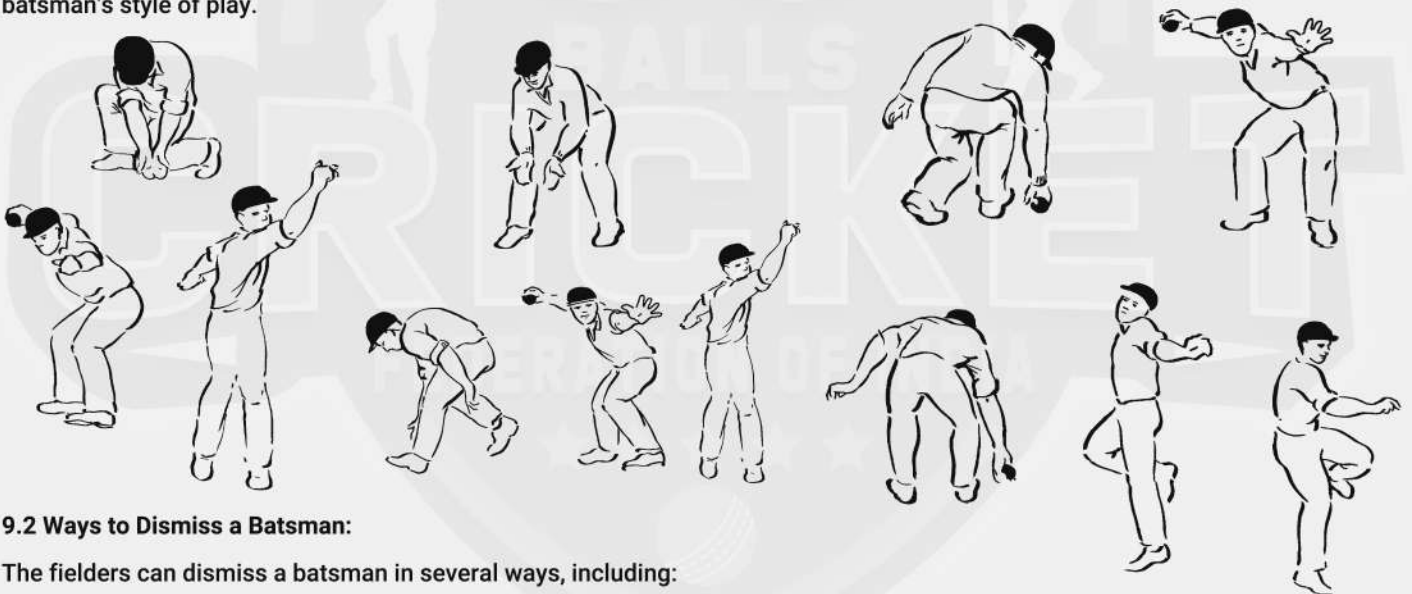
1. No Ball: When the bowler's front foot crosses the crease before delivering the ball, or the ball is bowled above waist height.
2. Wide: When the ball is bowled outside the batsman's reach and is deemed too wide for a fair delivery.
3. Overstepping: When the bowler's front foot lands beyond the crease.
4. Dangerous Bowling: When the bowler bowls a bouncer or a beamer that is deemed to be dangerous to the batsman.
5. Time Wasting: When the bowler delays the game unnecessarily.

9. Fielding

Fielding is an important part of 50-Balls Cricket, as the fielders work together to prevent the opposing team from scoring runs and taking wickets.

9.1 Positions of the Fielders:

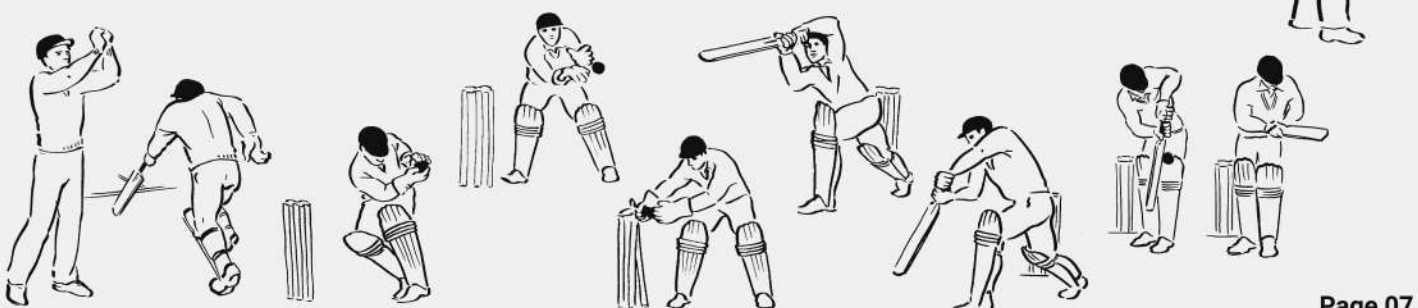
The fielders are positioned around the field in various positions, depending on the type of delivery being bowled and the batsman's style of play.



9.2 Ways to Dismiss a Batsman:

The fielders can dismiss a batsman in several ways, including:

1. Catch: When a fielder catches the ball before it hits the ground after being hit by the batsman.
2. Run out: When a fielder hits the stumps with the ball while the batsman is out of his/her crease.
3. Stumping: When the wicket-keeper removes the bails before the batsman can return to his/her crease.
4. Hit wicket: When the batsman hits his/her own wicket with the bat or any part of his/her body.
5. Obstructing the field: When the batsman deliberately obstructs a fielder from attempting a run-out or catch.



10. Change of player in game:

10.1 In case of injury to any player in the field of play, only the additional player can field in his place.

10.2 During the match, after giving playing 11 to the umpire or organizing committee. Each team can replace 1 player with an additional player (from 5 extra players in his team) either during batting or bowling only once. That additional player will be known as "ACE".



11. Umpires

Umpires are essential to the game of 50-Balls Cricket, as they are responsible for ensuring that the game is played according to the rules and making decisions during the match.



11.1 Responsibilities:

The responsibilities of the umpires include:

1. Checking the condition of the ball before the start of play.
2. Deciding whether a delivery is legal or not, such as for no-balls, wides, and beamers.
3. Adjudicating on appeals for wickets or run-outs.
4. Monitoring the conduct of the players on the field.
5. Keeping track of the number of balls bowled and the runs scored.

11.2 Decision Making:

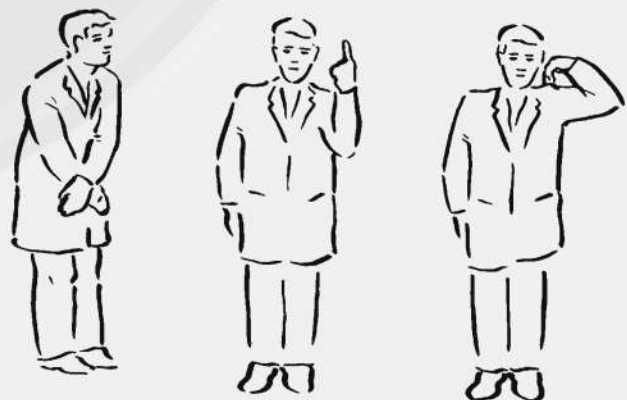
Umpires have several ways to make decisions during a 50-Balls Cricket match, including:

1. Signals: The umpires use hand signals to indicate decisions during the match, such as a raised index finger to signal a batsman's dismissal or a wide-arm signal to indicate a boundary.
2. Discussion with Legside Umpire: Both umpire discuss with each other if they have any doubt in making the decision.
3. Third umpire: In international 50-Balls Cricket matches, there is often a third umpire who reviews decisions made on the field using replays and other technology.



11.3 Umpire's Decision is Final:

It is important to note that the umpire's decision is final and cannot be challenged. Players should respect the umpire's decisions and avoid showing dissent or disrespect towards them.



12. Conduct of Players

12.1 Players are expected to follow a strict code of conduct during the game of 50-Balls Cricket. The code of conduct includes:

1. Fair play: Players must play the game in the spirit of fair play, without intentionally breaking the rules or taking unfair advantage of their opponents.
2. Respect for opponents: Players must respect their opponents and avoid any behavior that could be seen as unsporting or disrespectful, such as using abusive language or deliberately trying to injure an opponent.

3. Respect for umpires: Players must respect the umpires and their decisions, avoiding any behavior that could be seen as dissent or disrespect towards the officials.
4. Respect for the game: Players must respect the game of 50-Balls Cricket and its traditions, avoiding any behavior that could bring the game into disrepute.



12.2 Penalties:

Players who violate the code of conduct may be penalized in a number of ways, including:

1. Warning: Players may receive a verbal warning from the umpire for minor offenses, such as using inappropriate language.
2. Fine: Players may be fined for more serious offenses, such as dissent towards the umpire or breaching the code of conduct.
3. Suspension: Players may be suspended from the game for repeated or serious offenses, such as physical assault or deliberate cheating.
4. Match Ban: Players may be banned from playing in one or more matches for serious or repeated offenses.

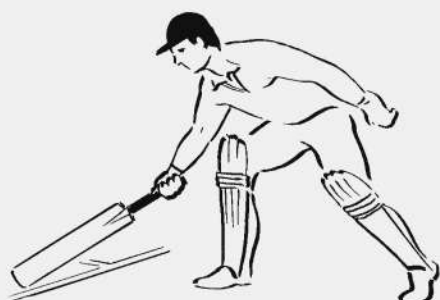
It is important for players to understand the code of conduct and the penalties for violating it. By following the code of conduct, players can help ensure that the game of cricket is played in the spirit of fair play and respect for all involved.

13. Scorer

In 50-Balls Cricket, the scorer is a person responsible for keeping track of the score, balls, and other important statistics during a match. The scorer works in close coordination with the umpires, ensuring that all the details of the game are accurately recorded. Here are some key responsibilities of a cricket scorer:

1. Keep Score: The scorer must keep an accurate record of the runs scored by both teams, the wickets taken, and the number of balls bowled. They must update the scorecard or write in the scoresheet after each delivery and ensure that it is clear and easy to read.
2. Keep Track of Bonus runs: The scorer must keep track of the bonus runs scored by the batting team, such as wides, no balls, and byes.
3. Keep Track of Bowling Changes: The scorer must keep track of the changes in bowling, including the number of bowls bowled by each bowler, their number of wickets, and their economy rate.
4. Record Special Occurrences: The scorer must record any special occurrences during the match, such as wickets taken, catches, run-outs, and any other important milestones.
5. Liaise with the Umpires: The scorer must work closely with the umpires to ensure that all the details of the match are accurately recorded. They must communicate with the umpires to clarify any confusing situations and ensure that the scorecard is updated correctly.
6. Generate Statistics: The scorer is responsible for generating statistics based on the data collected during the match. This may include calculating the average run rate, strike rate, and economy rate of the players.

Overall, the scorer plays a crucial role in ensuring that the match is played fairly and that accurate records are kept. Their work is essential in providing a complete and accurate record of the match and is vital for both players and spectators to fully appreciate the game.





AMATEUR 50-BALLS CRICKET FEDERATION OF INDIA®

Affiliated to: International 50-Balls Cricket Federation

Recognized by: Modern Pythian Games



S. No.	Normal Cricket	50-Balls Cricket
1.	In normal cricket, it has "Overs" which includes 6 Balls each.	In 50 Balls, it has "Spells" which includes 5 Balls each.
2.	Each inning consists of either 20 overs, 50 overs, or a test match.	Each inning consists of 50 balls.
3.	Played with only leather ball.	Played with both Leather and Tennis Ball.
4.	Bowlers can bowl alternate overs. Can't continue next over.	In 50-Balls, Bowler can continue 2 spells, meaning he/she can bowl 10 balls continuously by giving 3 extra runs to the opponent team.
5.	Minimum Boundary Size is Approximately 70-90 meters.	For leather boundary size is 60-70 meters and for Tennis Ball 45-55 Meters.
6.	As per normal cricket there is a 30 yard circle.	In 50-Balls, we divided it into 2 equal parts. E.g. 60 meters: the first circle is 30 meters mentioned as circle 1 and the second 30 meters mentioned as circle 2. In 70 meters, the first circle is 35 meters and the second 35 meters.
7.	No Player replacement during the match from the playing XI.	Yes, There is a one player replacement possible during the match which is called "ACE". Team has to give a list of 13 players. 11 Playing and 2 extra from which they can replace 1 player from the playing 11, once in a match.
8.	Fielding Substitutes can only field in place of Injured.	Fielding Substitutes can only field in place of Injured players.
9.	If a bowler delivers a no-ball by overstepping the crease, the subsequent delivery is called a "free-hit". During a free-hit, the batsman cannot be dismissed by any mode of dismissal other than a run-out.	There is no free hit if the bowler delivers a no-ball. Batting team will get 1 runs as a Bonus. Out will be considered as out in all modes.
10.	For a wide ball, the team will get 1 extra run.	For a wide ball, the team will get 1 extra runs.
11.	PowerPlay in 50-Balls Cricket	Powerplay-1 (Batsman) : consist of 2 Spells. (1 to 10 balls). Normal spells: consist of 6 spells (from 11 to 40 balls). Powerplay-2 (Bowling): consist of 2 spells (41-50 balls).
12.	Field Restrictions	Field restrictions: Powerplay 1: only two fielders are allowed outside the circle 1. Normal Spells: maximum 4 fielders are allowed outside the circle 1. Powerplay 2: Maximum 5 fielders are allowed outside the circle 1.
13.	Leg Side Field Restrictions	Maximum of 5 and minimum 3 players are allowed on the leg side excluding Wicket Keeper and Bowler.
14.	Time taken:	Usually, it takes 35 minutes to complete an inning and 75 minutes to complete a match. If the time taken by the bowling side is more than 40 minutes then a penalty of 3 runs will be given to the batting side. And if the batting side wastes time then 3 balls will be deducted.
15.		Each team needs to get ready before the completion of previous match. If there is delay then penalty will be imposed.

Above are the rules followed by each team during the 1st Sub-Junior 50-Balls Cricket National Tournament 2023.

AMATEUR 50-BALLS CRICKET SCORESHEET



TOURNAMENT NAME: _____

VENUE: _____

(TEAM A)	MATCH BETWEEN	(TEAM B)	TOSS WON BY	ELECTED TO	MATCH NO.	DATE
				BALL / BAT		

BATSMAN NAME	IN/OUT	BALLS	RUNS SCORED	4/6	HOW OUT/BOWLER	TOTAL
1				4		
				6		
2				4		
				6		
3				4		
				6		
4				4		
				6		
5				4		
				6		
6				4		
				6		
7				4		
				6		
8				4		
				6		
9				4		
				6		
10				4		
				6		
11				4		
				6		
12				4		
				6		

S	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50
C	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
O	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	121	122	123	124	125	126	127	128	129	130	131	132	133	134	135	136	137	138	139	140	141	142	143	144	145	146	147	148	149	150
R	151	152	153	154	155	156	157	158	159	160	161	162	163	164	165	166	167	168	169	170	171	172	173	174	175	176	177	178	179	180	181	182	183	184	185	186	187	188	189	190	191	192	193	194	195	196	197	198	199	200
E	201	202	203	204	205	206	207	208	209	210	211	212	213	214	215	216	217	218	219	220	221	222	223	224	225	226	227	228	229	230	231	232	233	234	235	236	237	238	239	240	241	242	243	244	245	246	247	248	249	250

SPELL(S)	1	2	3	4	5	6	7	8	9	10	BONUS RUNS	
BONUS RUNS												
SCORE												
FALL OF WICKET(S)	1	2	3	4	5	6	7	8	9	ALL OUT	TOTAL SCORE	
SCORE												

BOWLER NAME	S. NO.	SPELL 1	S. NO.	SPELL 2	MDNS	RUNS	WKTS
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							

RESULT OF GAME: _____ BEAT _____ BY _____ RUNS / WKTS

CAPTAIN'S SIGN.: _____ (TEAM A) CAPTAIN'S SIGN.: _____ (TEAM B)

UMPIRE'S SIGN.: _____ SCORER SIGN.: _____



50-BALLS CRICKET

Amateur 50-Balls Cricket Federation



<http://50ballscricketfederation.com>



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